

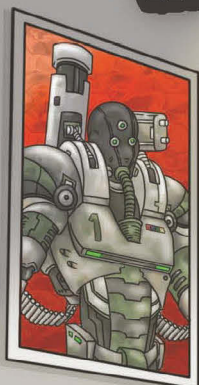
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APRIL
2011

Deus ex Historica



JIMMY
HAZARD



NO. 1
GUN



CYBER
COMMAND



GRENADIER



REDEEMER



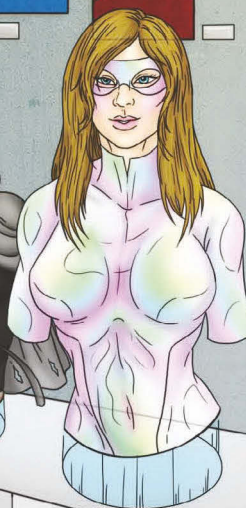
LONEJACK



PLAGUE



REVENANT



SKYBOLT

James Stubbs & Don Walsh

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DEUS EX HISTORICA

James Stubbs and Don Walsh

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Marc Radle – Midnight & Mist, Murakumo, Faith, Troublemaker, The Watchful Gaze

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Hugo Solis – Synapse, Scatterbrain, C-MDO2, Bloodshot, Doctor December, Angeldust

WHAT IS DEUS EX HISTORICA

At its core, *Deus ex Historica* is a book of potential allies and opponents created for use with the 3rd edition of the *Mutants and Masterminds Roleplaying Game* by Green Ronin under the Super-Powered by Mutants and Masterminds licences. Within its almost 400 pages you will find over 100 characters developed for the Golden, Silver, Bronze, Iron, and Silicon Ages of comics. Each character exists not only as a hero or villain, but also possesses suggestions for alternate versions of the characters as they could exist in alternate realities or timestreams.

Deus ex Historica is about relationships. More than isolated characters, the heroes and villains presented in *Deus ex Historica* have families, legacies, and enemies that carry over from one comic age to another. The sidekicks of the Golden Age stand on their own as adults in the Silver Age, or Villains in the Silicon Age have found old tech and forgotten lore from ages past. Even though there is an implicit setting within *Deus ex Historica*, the events and characters in one comic age impact future generations.

Finally, *Deus ex Historica* is an opportunity to adventure. Throughout the book there are numerous adventure seeds to fuel your superhero campaign. Whether, your game is confined to a single age or if you have joined up with Danni Cipher to discover the villain that is treating to disrupt reality across all time, there are endless possibilities for gamemasters and heroes to explore.

We hope you enjoy it.

- Mark Gedak, Perry Fehr

About the Authors

Don Walsh was introduced to RPGs through a cobbled-together, misunderstood version of D&D. He's since played as many systems as he could, with a large number of groups. He discovered LARPing with the New England Role-Playing Organization, writing up history and adventures, and helping to run their first few national events.

He's an eager outdoorsman; amateur historian with a fondness for the weird; an ex-baker who still loves cooking; and an avid reader, especially of horror, adventure and comic books. He shared this with the love of his life, Sarah, and their cats, in his New England hometown.

James Stubbs has been writing roleplaying games for over fifteen years with such companies as Deep7 and Heyoka Studios when he is not busy writing fiction or reading comics. When not rolling oddly-shaped dice, he is a digital services librarian in a mid-sized library system in South Carolina by day and a ninja by night, dreaming of the day when he can raise a horde of bloodthirsty pirates and acquire an airship of his own.

About the Publisher

Deus ex Historica was originally conceived by **4 Winds Fantasy Gaming** and was partially funded through patrons (see backer list on page 4), using the kick-starter system. In January of 2013, 4 Winds Fantasy Gaming was acquired by **Purple Duck Games**, who gained the assets and the responsibility to complete the product you see before you. This book is the largest project Purple Duck Games has ever worked on and there have been many opportunities for mistakes and learning along the way. **Purple Duck Games** would like to thank our backers for supporting us through this growth process.

DECIPHERING THE CIPHER

Decipher the Cipher

The background information for these entries are presented from the first-person accounts of time-traveling social scientist Danni Cipher. As a result, each has a personal slant, with hints of bias or special interest. Here we'll look at the format for the book, so you'll be prepared for what comes next.

Title Block: This gives the most well-known alias of the character.

Really: Here is provided the character's real name, or at least most common legal alias. Occasionally other aliases might be presented here as well.

A part of: This indicates if the character belonged to any organizations or structured teams in their history.

Based out of: Will reveal the geographical location the character most commonly operated from.

Worked as: This indicates the character's occupation. Sometimes it will be a list, and sometimes the character was just a full-time hero, adventurer or criminal, and we'll say that too.

Active during: States what eras the character operated in, from Golden to Modern.

Looks: Will offer Danni's description of the character.

Known History: Relates the character's origins, what they did before entering their current activities, and what they did after becoming the figure they've become.

Psychology: Gives the reader a brief view of the character's personality and quirks, again from the perspective of Danni Cipher. While mostly on point, there will be times our archaeologist doesn't know something or misses a cue. Or in other words, the campaign's needs should trump elements of personality that are provided. The same holds true for any other portion of the write-ups.

Known Abilities: Will give an in-universe account of the character's skills, powers, and equipment. Things are left vague in some cases because of the nature of comic book heroes and the game that supports their play needing such things to be open-ended.

On the other hand: Gives a view of other directions the character could go in as viewed by Danni's trips into parallel Earths or alternate timelines. This section is most useful in turning the hero characters into villain histories, and to inspire the GM with other ways to use the material in this book.

Campaign Use: The rest of these entries are not presented in Danni's voice, since they're advice for players and GMs. This entry discusses the niche the character was written to fill as well as some basic strategy tips for fighting the player heroes.

Adventure Seeds: Little nuggets of an idea for the character, with plenty of options to inspire a GM to run away with them and make them sing for their campaigns.

Customization Notes: This is an optional space for you to record notes for your campaign. It is only included where space permits.

DANNI CIPHER

Unknown, 19; 5'4", 145 lbs., blue eyes, jet black hair with purple and pink streaks.

Really: Danni Cipher

A part of: the Parallels Institute

Based out of: the far future of Earth

Worked as a: temporal archaeologist; others like to call me an adventurer too, but I don't see it.

Active during: My home time has its own heroic age, but we haven't really named it yet; of course, I prefer operating in the past, any age is better than my present.

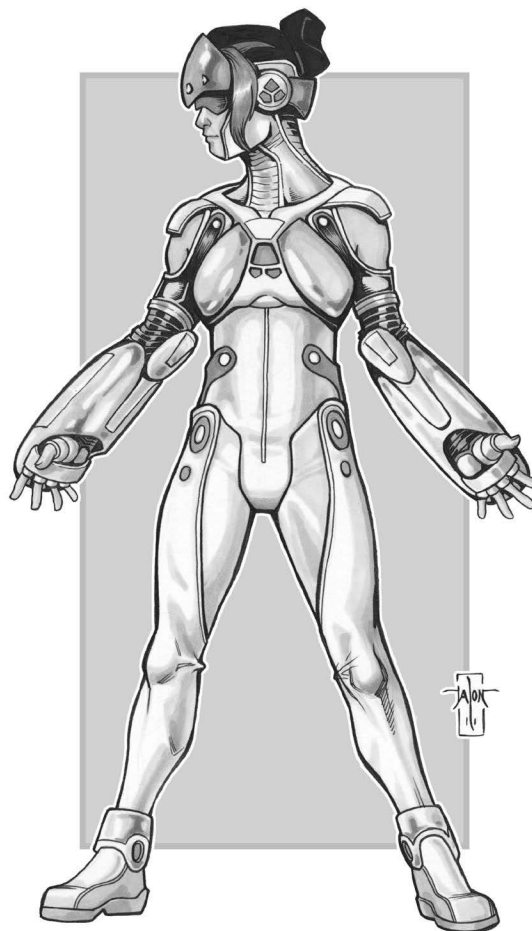
Looks: People always call me petite, a pixie, just because I'm only five-four, and I like gymnastics, and look it. It's just 'streamlining' to help me move through the time-stream, it's got nothing to do with the fact that I'm small and 'cute' like everyone else says about me. So what if I like to keep my black hair streaked like the time-stream, I think that's just fun and keeps an otherwise tedious workplace vibrant and alive. I'm a serious scientist and wish people would see past the "adorable" and just me.

Known...History?: So here we are in the far future of Earth, with advanced technology and sedentary humanity run by computer-guided politics divorced from the computer-guided work-a-day people. Disease and age are as strange to today's youth as the words "empee three" and "gasoline engines" and "wood pulp paper"; the solar system is tamed and inhabited to within an inch of the Oort Shell; and "Human Space" as it's called is peaceably colonized. So which of humanity's problems is strangling the present-day future? Grasping new technology without grasping the wisdom to use it properly. And what technology lies at the heart of The Future's Grand Catastrophe?

Time Travel. Duh.

Oh for sure, time travel was an impossibility, an utter violation of all the physical laws of the universe. See, that's the problem. When you've tamed

Human Space, you can rewrite the laws of physics, and make "temporal engineering" work. But where people see a way to do something, especially new and exciting, very rarely does the will arise quick enough to ponder "should we do this something?". So people jumped on the time travel bandwagon and now we're in a mess. Now we're divorced from our own history, a chronal island adrift on a time stream. Thankfully, Human Space is being held together by massive Niven Capacitors and Clarke Field Generators, so we have a window of opportunity to explore the histories of all times, to find ours and somehow reattach it to the present-day future. Why do we need to worry about that, if our control



of the universe is so absolute? Well, we can rewrite the laws of the universe, but when we managed to crack that system...months, years, decades, centuries ago?...there was another shocking discovery facing us; turns out, entropy is not a physical law to be rewritten like computer code. Oh no. It turns out, entropy just...is. Or isn't, I guess. Nope, Entropy fits itself into each and every paradigm we generate, just as naturally as can be, and so our staving off of ultimate oblivion while we search for our past will eventually fail, due to entropy.

Then again, difficulty, danger, and deadlines make me feel alive, makes those of us in the Institute feel alive again. After all, aren't the greatest stories and legends from all possible histories derived from just this combination of ingredients?

Psychology (snuck this little excerpt from a recent performance review) Danni is a curious, eager and excitable young explorer of the lost past, and the lead agent for the Parallels Institute. Despite being intelligent and level-headed, Danni's curious mind has found many terrible, evil conspiracies at work. Danni has become convinced that the Grand Catastrophe was caused by a singular "villainous mastermind" somewhere in the past, and not a simple, tragic accident as the rest of Humanity accepts. As a result, this agent has spent much time carefully digging in the places once used by "superheroes", their records and trophies, and the exalted tales and bizarre world of the superhuman communities of the past, to excavate the evidence and expose this villain at last. Danni is eager, resourceful, smart and friendly, and committed to acting like the "true heroes" of the past, not just the masked ones. Danni's beliefs need monitoring, to ensure that they don't push our best agent into paranoia.

Known Abilities As a time traveler, my body's been enhanced with certain twists to my basic, intrinsic nature. I can reset myself as a result, recovering quickly from injury, and it even preserves me as I am, knowledge, abilities and gear intact if there's some kind of shift in the timestream all around me. I call it temporal inertia, and it's pretty darned

handy. Others call me a genius, and I'm an expert in temporal physics. I also have a couple of really great gadgets to help me out.

The first are super-reality sensors, kind of what used to be called augmented reality back at the turn of the 21st century. It helps me communicate with anyone and read anything, as well as giving me a sense of time shifts, and the recent past and future around people and objects. Then there's my Stayzer gloves, which I use to manipulate the time stream. Mainly, they're good for time traveling, but I can also use them to disconnect people from time, bringing them to a standstill. A very helpful, harmless way of getting out of a bad situation.

On the other hand I could be a meddler. I could be out there making the timelines worse. Maybe I'm the villainous mastermind no one believes exists. After all, who'd suspect the cute little pixie who works so hard in the very heart of the enemy I'd seek to destroy?

Campaign Use

Danni Cipher is a "supporting character" in the main story of the heroes, from a far future in desperate trouble. Danni's sure that a secret foe is hidden in the past, trying to destroy everything. Danni can be a useable player character, if a little underpowered for a standard super-hero campaign, but has some useful skills and has a few neat little tricks to provide a different kind of role in a group, mostly slowing down enemies, and providing information to resolve a mystery. The Postcognition and Precognition in the super-sensitive sensors can be thwarted if need be by the fact that her timelines according to Danni's information are fragmented into many possibilities.

Danni's biggest use is as a strange look into the future, helping to uncover a terrible mystery that can carry the players' characters across all the ages listed in this book in an epic campaign. The big question she brings up; is there a mastermind like Danni believes? Or it just might be that the true mastermind has yet to be revealed...

Danni Cipher**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	5	3	2	4	5	1

POWERS

Enhanced Physique, Regeneration 2 (Persistent), Feature (Temporal Inertia) (3 pts)

Stayzer Gloves: Array, removable -3 (15 points)

Temporal Movement, Movement 6 (Trackless, Time Travel 3, Dimensional Travel, 2-parallel earths; Increased mass 3) (15 pts)

Temporal Freeze, ranged Affliction 7 (vs. Will, Hindered and Impaired/Disabled and Immobile; Extra Condition; Limited to two degrees) (1 pt)

Force Field, Protection 7 (Impervious, Sustained) (1 pt)

Super-Reality Sensors, Comprehend 6 (understand and read all languages, speak in listener's tongue; machine languages), Senses 12 (Awareness-extended range acute temporal vision, Precognitive Sight, Postcognitive Sight, Time Sense) (Removable -4) (20 pts)

EQUIPMENT

Cell phone with browser, lock release gun, multi-tool, flashlight, motorcycle

SKILLS

Acrobatics 5 (+10), Athletics 4 (+6), Expertise (Temporal Physics) 8 (+12), Expertise (History) 5 (+9), Insight 2 (+7), Investigation 5 (+9), Perception 4 (+9), Persuasion 5 (+6), Ranged Combat (Beam weapons) 5 (+8), Stealth 5 (+10), Technology 5 (+9), Vehicles 3 (+6)

ADVANTAGES

Agile Feint, Close Combat 3, Eidetic Memory, Equipment 3, Improved Initiative 1, Improvised Tools, Inventor, Jack-of-All-Trades, Ranged Attack 3, Well-Informed

OFFENSE

Initiative +9

Stayzer Field +11, Dodge DC 17 to avoid, Fortitude DC 17 to recover

Unarmed +5, Toughness DC 17

DEFENSE

Dodge	8	Fortitude	7
Parry	8	Toughness	11/4
Will	10		

COMPLICATIONS

Motivation—Responsibility Danni bears the burden of being the leading social scientist and time traveler of the Parallels Institute, as well as believing in a terrible evil force at work, leaving Danni the only one to uncover the truth and save the future.

Fun-loving Danni is a bright and cheery person, who loves the ability to interact with the past. Almost everything about being in action in the past is a positive to Danni, but the lax attitude Danni takes is something that can unnerve or upset fellow heroes on a case with the archeologist.

I'm an Archaeologist! Danni is inspired by the great fictional archaeologists and tomb raiders, and sees each past year as merely a layer of "dirt" to be dug into. Thus even when people are still active in their own time, Danni views them as "living fossils." Danni insists on being called an archaeologist, not an anthropologist, even to the level of pausing at critical moments to argue the point out.

Power Points: Abilities 52 +Powers 37 +Advantages 16 +Skills 28 +Defenses 17 =150 points

THE GOLDEN AGE TONE

The Golden Age of comics saw the rise of the mystery men and masked avengers we now call super-heroes. Comics of this time were simplistic and clearly defined—good guys fought decidedly evil villains. Even characters who would later skirt the gray areas of justice were heroes. Coming out of the pulp magazine era, lethal force was considered an appropriate response to dealing with villains. Many heroes carried guns and did not hesitate to use them. Gangsters and other criminals were routinely thrown out of high windows; had their necks broken; died in fiery car wrecks or industrial accidents. This faded away as super-heroes and their unique storytelling developed, but never fully disappeared. Morals were black and white, but ethics were more fluid and a bad guy who died while committing a crime just got what he had coming to him. All heroes trampled over both human and civil rights. Confessions coerced through hanging criminals out of windows or beating out the truth were acceptable in the cause of Justice. These stories were written well before the “Miranda warnings” were even codified, which wouldn’t happen until 1966. God and country were extremely important. Questioning someone’s patriotism was deeply offensive, church attendance was mandatory, and intolerance of other religions was readily accepted. Racism was deeply rooted into American society, and some of the worst segregation and discrimination against African-Americans (“blacks” and worse in the period) were seen in the first three decades of the 20th century. For gaming groups looking to replicate this period, it might still be for the best to gloss over these elements, with heroes who are forward thinkers advancing social equality, as well as beating up super-villains. Some groups might want to tackle the challenges of discrimination, racism, women as second-class citizens and more, and it can make a fascinating narrative to do this. Make sure the whole group is ready for tackling such ugly elements.

For this book, we take the more modern view of the Golden Age: good heroes, bad villains, patriotic citizenry overcoming the odds against evil world conquerors—all the elements well-known in Golden Age material. Comics of the time generally have lower-powered, or “super-normal” heroes, with just a good right hook and maybe a high-tech or mystic gimmick. There’s little continuity beyond a single issue of a title, and little interconnection between titles, though it does happen in some rare cases. Magic and the occult (which lumped in psychic powers) were much more prevalent as origins, while super-science was often outright weird and just wrong by today’s standards. Electricity and radio waves could combine to solve nearly any of man’s ills (and yes, it was only man’s ills in the Golden Age; the women would get to be saved in future ages when they started to truly become equal citizens in everyone’s eyes), and were wondrous miracles. Meanwhile atomic power was rare, strange and mysterious, maybe even a little scary – but not nearly as scary as it would become.

Although the creation was the Golden Age’s most significant contribution to comic pop culture, many other genres were exhibited, and can be used to provide an interesting variety of settings in keeping with the Golden ‘tone’. Westerns, hard-boiled detectives, “facist spy” bashers, and jungle stories can keep a Golden Age campaign exciting and alive.

The player characters of the Golden Age of Deus ex Historica are built with all these elements in mind. They’re given a PL 8/120 point starting point, and with a rather simple array of skills and powers.

THE VANGUARD OF AMERICA

Roster: Captain V, Constable, Ghost Boy, Grenadier, Jumping Jack, Jumping Jill, Radar Man, Troubleshooter; honorary members Cowboy Commando, Haymaker Jake, Professor Hereafter

The roster of the Vanguard remained more or less stable over its ten years, though with a few changes. Toward the end of the Vanguard, Ghost Boy changed his name to Revenant and left to find himself. He was replaced by a young heroine who went by the name of Snowball and could control snow and ice. Two additional heroes, Moon Maiden and Foo Fighter, joined but saw only a little action before the team completely disbanded.

Leader: Captain V

History: The early 20th century saw a rise in the adventurers and masked men who had always existed, but it wasn't until World War II that the first true super-heroes appeared. Inspired by those who came before them, and driven by the fierce patriotism of the early war years, they stepped out of the shadows and into the headlines and newsreels.

As the United States was drawn into the war, it also drew these heroes together. They met up in pairs at first, and formed small alliances to counter rampant crime syndicates and foreign agents. When the attack on Pearl Harbor struck a blow to American morale, the government proposed an official organization of heroes to help raise the fighting spirit of the nation. They did just that, gathering together and hammering out the foundation for their group. In so doing, they laid the cornerstone for all super-teams to come.

The new Vanguard was aided by the three remaining adventurers of the previous generation, gaining their wisdom and counsel. They threw themselves into the home front war effort and became national heroes, just as effective at war bond rallies as busting spy rings. Soon the fight moved beyond normal

criminals to super-powered villains, both home-grown (like the Buzzbomb Gang or the Storm King) and those unleashed by Axis efforts (such as Von Ärgers, Murakumo or the vicious twins Romulus and Remus).

As the fight moved to the Pacific Theater, the Vanguard's foes thinned; criminals were sent off to prison, and enemy agents were needed to defend their homelands. Ultimately, the Vanguard disbanded as the need for organized heroes lessened. Still, for that brief shining moment in time, the Vanguard represented all that was good and righteous about America.

Resources: The Vanguard of America operated out of majestic Vanguard Hall, located in New York City. Formerly a federal courthouse, the solemn facade already stood for justice. Inside was a full hangar the team could use to store their V-Plane, an attached runway, and an interior dock with an underground channel that led to Long Island Sound.

Vanguard Hall

Size: Large, Toughness: 10, Features: Communications, Dock, Gym, Hangar, Living Space, Workshop (10 pts)

V-Plane (later V-Jet)

Size: Gargantuan, Strength: 12, Speed: 8 (500 mph), Toughness: 11, Defense: 4 (19 pts)

V-Sub

Size: Colossal, Strength: 16, Speed: 5 (60 mph), Toughness: 13, Defense: 2 (30 pts)

Equipment 12 (59 points)

Legacy: The Vanguard of America lasted as an organization for about ten years, give or take. But the ideas they left behind laid the foundations for all the super-teams ever to come. It would take another generation for the concept of the super-team to take the stage again, but every new team adopted the many traditions and precedents established by the Vanguard.

CAPTAIN V

Male, 25, 5'8", 175 lbs., brown eyes, black hair

Really: Theodore Morris

A part of: the Vanguard of America

Based out of: New York City, New York

Worked as: an insurance salesman.

Active during: the Golden Age

Looks: Captain V is of a average height and weight and sports the military look his name implies. He wears a red half-mask that allows his black hair to spill out of the top and his brown eyes are covered with a pair of old aviator-style goggles. Ted wears a green "button across" vest with gold trim and tassels on the shoulders and a large red "V" on the front. His uniform is completed by leather gloves and boots and red pants.

Known History: If you've ever had one of those moments where everything slows down and starts to go in slow motion, you have a good idea of what life is like for Captain V. While everyone thinks that he is a speedster, the reality of the situation is that he is a speed thief. He can leach the kinetic energy from anything to slow it down - people, bullets, cars, you name it.

Ted Morris was a normal guy working as an insurance salesman before the war. After Pearl Harbor, he enlisted along with hundreds of thousands of other young men into the Army. During the fighting in France, Ted was caught in an ambush, but the bullets that were coming at him were moving so slow that he could easily get out of their way and shoot the enemy soldiers. Later, his fellow soldiers said he was moving too quick for them to see him. This type of thing happened a few more times before Ted figured out that he was able to steal speed. He wasn't moving any faster than he normally would be; he was slowing everything around him down.

He reported this to his commanding officer and, once they discovered that he wasn't pulling a fast

one, he was soon on the next ship back home. The government needed these new superhumans at home rather than risking them in a shooting war. The government wanted him for a group of these new supers to act in the best interests of the nation, especially if it involved tracking down Nazi agents.

He started his career as Captain Velocity (the name he picked himself), but his allies called him Captain V for short. In time, the public thought the V stood for Victory, as was the slogan of the day. Everything was Victory gardens and Victory pies, so now they had a Victory Captain. Ted just settled on Captain V, and eventually ended up leading the Vanguard of America into the annals of history.



Psychology: Captain V is a fervent defender of democracy. Unlike Cowboy Commando who tempers his beliefs with pragmatism, Ted can often let his fervor get the better of him and cloud his judgment in his rush to categorize everything as black or white. That fervor also extends to his hatred of the communists and he will often let his zeal blind him to extenuating circumstances.

Known Abilities: Ted Morris can slow things or people down, giving the impression that he is moving at super speed. He can generate a field that saps speed from any living creature or vehicle that Captain V chooses. It really wouldn't be a good thing to mess up your own buddies. Anyone affected by this speed theft is left disoriented and vulnerable but, if Captain V is unable to steal anyone's speed, his own power rebounds on him!

As his power kicks in, the perceptions of those caught in it slow down, giving Captain V the illusion of super speed. While in this state, he can "move" at 120 miles per hour and seems to be landing punches quickly (but he isn't). In addition, Captain V carries a pistol but rarely uses it, preferring it to be more of a symbol of the war effort rather than a real weapon. He is trained to use it if he needs to.

On the other hand: In another timeline, Captain V became enraged at the United States' willingness to work with the Reds and he went rogue, killing several communist agents and a few g-men who had been escorting them to prison. He is now on the FBI's Most Wanted list and is considered public enemy number one. Captain V doesn't care. If the government lacks the guts to do what needs to be done, he'll do it. The country is probably crawling with commies and he'll root them out and deal with the problem his own way.

Campaign Use

Captain V is a leader and fighter, the point man for a group of super-people, in this case the Vanguard. He has movement powers that put a "reverse top-

spin" on the traditional speed powers, but they do similar things for combat. He's capable enough to not need his movement powers, though he'll need to be extra-careful in that case. He's a true patriot, and a director of his team, and for story purposes, his military connections and outlook on the enemies of America. Despite the United States working with the Soviets for the war, Captain V sees them as the bigger threat, and that can provide some interesting story-telling, especially for more liberal team-mates, and if they get a chance to team up with Soviet characters like Mother Bear.

Adventure Seeds

Captain V is in a stalemate with The Dart in a battle in the theater district. The rest of the Vanguard is busy elsewhere and can't get there in time. It's up to the heroes to help Ted defeat the Dart and his gang of criminals who are out to rob the wealthy theater attendees of their jewels and money.

Captain V has been framed for murder. A body of a known communist organizer has been found inside his home, horribly beaten to death. An incomplete, bloody note written in the dead man's handwriting seemingly implicates the Captain. It's obviously a frame job, right? Who would set up something like this? And what did the dead man intend on writing on the rest of the note?

Customization Notes

Captain V

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	2	4	5	1	2	0

POWERS

Velocity Manipulation: Affliction 8 (vs. Dodge, Dazed and Vulnerable; Area-Burst x2, Extra Condition, Selective, Subtle 2; Limited to One Degree, Side Effect-rebounds onto Captain V if nothing is affected), Damage 4 (Multiattack; Limited-one rank per creature and vehicle Afflicted), Speed 6 (Limited-one rank per creature and vehicle Afflicted) (25 pts)

EQUIPMENT

Light pistol, ranged Damage 3

Protective Costume, Protection 3

SKILLS

Athletics 8 (+10), Close Combat (Unarmed) 3 (+8), Expertise (Military) 5 (+6), Intimidation 4 (+4), Perception 6 (+8), Persuasion 6 (+6), Ranged Combat (Pistols) 6 (+10)

ADVANTAGES

Close Attack 2, Defensive Attack, Equipment 2, Evasion 2, Fast Grab, Grabbing Finesse, Improved Initiative, Leadership, Move-by Action, Power Attack, Teamwork

OFFENSE

Initiative: +6

Speed Theft: Dodge DC 18 for ½ effect; Dodge DC 18/14 to avoid, Fortitude DC 18/14 to escape

Unarmed: +10, Toughness DC 21+ multiattack (with Increased Speed; Toughness DC 17 without)

Pistol: +10, Toughness DC 18

DEFENSE

Dodge	10	Fortitude	8
Parry	10	Toughness	6/3
Will	8		

COMPLICATIONS

Motivation-Patriotism: Captain V is a fervent believer in Democracy and the American Way, and is eager to prove the strength of U.S.'s ideals at every opportunity; this makes him an inspiring leader, but can occasionally blind himself to faults and corruption

Fool Me Twice: Captain V isn't an idiot, and is aware that corruption can rear its ugly head; he reserves his greatest justice for those miscreants who would pervert the cause of America

The Red Menace: Second only to corrupters and defilers of the American Dream are the Communists; his country has told him that the Russians are allies in this great global struggle, but he won't trust them, and will seize on any discrepancy or suspicious activity to accuse a Commie and bring him (or her, Mother Bear!) to true justice.

Power Points: Abilities 38 + Powers 25 + Advantages 14 + Skills 19 + Defenses 24 = 120 points

CONSTABLE

Male, 26, 6'3", 225 lbs., blue eyes, brown hair

Really: Robert Carter

A part of: the FBI, and their liaison to the Vanguard of America

Based out of: Washington, D.C.

Worked as: an agent of the FBI, and acted as their official super-hero

Active during: the Golden Age

Looks: The first thing you notice about Robert is his height. He's one tall guy, well over six feet. He's in great condition too, though he's not over-muscled. Even when empowered, he doesn't get much larger. He's got nice blue eyes, wavy brown hair he keeps trimmed short, and looks...perfectly average, despite his height. It's the FBI way - look nondescript, like one business-suited wall of law. Great costume though!

Known History: Robert Carter grew up during the Roaring Twenties, and was excited by the stories of the mystery men and adventurers of the day. He also saw the rise of crime, the growing power of the bootleggers, smugglers and bank robbers, despite the best the law and the heroes could do. This convinced him to put his efforts into helping hold the line against the rising tide of lawlessness and anarchy. This was even more apparent when it all crashed, and the Great Depression rolled over the country making everything seem even more desperate.

Robert joined the Bureau shortly after it was renamed the FBI, and quickly became one of its more notable agents. He was the lead agent that saved scientist Nathan Rayburn from Axis spies, when they attempted to kidnap him and steal his vitolite discovery. When the US government took an interest in Rayburn's work, and hoped to have him empower their own superhuman, Rayburn insisted that it be Robert who received the treatments, in gratitude for

saving the scientist.

That's how Robert Carter became the Constable. Why a British code-name for a distinctly American super-agent? Good question, one I've not really been able to answer. Possibly because Rayburn was British, and often called Robert that as a nickname. Regardless of the source of his name, Constable quickly became a respected agent of the law, later becoming the FBI's contact with the Vanguard of America.



Psychology: Constable is a solid person. That's the best way to describe him; solid. He's not given to extremes of emotion, instead remaining focused on his job, and making the country safer for law-abiding citizens. He views the world simply in terms of citizens, criminals, and those that stand in between, such as himself. He's courteous, always ready to maintain good relations with the public. He's good with kids, and has a surprisingly soft touch with victims of violent crimes, but in the end, he's a professional, with tight control of his reactions and passions. Others think he's cold, maybe as hard as nails, and they may not be wrong.

Known Abilities: Robert Carter is a well-trained FBI agent, with skill in unarmed combat and a keen investigative eye. As Constable, he is granted enhanced strength and stamina, surpassing peak human levels. His entire musculature is enhanced in this way, making him tough to hurt, able to lift nearly a ton in weight, and capable of leaping about one hundred feet in a single bound. It even improves his vision and hearing, increasing the distance he can see and hear clearly, even giving the ability to locate sound sources with pinpoint accuracy. The vitolite treatment that grants him these powers fades after a time, requiring Robert to be exposed again, to be empowered as Constable for a number of days. Normally it will last two or three days at a time, but sometimes it can be shorter, or last longer.

On the other hand: Robert could see the writing on the wall during Prohibition. Rampant crime and the increasing power of the syndicates shows the impotence of law enforcement, and Robert could easily want a piece of the action. As he applies his nonsense approach to building a criminal empire, his influence grows. When he learns of Rayburn's discovery, Carter sends his own men to stop the Axis attempt, and bring the scientist into the fold. With the vitolite treatment empowering Robert's criminal dreams, he becomes the Crime Lord, and turns his attentions to building a nation-wide criminal empire.

Campaign Use

Constable is a fully-authorized law enforcement agent with super-strength. In combat, he hits people, and he does it fairly well, with decent attack and damage bonuses. He also works well with others, with a good grabbing attack to hold people down for his allies to hit, or applying a greater Aid bonus thanks to the Teamwork feat. As for character stories, a hard-nosed, professionally-oriented police officer should make for interesting conflicts with his team-mates, who are either soldiers (like Grenadier and Captain V), or vigilantes (the rest of the team) and technically criminals themselves, in a way. The simple way he sees the world divided up can make him seem naïve, providing story in a number of ways. Connecting with his team-mates on a personal level, learning to see a more nuanced look at the world (in a campaign that's not totally four-color), all provide plenty of opportunities for Constable's player.

Adventure Seeds

The Axis agents that attempted to kidnap Rayburn did manage to sneak a few of the vitolite notes to others in their spy ring. Now Constable has to face Nazi spies empowered by a lesser version of the treatment, and it's a race against time, before the spy ring decides the process is good enough and ships it back to the Fatherland!

A sensation-seeking yellow journalist is writing about the punishment Constable unleashes on suspects, and wondering when it will be turned on the public. The treatments that empower him can only be unhinging his mind, he asserts, and before Constable can say otherwise, he blacks out in a battle, waking up to find destruction all around him. Is he really starting to go into psychotic rages? Is the vitolite making him crazy? Or is there a vengeful foe out to make the super-agent look bad and have him stripped of his powers and fired from the FBI?

The Constable**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5/2	9/6	3	3	4	0	3	1

POWERS

R&D Support, Variable 1 (Slow, Easily Removable -2) (4 pts)

Vitolite Treatments, Enhanced Abilities 6 (Str +3, Sta +3; Permanent), Leaping 4 (100"), Senses 6 (extended, vision, low-light vision, accurate extended hearing) (21 pts)

EQUIPMENT**Car (12 pts)**

Size L, Str 6, Spd 6, Def 8, Tough 10

Utility Belt

Tear gas, ranged Area-cloud Affliction 4
Flash-bang grenade, ranged Area-burst Dazzle 4
Heavy pistol, ranged Damage 4
Handcuffs
Master keys
Portable radio

SKILLS

Athletics 3 (+8/+5), Close Combat (Unarmed) 4 (+8), Deception 5 (+7), Expertise (Law Enforcement) 6 (+6), Intimidation 5 (+7), Investigation 6 (+6), Perception 3 (+6), Persuasion 5 (+7), Vehicles 3 (+6)

ADVANTAGES

All-out Attack, Benefit (FBI Agent), Chokehold, Close Attack 2, Contacts, Equipment 7, Fast Grab, Improved Disarm, Ranged Attack 3, Teamwork, Well-informed

OFFENSE

Initiative +3

Unarmed +10, Toughness DC 21 (with brass knuckles)

Heavy Pistol +6, Toughness DC 19

DEFENSE

Dodge	10	Fortitude	8
Parry	10	Toughness	6/3
Will	8		

COMPLICATIONS

Motivation-Justice: Constable is a firm believer in the criminal justice system, and that the FBI (and local agencies) are the front lines in the war on crime; it is hard to deter him from the hunt for law-breakers.

Obligation: Constable is a Special Agent of the FBI; as their resident mystery man, he's given some latitude in his missions. He can be given orders by his superiors at any time to take up a new case, drop a current case, or perform some other duty; refusing such work without very good cause can be a serious legal issue for him.

Vitolite Treatment: Constable gains his peak human physique from regular exposure to vitolite energy, a strange form of radiation only recently discovered and being experimented with. He needs regular exposure to vitolite to maintain his powers; the duration of each treatment is variable, though it's almost always good for at least a couple of days, sometimes close to a week. Constable can't be sure how long each treatment will last, though he'll know immediately if the vitolite has worn off.

Power Points: Abilities 44 + Powers 25 + Advantages 20 + Skills 21 + Defenses 10 = 120 points

GHOST BOY

Male, 14, 5'6", 130 lbs., hazel eyes, brown hair

Really: Edward Ross

A part of: the Vanguard of America

Based out of: New York City, New York

Worked as: a middle school student

Active during: the Golden Age

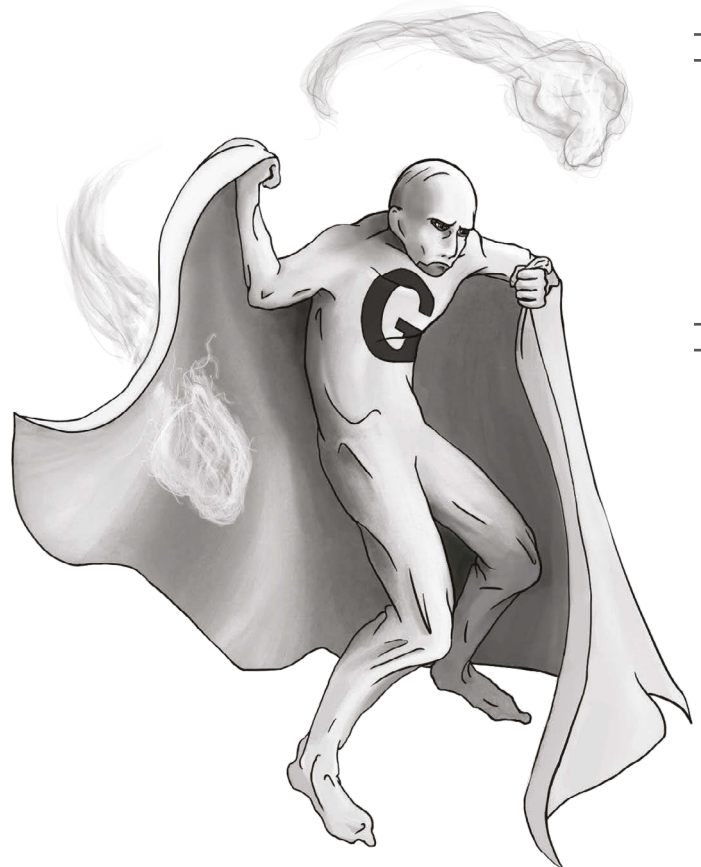
Looks: Ghost Boy is an average-looking fourteen years old boy that is kind of skinny. He's got nice brown hair that he likes to wear a little longer and shaggier than typically acceptable for this time. His costume is a classic example of the mystery man look; a simple white shirt and pants, boots and gloves, a nice cape that attaches at the wrists, and a half mask with his mouth exposed. He's even got a big "G" in black on the chest.

Known History: Ghost Boy really doesn't like to talk about his origin and I can't see why. It was an accident. Edward is the nephew of famed adventurer Professor Hugo Hereafter. The elder hero saw a possible protégé in how Edward explored Hugo's equipment. Unfortunately, Edward was in the way when something went wrong with an experimental focusing lens. An overload of spectral energy struck Edward right in the chest and knocked him into the threshold between living and dead, where ghosts reside. As fast as Hugo snatched Edward back, the damage had been done.

Edward soon came to grips with his new spectral sight and "magic vision" with his uncle's help, but it was poor consolation for his alienation. Half of him now lived in a silent world of ghosts, but didn't belong any better than his living half did. He eventually convinced the ghosts to lend him their nature, and developed an array of powers with which he could follow in his uncle's footsteps, as Ghost Boy. Edward joined the Vanguard of America more out of a sense of obligation than any real desire. However, when your powers involve being able to talk

to ghosts, you're not going to be able to contribute a whole lot to a fighting team when things get bad. This was another blow to the young man's self-confidence.

Edward still did what he could. He made a good scout thanks to his ability to turn invisible. As he gained more experience with his powers, he discovered that he could fly and protect himself if, he could convince the local ghosts to help him. He still felt useless on the Vanguard, but at least he wasn't as useless as before. The rest of the team saw him as more of a mascot than an equal; still, he had his moments of brilliance, and the team liked him more than he ever believed they did.



Psychology: It's tough enough being a teenager, and having a global conflict on top of it makes things harder. But poor Edward feels like he's stuck between two worlds, never really sure if he's more alive than dead, or vice versa. His powers rely on the help of spirits in the area, making them inconsistent at times. It's unnerving, inhabiting a realm of ghosts while surrounded by the living, and makes it hard for him to connect with anyone unused to superhumans, let alone teens his own age. All of this wears on Edward's already-low self-esteem. Part of him blames his uncle for his state, but he knows that Professor Hereafter is responsible for his place with the Vanguard, and others like himself. In the end, he's a mixed-up kid with creepy powers who just wants a normal life.

Known Abilities: Edward can see dead people. He can talk to them as well, thanks to his exposure to the spirit world. And with enough coaxing, he can get them to grant him their abilities: to turn invisible, fly, or even resist damage by turning untouchable where the attack strikes. While some might view these powers as weak (Ghost Boy certainly does), he lacks my perspective and doesn't know who he would become with a greater appreciation for his abilities.

To make up for his "weak" powers, Ghost Boy has thrown himself into learning to box under his "Uncle Haymaker Jake," and learning investigation techniques to make himself more useful on cases.

On the other hand: there could be a world where his uncle wasn't as quick as he'd hoped. With longer exposure to the spirit world, Ghost Boy's powers could become stronger, but his alienation from the world of the living would increase with them. This Ghost Boy could run away from his family with a big chip on his shoulder, and a desire to make life hard for Hugo. Colder, believing himself to be truly dead and damned, he would watch the way other kids grew up with warmth and love, turn his powers on them, and make life miserable for those who have the temerity to indulge in its joys. Still alive enough to thwart his uncle's weaponry, this Edward

could become a terribly dangerous prankster as a result, calling himself the Boogeyman. Vengeful ghosts could find their way to this "living spirit," who can provide them a chance to work out their aggressions on the world of the living. **[As a villain: remove the Persuasion Check Required limitation on all his Ghost Talking powers.]**

Campaign Use

Ghost Boy is the outsider of the Vanguard of America. He is only there because he feels obligated by his uncle to be there, and the two don't see eye-to-eye after the accident that gave Ghost Boy his powers. Edward also feels inadequate due to powers that don't seem that useful or reliable compared to those of the others. It doesn't help that he's the only kid on the team and everyone just seems to talk down to him. This is the mascot/student in need of a mentor figure who can reach him and show him how things can be better. Stories based around his being on the border of the living and dead can lend a nice change of pace to the Vanguard, with weird adventures and outright horror-touched villains being right in his bailiwick. In group dynamics, he's the ultimate scout, able to sneak around, fly, or (with creative use of his Comprehend and possible power stunts) have spirits tell him what they know of an area, or get into places even he can't reach. He seems weak on paper, but his growth is wide open, both mechanically and narratively.

Adventure Seed

Ghost Boy is being haunted by the spirit of a gangster who was sent to the electric chair. The ghost claims that he will make Edward's life miserable if Ghost Boy doesn't help him get revenge against the other gangsters who set him up as their fall guy. Ghost Boy has no problems with bringing in gangsters, but the ghost wants them dead, not in jail. Ghost Boy will need the other heroes to help him decide what to do.

Ghost Boy

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	4	4	2	4	2	5	1

POWERS

Medium, Comprehend 2 (Spirits), Senses 3 (Detect Ghosts at range, Visual Magic Awareness) (7 pts)

Ghost Talker

Ghostly Defense, Insubstantial 4 (Limited-must have ghosts in area, Persuasion Check Required- DC 15) (11 pts)

Ghost Travel, Flight 5 (Continuous; Limited-must have ghosts in area, Persuasion Check Required- DC 13) (7 pts)

Invisibility, Concealment 4 (Visual group; Precise; Limited-must have ghosts in the area, Persuasion Check Required- DC 13) (2 pts)

ADVANTAGES

Close Attack 2, Contacts, Defensive Roll 3, Favored Foe 1 (Ghosts), Fearless, Hide in Plain Sight, Power Attack, Teamwork

SKILLS

Athletics 4 (+5), Close Combat (Unarmed) 3 (+7), Expertise (Spirit World) 5 (+7), Insight 5 (+10), Investigation 3 (+5), Perception 4 (+9), Persuasion 6 (+7), Sleight of Hand 5 (+7), Stealth 5 (+9)

OFFENSE

Initiative +4

Unarmed +9, Toughness DC 16

DEFENSE

Dodge	9	Fortitude	6
Parry	8	Toughness	7/4
Will	10		

COMPLICATIONS

Motivation—Acceptance: Edward feels torn between the worlds of the living and the dead, and accepted by neither. He just wants to fit in.

Power Loss: Ghost Boy loses access to his Ghost Talker ability if there are no ghosts in the area.

Responsibility: Student Edward is a middle school student about to enter high school. His classes and studies take up a good amount of his time.

Power Points: Abilities 46 + Powers 27 + Advantages 11 + Skills 20 + Defenses 16 = 120 points

GRENADIER

Male, 24, 5'9", 215 lbs., blue eyes, blond hair

Really: Douglas Broder

A part of: the Vanguard of America

Based out of: New York City, New York

Worked as: a staff sergeant in the U.S. Army

Active during: the Golden Age

Looks: Grenadier has the chiseled superhero physique. He's got great blond hair, shaved short of course, and gorgeous blue eyes. His head is covered in a white army helmet with only a red domino mask to conceal his identity. His one-piece bodysuit is solid blue with a white stylized eagle on his chest, and white gloves and boots.

Known History: Douglas Broder was a career soldier before it was really cool to join the military. He had a natural instinct for the military life, and quickly made his way up the NCO ranks. He didn't know that his superiors noticed his natural health and strength (records showed he never had a sick day in his life), and tagged him for a special offer at the start of 1942. He wasn't alone though; a number of other career soldiers were tagged as well. When the base commander finally told them they wanted to create super-soldiers, and sought volunteers from this candidate pool, not a single man backed out.

They isolated each soldier and used a different series of chemical serums, radiation exposures and mechanical augmentation on each one. It was hoped that at least a few of the different methods would bear fruit. Most of the other tests resulted in failure, but for whatever reason, one specific combination of chemicals worked on Sgt. Broder when it hadn't worked on anyone else. It bulked the young man's physique with tremendous muscles and gave him an ability to generate explosions from kinetic blows.

Broder was sent off to war, where he had an immediate impact in his region. Nazi squads retreated when they watched their bullets bounce off of him

and their vehicles destroyed with a single punch.

His overall impact on the war was minimal, being only one superhuman, and new tactics countered what he could do. He was given a role battling saboteurs and spy rings, and eventually joining the Vanguard as a military liaison. When more powerful enemy super-agents started to appear, Grenadier smiled in excitement: at last, foes he could go all out against, like on the front lines.

The project that created Grenadier was ultimately considered a failure by the Army because they were unable to replicate his creation. But the man himself is a powerful symbol of the American Dream in the darkest years of the war.



Psychology: Douglas Broder is a patriot, for good or ill. He believes in great opportunity for everyone, and works hard to uphold that dream. He likes to use his powers to protect the vulnerable and the abused, and is a genial, friendly guy. Of course, he's also a career soldier, and sometimes has trouble understanding civilian attitudes and behavior. He can also overlook some of the darkness that lives in the shadow of the American Dream because of his patriotism, and has no small belief in showing the world that America is right. But he's a great team player, motivated to do good.

Known Abilities: Grenadier's primary powers are his superhuman strength and ability to generate explosions with kinetic contact. When the power surges through his limbs, it can be difficult for him to be accurate, but it often doesn't matter in the end. He can make the ground explode with a small jump, propelling him up to 1800 feet away, and leaving a small crater in his wake. To contain this energy, his body has become resistant to damage, able to shrug off small arms fire and even moderate explosions. This energy also keeps him from tiring out or needing sleep, giving him plenty of long, lonely nights.

On the other hand: There's more than one Earth where Nazi science is much more successful, and where they created Grenadier, and instead named him Donner-Krieger ("Thunder Warrior"). They unleashed him against the Allied forces to devastating effect at first. Depending on the timeline, Donner-Krieger survives the war to menace the world while building a Fourth Reich; dies defending Berlin against all odds; turns the tide of Allied invasion and secures a Nazi victory. In all of them, Donner-Krieger is still the smiling golden boy of explosions, enjoying a good fight, with a patriotic zeal and a string of successful missions that mean nothing but misfortune for his enemies.

Campaign Use

Grenadier is the nice guy, always ready with a smile, handshake or encouragement. He's very trusting of new people until they do something to betray his trust. His biggest failing is his sometimes overzealous love of America that can get rather "in your face." Cowboy Commando tries to keep him in check but has a good sense of humor about it - he remembers being young and exuberant. Grenadier is an inspiration, but not a leader; the heart and supportive shoulder of the team rather than the brain. In combat, he's one of the big guns, with a strong attack and toughness, holding the line or leading the charge against a particularly hard defense.

Adventure Seeds

A group of Nazi agents plan on sabotaging key munitions factories. Once the first one goes up in a fireball, Grenadier and the heroes are called in to stop them. When they find clues that there's someone high up in the War Department leaking security secrets to these Nazis, Grenadier believes it's a gambit to sow confusion and mistrust in America. Is he right, or is his patriotism blinding him to the bitter truth?

A mad scientist has found a ray that will nullify the explosive qualities of any device or chemical compound. This has left Grenadier as the only explosive force to defend America from prowling Axis super-subs. Evidence indicates that the villain has an army of bank robbers ready to unleash a crime wave that will steal enough money to build a bigger, better version of the ray - one that will shut down the country, and Grenadier's powers. Will Grenadier follow orders to defend the coastline and try to sink a sub that might not exist, or go after the more dangerous threat with his team-mates?

Grenadier**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6	8	1	2	3	1	2	2

POWERS

Explosive Launch Leap 8 (1,800' distance; Full power, Quirk-leaves broken ground from launch point) (6 pts)

Powered Physique Impervious Toughness 10, Immunity 5 (Fatigue effects) (17 pts)

Explosive Punch Damage 4 (Str-based; Inaccurate 1) (3 pts)

EQUIPMENT

Combat Knife, Damage 1, 19-20 critical

Heavy Pistol, ranged Damage 4

Walkie-talkie, binoculars, gas mask

SKILLS

Athletics 3 (+9), Close Combat (Unarmed) 2 (+5), Expertise (Soldier) 6 (+7), Perception 4 (+6), Persuasion 5 (+7), Ranged Combat (Guns) 3 (+5), Stealth 4 (+5), Vehicles 3 (+5)

ADVANTAGES

Accurate Attack, Close Attack 3, Connected, Defensive Attack, Equipment 3, Extraordinary Effort, Great Endurance, Improved Smash, Inspire 2, Ranged Attack 2, Ultimate Resistance (Fortitude)

OFFENSE

Initiative +1

Unarmed +8, Toughness DC 21

Explosive Punch +6, Toughness DC 25

Pistol +7, Toughness DC 19

DEFENSE

Dodge	6	Fortitude	8
Parry	6	Toughness	10
Will	6		

COMPLICATIONS

Motivation—Patriotism: Grenadier honestly believes America is the greatest hope for freedom and justice across the world. While a decent guy, he can also occasionally slip into “Ugly American” mode.

Nice Guy: Grenadier comes from the farm belt of America. He is unused to large cities, and has a heartfelt conviction in the Bible, American Pie and good people. This can make it tough for him to notice scams, lies, ambushes and bad orders.

Secret Identity: His duty as the Grenadier is classified top secret; his commanding officer knows of his dual identity, but he may be assigned only to COs that have a high enough security clearance. It is actually a federal offense for him to voluntarily share his identity with anyone not cleared by his command. That could include some (if not all) of his team-mates.

Power Points: Abilities 50 + Powers 26 + Advantages 17 +Skills 15 +Defenses 12 = 120

JUMPING JACK & JILL

Male, 17 years old, 5'7", 165 lbs., brown hair, brown eyes

Female, 17 years old, 5'7", 145 lbs., brown hair, brown eyes

Really: Jumping Jack was really John Jackson, Jumping Jill was really Jennifer Jackson

A part of: the Vanguard of America, and an active partnership on their own

Based out of: Newark, New Jersey

Worked as: Jack as a mechanic, while Jill was a high school student and later nurse's aide

Active during: the Golden Age; Jill stuck it out a little into the Silver Age

Looks: John Jackson's a pretty good-looking guy, with an average but solid build of muscles built up by years of working in his dad's garage. He keeps his hair very short, and prefers to dress in a relaxed style, often in denim overalls. Despite it all, he's fastidious, well-groomed and clean for a "grease monkey".

Jenny Jackson is a sturdy young woman with broad shoulders and a sharpness to her features that keeps her from being viewed as "conventionally pretty", though I sure don't mind checking out the archival references. She likes to keep her hair shoulder-length, and avoids makeup, but does enjoy dressing pretty when not on the job or out in her masked identity.

Known History: When the "War to End All Wars" finally closed out, James Jackson (Buddy, to his friends) came home and did what he wanted to do before being sent Over There; he opened a garage and married his sweetheart, Theresa (Tessa, to her friends). When the twins were born, it made the whole dream feel complete. It was only a few years after John and Jennifer Jackson were born that the country entered the Great Depression. Companies closed, people were out of work, and life got so much harder than it ever really should. But Buddy was amazing; somehow, he kept his garage operating

despite all the odds against him. Being near one of the busiest intersections in the United States didn't hurt though, I bet. From what I've seen, the Four Corners in Newark had some of the most traffic, auto and foot, recorded for that time. Good luck and lots of perseverance kept the Jacksons working and making ends meet. More than that though, Buddy was a local hero. No wonder his kids would grow up to do what they did; Buddy employed as many people as he could, and he often bartered auto repairs for food, or clothing, or other stuff that could keep his neighbors going. The consequences of his actions were profound. He was beloved, his neighbors limped on through the years, and organized crime in the area found itself with a new competitor. See, Buddy was about as clean-cut as they came, and his friends had no trouble keeping his standards, since Buddy was keeping their families fed and housed.

So organized crime fought back. To be precise, Charles "Chucky" Tervil fought back. Also a veteran of the Great War, Chucky had been one of the Marines who started the legend that German soldiers call Marines "Teufel Hunden", or "devil dogs." He even liked to call himself Teufelshund. He developed a fearsome reputation as he gathered underworld power, but ran into the stumbling block of hard-working, unassuming Buddy Jackson. With his efforts stymied by one shmoe, Tervil decided to do what had to be done. Buddy became the victim of a terrible accident in his garage, trapped inside as carbon monoxide from the car he worked on filled the building.

I've already mentioned that John Jackson idolized his father, as stern but loving mentor and guiding light. John, only seventeen, set out to follow in his footsteps. It wasn't easy; being so young, the country still struggling with Depression and crime, John

was nearly overwhelmed, but Tessa and Jenny did all they could to support him. He kept the garage going, he kept people working, and he became Devil Dog's next target. John made the surprising discovery one night of how Buddy had made some of his money: it turned out Buddy was a brilliant innovator in the undeveloped field of rocketry and aerodynamics. He'd kept it secret; as Buddy would be the first to say, "I ain't no egghead." But he'd gotten a couple of patents and sold them to interested companies, and this nest egg had kept the neighborhood going. It also gave John an idea. John inherited more than a good heart and strong back from his father, and he was pretty smart at this mechanical stuff too. Inspired by other adventurers and masked heroes, he built the secret identity Jumping Jack. He developed a special pair of spring-mounted boots that let him move quickly and leap tremendous distances. He also designed an arsenal of throwing discs that would give him a non-lethal ranged attack. His sister learned of this dual life despite his best efforts, and she insisted on helping out. As the Jumping Jacks, they were eventually able to send the Devil Dog to prison for the murder of their father and other crimes. They continued their activities, garnering praise for their protection of innocent people, and breaking up other criminal enterprises. This eventually brought them to the attention of the Vanguard of America, and when the group was captured in a mission gone bad, the Jumping Jacks were recruited by Troubleshooter to help save the day. They were offered membership and joined up.

The Jumping Jacks remained active throughout the Second World War, working on their own in Newark or fighting with the Vanguard home and abroad. They remained active for a little while after the end of the war, but eventually John retired his mask to continue in his father's footsteps: he married his sweetheart and settled down to enjoy the fruits of years of hard work with good friends. Jenny remained active on her own for a longer time, before eventually attempting to settle down as well. But she missed the action, the thrill of bounding across the city skyline and bringing down evil-doers, and eventually resurfaced with a new identity.

Psychology: The Jumping Jacks are good people, brought up to be respectful, dependable, and responsible. They learned their life lessons well, and put them into action in both of their identities. They are family-oriented, forever racing to each other's aid regardless of circumstances, and never backing down from a threat. They can also be cagey, intelligent and cautious; they know full well where their cool gadgets are still quite vulnerable. They're more than ready to retreat when it makes sense, and to make plans to tackle dangerous threats when the odds are with them.

John Jackson is the quintessential older brother; the man of the house, the breadwinner, the one who shoulders all the burdens (despite the fact that Jenny was technically born first). John is quiet, thoughtful and loves to get his hands dirty in all sorts of work. When not in his garage tackling an engine, or out bounding around the city fighting crime, he enjoys working around the home. He is actually quite smart, but much like his father, prefers to be a blue-collar worker, saving the "geek work" for the Jumping Jacks.

Jenny Jackson, on the other hand, is much more light-hearted about her duties. She enjoys the abilities her secret identity grants her, and the freedom she has in the mask, but she's also surprisingly supportive, thoughtful and compassionate. She's not all about the thrills and chills, though she does enjoy a snappy retort during swashbuckling combat. She's also about making sure that people are safe, warm and fed. She's a mother-in-training, in a way; she has no shame in being a home-maker. She likes the cooking and the care-taking, if not all the cleaning and laundry involved. This eventually leads her to a career in nursing, after she leaves adventuring the first time. It's what leads her to don the mask in the first place. To her, the world's many displaced people, in trouble, in need, aren't a burden, but an opportunity for fun, excitement, and helping with that big heart of hers.

Known Abilities: The Jumping Jacks had no innate superhuman abilities. All of their prowess came from natural skill, and devices developed or refined by John. Both of the Jumping Jacks wore “jump boots,” footgear that housed a powerful set of springs powered by innovative compressed air cylinders. These enabled the Jacksons to leap upward of 250 feet at a shot, and contained special absorbers to handle the shock of distant landings. They could also fire the cylinders to slow their falls to safe speeds, essential in their skyline activities. John carried around a number of “battle discs” as he called them, carefully crafted hard rubber discs that he could use to strike a person at range. He became so skilled at using them he could bounce them off walls and other objects to reach enemies, as well as throw them to intercept attacks made against allies. When in hand-to-hand combat, he fought with a pair of batons.

Jenny preferred to fight with a short staff that could fold in half and strap along her back for transport, and draw out to full extension in a swift sharp motion. She was very skilled in its use, and could inflict surprisingly powerful blows with it, as well as parry or deflect attacks against herself or others.

Jack was a skilled mechanic and had a knack for innovation with mechanical devices. Jenny was quite agile, and developed a number of techniques for hiding, escaping bonds, and other tricks of prestidigitation. Both twins were very athletic and acrobatic, coloring the nature of their identities.

On the other hand: I have seen at least one timeline where the Jumping Jacks were born out of the bitterness of the Great Depression. They saw their father waste away his life and potential fortune helping slackers and losers, only to be killed by an untouchable gangster without a single so-called friend stepping up. John and Jenny devised the Jumping Jacks to get revenge on the Devil Dog. With razor-sharp battle discs entirely for offense, and a short staff that could deliver vicious electric jolts, the Jumping Jacks killed the gangster, then saw the power of the underworld. The inability of the law to stop even normal criminals, never mind those with

abilities like the twins, convinced them to take over Tervil’s operations. These are vicious, jaded, mean-spirited siblings, with no mercy and compassion, and a view of their neighborhood like that of a king for his kingdom. The neighbors work for them, owe them everything, and anyone that disputes that will be put down hard as an example. Of course, with this power and privilege comes paranoia, and the once-close siblings are now starting to wonder when the other will want the whole pie for themselves.

Campaign Use

The Jumping Jacks are street-level heroes that provide a player with a low-powered theme vigilante with a neat gimmick. They can also provide the GM with NPCs that can help bring other, perhaps more powerful or more-detached, heroes back down to earth. They give a view of what life was like in the Great Depression and the course of World War II, when social issues can come to the forefront of the story.

Being very close twins gives a built-in emotional bond between characters for a pair of players looking to enjoy a family angle in their campaign story. A lot of grist can be built up out of their tendencies to be over-protective of each other, especially if romances are a part of the campaign. After all, is there anyone who will ever be good enough for one or the other Jackson?

Adventure Seed

The Devil Dog, Chucky Tervil, breaks free from prison. He doesn’t necessarily know the Jumping Jacks’ true identities, but it doesn’t really matter now, does it? It was Buddy’s family that messed up his first reign as crime boss, so it’s Buddy’s family he’s targeting, even if those interfering “Spring-Board Sentinels” are also out to stop him! A classic opportunity for the unmasked identities to be the focus of the villain, and to deal with being trapped without their gear, unable to reveal who they really are.

Jumping Jack**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	3	3	4	8	2	2	3

POWERS

Batons, Damage 3 (Str-based, Easily Removable -2)
(1 pt)

Battle Discs 11 pt. Array, Easily Removable -4
Strike, ranged Damage 5 (Strength-based; Ricochet 2,
Diminished Range 1) (11 pts)
Intercept, Deflect 8 (Ricochet 2, Diminished Range 1) (1
pt)

Jump Boots, Leaping 5 (250'), Movement 1 (Safe
Fall) (Removable -1) (6 pts)

SKILLS

Acrobatics 5 (+8), Athletics 7 (+10), Expertise (Me-
chanic) 5 (+7), Investigation 4 (+6), Perception 5
(+7), Ranged Combat (Throwing) 4 (+8), Stealth 4
(+7), Technology 5 (+7), Vehicles 3 (+7)

ADVANTAGES

Agile Feint, All-Out Attack, Close Attack 2, Defen-
sive Roll 3, Improved Critical 2 (Batons, 18-20),
Improved Trip, Instant Up, Inventor, Power Attack

OFFENSE

Initiative +3

Batons +10, Toughness DC 21, 18-20 critical range

Battle Discs +8, Toughness DC 23

Unarmed +10, Toughness DC 18

DEFENSE

Dodge	9	Fortitude	7
Parry	10	Toughness	6/3
Will	5		

COMPLICATIONS

Fear of Losing Jenny: John is overly-protective of
Jenny and will often go out of his way to make sure
she is safe. If she's been captured or threatened, it
can make John freeze with fear he'll make the wrong
choice in saving her.

Motivation—Responsibility: John strongly feels
the weight of his parents' loss and the business he's
inherited as well as the task of protecting his sister.
When he discovered his father's plans for the jump
boots, he realized he could take these burdens to
another level in his crime-ridden neighborhood.

Secret Identity: Only John's sister knows his
masked activities; they fear that criminals will target
his business and hurt the people his father has kept
employed through the years of the Depression.

Power Points: Abilities 56 + Powers 15 + Advantages 13 + Skills 21 + Defenses 15 = 120 total points

Jumping Jill

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	2	6	5	4	2	4	3

POWERS

Jump Boots 7 pt array, Removable -1

Powered Kick, Damage 7 (1 pt)

Powered Leap, Leaping 5 (250'), Movement 1 (Safe Fall) (7 pts)

Staff 4 pt array, Easily removable -2

Attack, Damage 4 (Str-based) (4 pts)

Defense, Enhanced Parry 4 (1 pt)

Interfere, Deflect 4 (Reflect; Range-close) (1 pt)

SKILLS

Acrobatics 8 (+14), Athletics 6 (+8), Close Combat (Staff) 2 (+6), Insight 5 (+9), Perception 5 (+9), Sleight of Hand 7 (+12), Stealth 5 (+11)

ADVANTAGES

Agile Feint, Assessment, Close Attack 4, Defensive Roll 3, Equipment 2, Grabbing Finesse, Improved Initiative 1, Improved Smash, Improved Trip, Move-By Action, Power Attack, Teamwork

OFFENSE

Initiative +10

Staff +10, Toughness DC 21

Unarmed +8, Toughness DC 17 (DC 22 with Powered Kick)

DEFENSE

Dodge	11	Fortitude	6
Parry	11/7	Toughness	5/2
Will	8		

COMPLICATIONS

Motivation—Do Good: Jenny enjoys the abilities her gear provides her, and the chance to help others avoid the pain she and her brother have gone through.

Protective of Brother: Jenny loves her brother and sees in him the future of their neighborhood. Endangering, threatening or capturing him is sure to send Jenny into a fury until she can get him back.

Secret Identity: Only Jenny's brother knows her masked activities; they fear that criminals will target her brother's business and hurt the people her father has kept employed through the years of the Depression.

Power Points: Abilities 56 + Powers 11 + Advantages 18 + Skills 19 + Defenses 16 = 120 total points

RADAR MAN

Male, 24, 5'7" (8' in armor), 160 lbs. (650 lbs. in armor), green eyes, brown hair

Really: Walter Kettering

A part of: the Vanguard of America

Based out of: Baltimore, Maryland

Worked as: radio repairman; part-time inventor

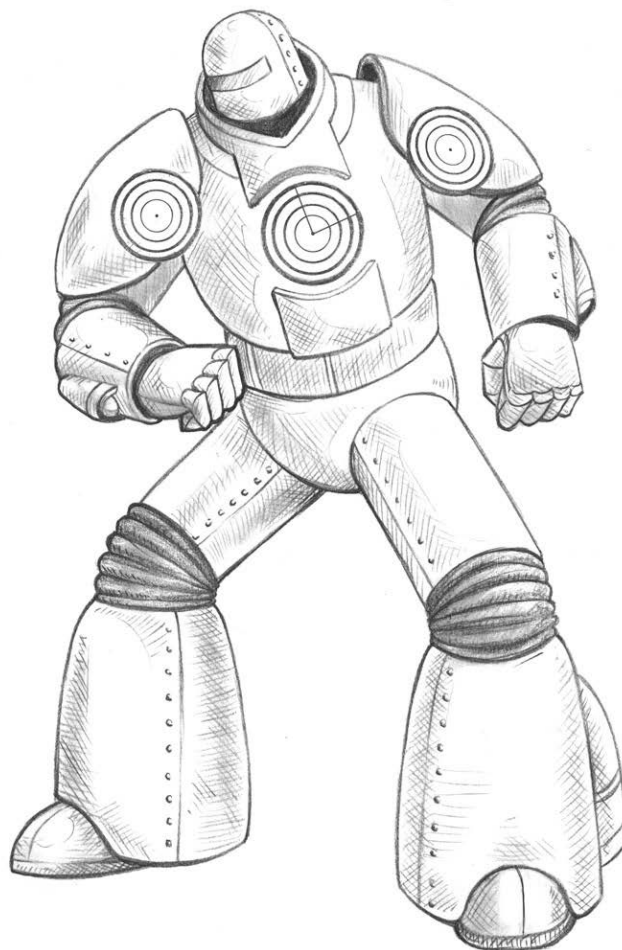
Active during: the Golden Age, and well into the Silver Age

Looks: Walter Kettering is a good-looking man in his mid-twenties, with well-groomed light brown hair and bright green eyes. He also uses reading glasses regularly when not in his armor. The Radar Man armor is eight feet tall, heavy and bulky. It's painted dull battleship gray; Walter is a brilliant engineer, not a cunning fashion designer.

Known History: Walter Kettering was a smart man with cutting edge ideas who never quite caught the breaks needed to make them pan out. He kept at his odd jobs and eventually became the local radio repairman. Still, he felt stifled; he doodled blueprints and played with cast-off bits and pieces scavenged from his job or the local junkyard. He read books and magazines from the public library, teaching himself science and became fascinated with the exploits of the masked heroes. He came to accept a life of tinkering and repairing, and occasional baby-sitting for his brother and sister-in-law. But when his brother Raymond became an assistant District Attorney, Walter's life changed.

The DA's office crusaded against organized crime in the city, and this put Raymond and his family in jeopardy. A man like Walter couldn't stand for that. He took all he'd learned, along with a long-lost innovation of miniaturization, and built himself a big old suit of armor, ugly, clunky and powerful. Very powerful. As Radar Man, Walter helped his brother and captured the imagination of the city (then the country and world...pretty much in that order). At first he kept this dual life secret from Raymond, but

it was an eight foot tall robot with jets and a radar dish – eventually Raymond caught on. Raymond's wife Alice helped Walter take advantage of the innovations in the suit to sell himself as a prominent engineer without revealing his identity. Radar Man became a member of the Vanguard of America, often considered their most powerful member (at least according to the Radar League Fan Club press kit I dug up). By the end of the Golden Age, Walter had acquired his dream job as an engineer, moved into his own home, made his own family and streamlined the armor. A happy ending to a true Golden Age giant, but not the end of his story.



Psychology: Walter is often called a “true hero” by his family and friends, his team-mates and even his enemies. Walter would disagree, of course, but that just confirms the opinion. What he is, without question, is a family man, dedicated to helping those close to him no matter the cost to himself. He is brilliant, but downplays it; good-looking, but demurs on his appearance; one of the more powerful super-heroes of the Golden Age, but he’d disagree. So as we can see, he’s irritatingly humble as well. He doesn’t lack confidence though: you can’t if your whole crime-fighting shtick is jumping into an oversized suit of junkyard armor, and firing it at over a hundred miles an hour into the air to respond to emergencies. Despite the power and size of his armor, Walter is a quiet, reserved man who is more at home supporting others than being the one up front.

Known Abilities: Walter is a brilliant engineer with no actual super-powers (though there’s some suspicion that his genius might be superhuman; I don’t think so, but it’s one of those gray areas of debate). The hydraulics in the armor, however, made Radar Man one of the strongest beings of his time, and highly resistant to damage. He could fly at about 120 mph, but boosters could propel the armor up to 1000 mph for a brief time. The armor also contained a highly-advanced radar unit, that let him sense all around him and pierce all kinds of concealment.

On the other hand: There are realities where Walter became frustrated by the opportunities denied him. Secretly killing off his parents resulted in Raymond being the beneficiary and going to law school. Setting up Raymond for the mob only got Raymond killed and Walter badly beaten when he tried to keep the mob boss from moving in on Alice, whom Walter desired. Is it any wonder all these frustrations would lead him to hole up in that local junkyard, build a terrifying suit of armor and wreaking vengeance, becoming a dreaded crime lord?

Campaign Use

Radar Man is the inventor of the team, the scientist and genius. With the suit of armor, he also becomes the brick. He can stand toe-to-toe against most foes in a battle, but out of his suit, his skills and advantages provide him with other ways to be useful.

Adventure Seeds

The mob Raymond helped to bring down, with his brother’s aid wants revenge. Of course, everyone knows that Raymond and Radar Man have a close working relationship, so any revenge they hope to take must account for a powerful giant robot. Taking Raymond’s family hostage in their own house works: Radar Man is unlikely to want to trash his family’s home (and his own, though the gangsters won’t know this). Is facing the current threat worth losing their home in the long run? What if they act while Walter and Raymond are out at work? Now Raymond must play for time while Walter sneaks to find the armor and don it before the gangsters get wise.

A foe of Radar Man’s (the Buzzbomb Gang or Midnight make good choices) develops a radar screen that nullifies the hero’s primary edge, the ability to see in almost any condition. How can Walter work around this weakness? Can he do it in a way that convinces the criminals that their radar screen is no good, and convince them to cast it aside in the future?

Radar Man**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8/0	2/0	0	3	2	5	2	0

POWERS**Radar Armor**, removable -13

Powered Physique, Growth 2 (permanent, innate), Immunity 2 (internal air), Protection 9, Enhanced Strength 6, Enhanced Strength 3 (only for lifting) (31 pts)

Radar Unit, Communication 2 (radio; area, selective), Senses 11 (accurate ranged Radio, extended 1, counters illusion, counters all concealment) (23 pts)

Rocket Boots, Flight 6 (120 mph), Flight 3 (Fades; boosted up to 1,000 mph) (15 pts)

ADVANTAGES

Benefit 1 (Security Clearance—U.S. Navy), Close Attack 2, Interpose, Inventor, Ranged Attack 3

SKILLS

Close Combat (Radar Armor) 4 (+6), Expertise (Science) 6 (+11), Expertise (Engineering) 6 (+11), Insight 3 (+5), Intimidation 0 (+1), Investigation 4 (+9), Perception 6 (+8), Technology 7 (+12)

OFFENSE

Initiative +2

Unarmed +8, Toughness DC 23 (+4, DC 15 out of armor)

DEFENSE

Dodge	4	Fortitude	6/4
Parry	4	Toughness	11/0
Will	6		

COMPLICATIONS

Armor: Walter has no innate powers, just a genius intellect. The armor runs on electric capacitors. While it can last for hours, they do occasionally run down. This original version of the armor is also eight feet tall, limiting him in small places and keeping him from being able to do fine work or manipulate small items while wearing the suit.

Family: Walter is loyal to his brother and his family, and becomes Radar Man to help Raymond's efforts as DA.

Motivation—Recognition: Walter wants to prove himself and his exceptional engineering.

Secret Identity: Walter needs to hide his identity from everyone, to protect his brother and family from reprisals by enemies of Radar Man, and also to give his brother deniability in Radar Man's activities.

Power Points: Abilities 24 + Powers 56 + Advantages 8 + Skills 18 + Defenses 14 = 120 points

TROUBLESHOOTER

Female, 20, 5'8", 175 lbs., green eyes, chestnut brown hair

Really: Katherine Landon

A part of: the Vanguard of America

Based out of: Houston, Texas

Active during: the Golden Age

Worked as: a dutiful daughter at first; after the War, she'll become a private investigator

Looks: Katherine Landon is a lovely young woman with chestnut brown hair hanging loose past her shoulders, and warm green eyes. She is tanned, healthy and athletic, with a cheerful face and ever-present smile. When dressed up as Troublesooter, she affects an "urban cowgirl" look with a heavy red shirt, brown vest, and dark blue jodhpurs, though she preferred red swashbuckler boots to the typical cowboy boots. She wore a red half-mask to disguise herself, with a bandanna and hat to complete the look.

Known History: Katie Landon was the classic tom-boy. Her father Hughe never had any sons (in fact, Katie was an only child), and she grew up eager to prove that she could take on anything a boy could. Katie felt inspired by her Customs Officer father to become an officer of the law as well. Being a woman in that time, it wasn't going to happen, not as a real law officer. She'd get to write some parking tickets, or direct school children across streets; all important work, but not what she had envisioned. All her training and preparation sat going to waste...until Hughe came under investigation for corruption and smuggling.

Inspired by the fellow Texan hero Cowboy Commando, Katie donned a makeshift costume, hitched up a gun belt and took to the Houston sea port, streets and alleys as the Troublesooter, to bring to justice the criminals framing her father. She had too much fun doing it too; she made fools out of the

bad guys and the law both, and didn't stop after her father was cleared. People loved her devil-may-care attitude. Troublesooter became a local hero despite misgivings by city officials, and the older male society she rankled.

Roger Carlsbad, a private detective, crossed paths with Troublesooter on several occasions. Over the years, the two of them brought in a number of law-breakers. Eventually, Katie revealed her identity to Roger, the only person she trusted with the knowledge. Together, Troublesooter and Roger faced some of the worst that Houston, Texas, and occasionally the whole of the U.S. had to throw at them.



Psychology: Troubleshooter is a dynamo of energy and optimism. She loves her life as an adventuress, and enjoys showing the world that a woman can make the cut. She will never walk if she can run, never run if she can leap, and if she can swing across the skies through a heavy window and rain shattered glass over criminals, she couldn't be happier. As Katie, she is still a bright, cheerful woman, but restrains herself for her father's sake. She is listless in this age though, with no career options that she's interested in pursuing. She trained herself to be a crime-fighter; denied the avenues of police work or federal agency, she pretends to be a socialite looking for a husband, while secretly bounding across the Houston skyline as the urban gunslinger.

Known Abilities: Katie Landon had no special powers when she was Troubleshooter. She had trained her body to be a champion athlete, very agile and with plenty of stamina, but all within normal human limits. Troubleshooter was an incredible shot with all manner of firearms, one of the best sharpshooters of her time. She also possessed great skill with the lariat, and could be a dangerous foe even unarmed. Her horse, Sun Devil, was a particularly smart example of his species, and their fiery spirits made many local criminals quake in fear whenever they heard hoof beats.

On the other hand: a life of denial because of one's gender can really frustrate someone. There are worlds where Katie trained herself to make her father proud, but stymied by the law, and without backing from Hughe, that bitterness drove the woman to become a different kind of Troubleshooter. Dedicated to having a good time at the expense of a repressive, uncaring society, this woman would look and act very similar, but would steal from anyone to show the world how capable she was. A partnership with the Lariat would lead to a husband-and-wife team that scares the law-abiding world. This Katie becomes more aggressive, more callous and uncaring. She might never murder someone, but she wouldn't care much if someone died due to her actions, and woe betide Lariat if he

tried to stand up to such a strong woman.

Campaign Use

Troubleshooter is an example of the super-normal with a theme. She has no real powers, and doesn't even have a device that sets her apart from the other heroes. Instead, her uniqueness stems from her "urban cowgirl" gimmick. She's also the "cheer officer" of the Vanguard, never without a smile, or a positive thought, and always looking for fun and vibrant ways to fight villainy. She's a big sister character, supportive, caring and sweet. In combat, she's a ranged specialist, with a vast number of ways to attack at a distance.

Adventure Seeds

Horse thieves! Can Troubleshooter save the day when her own noble steed is the target of a scheme to counterfeit racing horses and then kill them for profit? Whose side is the Lariat on when he arrives on the scene, apparently trying to bring the rustlers in himself? Why? And how will Roger feel if the criminal starts making passes at his super-heroine? Can this adventure ask any more questions?

The Four Suits Gang is out to make the biggest score of their card-themed careers, by rigging, conning or outright stealing the million dollar prize money from the Ol' Miss Poker Tourney. Troubleshooter has to leave Sun Devil behind as she steps aboard the Ol' Miss steamboat and pit her own wits against some of the best thieves and expert card sharks of her day, all while dealing with Roger and his romantic inclinations!

Customization Notes

Troubleshooter

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	4	6	3	4	0	3	2

EQUIPMENT

Gunbelt, 11 pt. array

Hunting Rifle, ranged Damage 5, 19-20

Six-shooter, ranged Damage 4, 20

Lariat, Improved Grab, Improved Trip, Reach 4

Bolas, Snare 4, Dodge 14

Swing Line, Movement-swinging

Binoculars, Flashlight, Handcuffs, Multitool**Brass Knuckles**, Damage 1 (str-based, sewn into gloves)**Automobile**, Size M, Str 5, Spd 5, Def 8, Tough 8

SKILLS

Acrobatics 5 (+11), Athletics 4 (+5), Close Combat (Lariat) 4 (+8), Close Combat (Unarmed) 4 (+8), Expertise (Riding, Agl-based) 4 (+10), Expertise (Streetwise) 6 (+6), Insight 5 (+8), Investigation 6 (+6), Perception 5 (+8), Ranged Combat (Bolas) 6 (+9), Ranged Combat (Guns) 6 (+9), Stealth 3 (+9), Vehicles 4 (+7)

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Attack 2, Defensive Roll 3, Equipment 6, Favored Foe (Smugglers), Improved Aim, Improved Critical 2 (1 w/Handguns, 1 with Rifles), Improved Initiative 1, Minion 3 (horse), Power Attack, Precise Attack 1 (Ranged Cover), Quick Draw, Ranged Attack 2

MINIONS

Sun Devil, Horse: Str 2, Sta 3, Agl 2, Dex 1, Fgt 4, Int -3, Awa 2, Pre 0; Skills: Close Combat (hooves) 2 (+6), Perception 2 (+4); Powers: Senses 1 (Low-light vision), Speed 4 (25 mph), Strike 2 (str-based) Offense: +2 Initiative, Hooves +6 (Damage 4) Defenses: Dodge 5, Parry 4, Fort 4, Tough 3, Will 2; Total 35 points

OFFENSE

Initiative +10**Bolas** +11, Dodge DC 14**Lariat** +10, Improved Grab or Improved Trip up to 20' away**Rifle** +11, Toughness DC 20, Critical 18-20**Six-Shooter** +11, Toughness DC 19, Critical 19-20**Unarmed** +10, Toughness DC 17

(16 without brass knuckles)

DEFENSE

Dodge	9	Fortitude	9
Parry	9	Toughness	7/4
Will	6		

COMPLICATIONS

Liberated: Being Troubleshooter allows her to be free with herself. She's vivacious, outspoken in women's rights, and very flirtatious, reveling in being sexy away from her father's direct supervision.

Motivation—Thrills: Katie grew up with exciting stories of her father and father's father, and father's grandfather, as well as reading about the Cowboy Commando and his daring exploits. She lives to feel the adrenaline rush of fighting criminals and escaping danger, feeling it brings her closer to her idols.

Secret Identity: She keeps her true identity a secret from everyone, especially for her father's sake, since he's still an officer of the law. Even in the Vanguard, she doesn't reveal who she is, since some of them are connected to the government.

Power Points: Abilities 46 + Advantages 27 + Skills 31 + Defenses 16 = 120

HEROES FROM THE PULPS

Before the Golden Age, there were the roots of the super-hero to be found in myths, tall tales, parables, adventure novels, Victorian ‘penny dreadfuls’ and more. All these various seeds found a particularly fertile soil in the magazine stories called “the pulps,” cheaply produced entertainment that fed a public hungry for all manner of exciting tales of adventure, horror, crime and more. Some of the most popular characters to inhabit this world of action were heroes and anti-heroes that would give a foundation for the comic book heroes to come. Most often unpowered, though usually of peak human ability, some of them bordered on the superhuman, and most either utilized and/or battled against super-science, mysticism and the weird.

This early “Pulp Age” is represented by the three characters that follow. Cowboy Commando, Haymaker Jake and Professor Hugo Hereafter are ‘mystery men’ and adventurers of the generation just before the Golden Age. They remain semi-active, despite their advanced years, and provide mentoring and advice to their successors. While they never accept an official membership in the Vanguard of America, others consider them at least honorary members, and the team looks up to them as role models.

Due to their greater experience in the timeline of the assumed campaign, they’ve been provided for a default 150 point/PL 10 game, despite the way Vanguard has been built at a lower “Golden Age” level. They are balanced for use as player characters, however. If it’s preferred to make them lower or higher level, then it’s easy enough to just increase those stats that directly affect Attack and Damage bonuses, and their Defenses. Even Prof. Hereafter doesn’t need to see his devices changed up that much, unless it’s an all-supernatural campaign. For standard Golden Age adventures, He can stand to get some more combat ability. Increase Strength and Stamina, Agility and Fighting for each of these three, put some points into Dodge and Parry if necessary, and play around with different kinds of combat Advantages and Close or Ranged Combat skills until they meet the needs of the game.

COWBOY COMMANDO

Male, 50, 5'9", 185 lbs., blue eyes, blond hair (graying temples)

Really: Cody Haynes

A part of: the Vanguard of America (reservist)

Based out of: New York City, New York

Worked as: a rancher

Active during: the Golden Age

Looks: Cody Haynes is a lanky man with blond hair, blue eyes and an infectious smile. On adventures he wears a standard U.S. Army combat uniform circa 1918, topped with a rakishly tilted black cowboy hat.

Known History: Growing up, Cody Haynes had the run of his parents' Wyoming ranch. He was taught to ride, care for animals, shoot guns, rope steers; and through it all, to be responsible and productive.

Like a wild mustang, young Cody loved running off to do his own thing. Not toward the big city like many, but into the open spaces. Cody made friends among a group of Arapaho Indians, who taught him to track and hunt and live off the land.

For his thirteenth birthday, Cody was given a pair of colt six-shooters that once belonged to his grandfather, a marshal. Life was disrupted when America entered World War I, and the patriotic Cody immediately volunteered for the Army.

Cody quickly learned to dislike the carnage of war, but he never shirked his duty. As the months passed, he took a number of daring risks to keep his squad safe and beat back the Germans. His exploits became headlines back home, and then Hollywood released a film called *The Cowboy Commando* to great acclaim. As his fame grew, his superiors decided to move him out of the front lines and back home; for propaganda, and to get the often-insubordinate soldier out of their hair. Cody fought the effort tooth and nail, famously claiming, "I'd rather fight for the Hun than be some blowhard!"

Once home, the call to action kept nagging at him. One way or another, he found himself regularly heading back out into the world to battle madmen, hunt monsters and stop evil. Each time, his reputation grew, with books and magazines telling his tales (or making them up wholesale), and more movies were released depicting his life. He took it all in stride, but was thinking about hanging up the six-shooters when the government paid him a visit. There were these new masked heroes, they said, and they'd feel much more comfortable if a trusted person like the Cowboy Commando kept tabs on the situation. Cody just did what he always did when duty called: strapped on the guns and did the job.



Psychology: Cody Haynes is an outstanding champion of the American Dream. He knows first-hand that America has a lot of work to do to live up to the ideals of the Constitution, but he remains a patriot. Cody's ahead of his time, believing in equality for women and minorities. Cody is very friendly, quick to smile and eager to shake hands with a new person. He's ready to let others prove themselves to him before he judges, and this has helped make him well-loved by his fellows and the public at large.

Known Abilities: Cowboy Commando is a normal man in great condition despite his age, and one of the premier marksmen of the day. He's also very good at melee combat, riding and anything outdoorsy.

On the other hand: In another timeline, Cody returned from the war to find his father's ranch had been stolen in an unscrupulous land deal. Enraged after a failed court battle, Cody turned vigilante and swore vengeance against those who did the deed. Now he stalks the west, a lone wolf out to even the score against the robber barons ruining his country, ready to shed blood in his quest for justice.

Campaign Use

Cowboy Commando is the older father figure with a wise word and firm hand, ready to catch the new kid on the block and help him understand where things went wrong. He's a capable adventurer still, though his ability could be dropped to play up his age. He's a daring man, eager to take the offensive against the bad guys. He likes trick shots and fights smart, with or without his firearms. His connections and resources provide other ways he can help the rookies, showing them that not all power comes from a fist, gun or flashy super-power.

Adventure Seeds

Cowboy Commando investigates reports of terrible monsters coming down from the mountains of a nearby town. He's quickly outnumbered and calls on the heroes for help. As they investigate the situation, they'll discover that the monsters are transformed miners who have accidentally opened up a terrible curse, or tapped into a mad scientist's latest experiment. Regardless of the source, they are wreaking havoc, and the heroes must figure out how to reverse the effects and seal the danger away.

Cody gets a desperate call from an old flame: the ghost of an Indian medicine man is terrorizing her small village. Several people have already disappeared and others are moving out while they still can. Cody's suspicious about the details however, and with the heroes' help, uncovers a plot by an old enemy to dig up hidden wealth. The villain is using the ghost's disguise to frighten people away. He'll get away with it too, if not for the meddling heroes!

Customization Notes

Cowboy Commando

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	5	3	7	5	2	4	2

EQUIPMENT

Armored Jacket, Protection 4

Binoculars, Flashlight, Gas Mask, Multi-tool, Commando Knife, 2 Colt six-shooters, Winchester Rifle, Lariat (Snare 4, Reach 3, Improved Trip)

The Ranch, Size L Toughness 8

Communications, Garage, Grounds (Colossal), Gym, Infirmary, Living Space, Personnel, Power System, Security System, Workshop

SKILLS

Athletics 5 (+7), Close Combat (Knives) 4 (+9), Close Combat (Lariat) 4 (+9), Close Combat (Unarmed) 4 (+9), Expertise (Military) 5 (+7), Expertise (Riding) 8 (+10), Expertise (Survival) 7 (+9), Intimidation 7 (+9), Investigation 8 (+10), Perception 4 (+8), Persuasion 7 (+9), Ranged Combat (Guns) 5 (+12), Stealth 5 (+8), Treatment 5 (+7)

ADVANTAGES

Benefit 1 (Security Clearance), Close Attack 3, Connected, Defensive Attack, Equipment 7, Extraordinary Effort, Favored Environment 2 (Plains, Woods), Grabbing Finesse, Improved Aim, Improved Critical 2 (Knives, Rifles), Inspire, Languages 2 (French, German), Leadership, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment), Quick Draw, Ranged Attack 2, Tracking

OFFENSE

Initiative +3**Knife** +12, Toughness DC 18, 18-20 critical**Lariat** +12, Reflex DC 14 Snare**Pistols** +13, Toughness DC 19**Rifle** +14, Toughness DC 20, 19-20 critical**Unarmed** +12, Toughness DC 17

DEFENSE

Dodge	8	Fortitude	10
Parry	11	Toughness	9/5
Will	8		

COMPLICATIONS

Enemies: Cody has gathered a great number of enemies over his years of battling injustice.**Motivations—Patriotism:** Cody Hale was raised to believe in the American Dream; rugged individualism, frontier justice and helping a neighbor in need. He dislikes anyone who stains that ideal.**Responsibility:** The Cowboy Commando is famous, regarded as a father figure to the country. As such, he has trouble turning down any request for help if the cause is just.**Power Points:** Abilities 60 + Advantages 31 + Skills 39 + Defenses 20 = 150 points

HAYMAKER JAKE PEARL

Male, 47, 5'7", 245 lbs., green eyes, dirty blond hair

Really: Jacob Perlman

A part of: the Vanguard of America (reservist)

Based out of: New York City, New York

Worked as: a boxer and adventurer

Active during: the Golden Age

Looks: Jacob is a bull of a man in his forties, with a body built for power. Past his prime, Jake's barrel chest is slipping into a stout gut, but make no mistake, it's all hard muscle. He wears low-brow, worn clothes, with suspenders holding up patched trousers and a bowler that's seen better days. His face has that battered look of a professional boxer, but he's not really ugly either.

Known History: Jacob Perlman's youth was spent in the slums of New York City, lashing out against an Orthodox Jewish upbringing. By fourteen years of age, Jacob had quite the misdemeanor record against him. He might have been heading for worse if he hadn't met George Taylor. Taylor was a former boxer and renowned trainer with an eye for talent, and that eye saw potential in the angry young man. It took effort to reach Jacob at first, but within a year, he'd won his first junior fight and was on his way to the big time.

As he climbed the professional ranks, "Haymaker" Jake Pearl (as he called himself) stumbled across the crooked side of the sport. A dirty promoter needed Jake to take a dive in order to clear some debts, and kidnapped Taylor to get the message across. Jake delivered his own message with a left cross that broke the promoter's jaw. He and Taylor busted up the betting ring, but Jake was blacklisted in the process.

After that, Jake worked the wharfs and warehouse jobs during the day, and dedicated himself to cleaning up his streets with those jabs. He eventually took over Taylor's gym and put himself out there to help other kids like himself. His adventures took

him to many wild scraps and exotic places, and he met other good people. It's been a good life. He's slowed a little as he gets up in years, but he teaches his sweet science to the new masked kids taking up the good fight.



Psychology: Jake is the quintessential tough guy with a heart of gold. He acts all gruff and tough, but inside he's a teddy bear. He has compassion for everyone but the human vultures that peck at peoples' misery. Jake's full of life; all hearty claps on the back and big belly laughs, drinking, smoking and eating it up. He knows he's getting old and it only makes him play harder. He enjoys training the next generation, and works them hard, getting them ready for what's to come. When he goes, Jake wants to go out a hero, remembered for the good things he's done.

Known Abilities: Haymaker Jake Pearl is a champion boxer who can still beat people half his age. Outside of the ring, he's got even more fighting moves, taking out his trusty baseball bat for the really bad guys. He's a cagey fighter, and to underestimate his intelligence is a mistake.

On the other hand: Haymaker Jake could take that dive in other timelines. Money is money, and it buys a lot of nice things, after all. Jake was drawn into the mob life, just a short jump from boxer to enforcer. Now he's in demand as the top mercenary leg-breaker or bodyguard in the city, and living the life of Riley.

Campaign Use

Haymaker Jake is the grizzled street-wise mentor, who's seen every dirty trick in the book and can tell the new guys how to avoid them. Jake teaches the Vanguard members better ways to fight, and maybe rambles on a bit to any who will listen to his tales of glory. He's also the first one to offer a pep talk when things look their worst. After all, where would he be now if he'd just laid down back in his youth?

Adventure Seeds

A boy claiming to be Jake's son shows up and wants to know where his old man has been all these years. As Jake tries to adjust, the kid riles up the other teenagers hanging at the gym; running dice and card games, vandalizing the neighborhood, and things are getting out of hand. Is he really Jake's son? Is he just rabble-rousing? Or is this all a smokescreen for a bigger plot?

Jake wakes up to a nightmare: a gauntlet of his heaviest-hitting enemies lining up to take a swing at the undisputed champion. Billed as a big event for the underworld, Jake has to keep fighting before an audience of hoods, while the heroes have to figure out he's even disappeared. Then the race is on to find the arena, expose the mastermind and save their mentor!

Customization Notes

Haymaker Jake Pearl**PL 10/150 Power Points**

Strength	Fighting	Stamina	Intellect	Agility	Awareness	Dexterity	Presence
4	6	5	3	8	1	5	4

EQUIPMENT**Baseball Bat**, Damage 2**SKILLS**

Athletics 8 (+12), Close Combat (Unarmed) 6 (+14), Close Combat (Club) 2 (+10), Deception 6 (+10), Expertise (New York Locations) 10 (+11), Expertise (Streetwise) 8 (+9), Insight 7 (+12), Intimidation 10 (+14), Investigation 6 (+7), Perception 7 (+12), Stealth 6 (+11), Treatment 4 (+5)

ADVANTAGES

All-out Attack, Assessment, Close Attack, 2, Contacts, Daze (Deception), Defensive Attack, Defensive Roll 2, Extraordinary Effort, Favored Foe (pugilists), Improved Critical 1 (Punch), Improved Defense, Improved Disarm, Power Attack, Redirect, Skill Mastery 1 (Deception), Takedown, Ultimate Skill 1 (Deception), Ultimate Resistance 1 (Will)

OFFENSE**Initiative** +5

Unarmed +16, Toughness DC 19
(19-20 critical with punches)

Baseball Bat +12, Toughness DC 21**DEFENSE**

Dodge	10	Fortitude	12
Parry	12	Toughness	8/6
Will	8		

COMPLICATIONS

Honor: Jake won't fight dirty. He won't take advantage of a weaker opponent, and he won't put fighting above the needs of others. It's a rough street code he abides by, but he sticks to it tightly.

Motivation—Justice: For every good cop, there are plenty more willing to look the other way while innocent men, women and children are victimized. Not on Jake's watch.

Power Points: Abilities 72 + Advantages 20 + Skills 40 + Defenses 18 = 150 points

PROFESSOR HUGO HEREAFTER

Male, 54, 5'10", 175 lbs., brown eyes, graying brown hair

Really: Doctor Edwin Hugo Wilson

A part of: the Vanguard of America

Based out of: New York City, New York

Worked as: a Vaudeville performer

Active during: the Golden Age

Looks: Hugo is a slim older man showing the weight of his fifty-odd years of battling ghosts. His once-brown mop of hair is graying at the edges and lines crinkle up the corners of his eyes and mouth. Hugo dresses as a man before his time, and his equipment is designed with a delightful fusion of Victorian brass and crystal with what will become Fifties sci-fi sleekness.

Known History: Doctor Edwin Hugo Wilson was an eminent man of science, respected among his peers for early theories on atomic energy. Had he continued on this scientific path, Hugo's name would be up there with the other greats of this period. Then suddenly, Edwin threw himself into paranormal research, tossing aside the hard sciences to pursue occult quackery. Why would he throw away such a future?

Mary Vinter, Edwin's true love. They were childhood sweethearts with a love that only deepened over the years (I guess it really does happen). Edwin worked hard to put himself through school, to live up to Mary's image of him as a brilliant researcher. He also wanted to give her the ring he knew she wanted. Finally, after graduating early, after saving and scrimping for years, he was ready to propose when a car crash took her life. He never got to say good-bye, and with that lost moment an adventurer was born.

Edwin threw himself into psychical research, exploring the spirit world. He developed his theories and equipment, then began his first hesitant forays into the great beyond. His peers laughed at him,

and his work was discredited, but he didn't care.

He became a stage magician named Professor Hugo Hereafter to make money, and to experiment with his new devices in a publicly acceptable way. Traveling all over the world, he explored the last barrier of life. What he found were ghosts: many were lost souls unable to move on, many others had been evil beings driven to revenge while they lived, and little changed after death. Prof. Hereafter took up the crusade of protecting world of the living from the angry dead, knowing he was the only one who could. All the while, he continued his search for his beloved, to give her the ring at last, and let her rest in peace.



Psychology: Hugo is like the grandfather you wish you had. He is kind and considerate, with a twinkle in his eye that lets you know that getting into harmless mischief is sometimes important. Despite the biggest tragedy of his life, Hugo is upbeat and hopeful. He is the voice of reason among his peers and is quick to point out when someone's not thinking straight. After all, he's had plenty of experience with not thinking straight; it is the basis for his whole career.

Known Abilities: Professor Hereafter is a genius who has developed a whole new science, no matter what the naysayers declare. His technological achievements can't be denied, and his brain is his greatest weapon. He's a thinker and planner, armed with tremendous scientific and occult knowledge.

On the other hand: Doctor Wilson may not take the loss of his love so well. With the right science at his command, he'd pierce the veil between living and dead and use it to try and restore Mary, only to find his proposal rejected. Spurned and heartbroken, this Prof. Hereafter comes to use ghosts as his private army, determined to bring the world of the living to heel for denying him. Only Mary stands in his way, using her own undead powers to try and stop him.

Campaign Use

Hugo Hereafter is the elderly gentleman, aristocratic in dress and formal in manners, harkening to an ideal of an earlier age. He is also the kindly grandfather, offering a comforting shoulder and advice when things get tough. He fills the niche of occult expert but as a scientist instead of a wizard. His story is rife with potential drama, and his connection to Ghost Boy provides more emotional depth. For more traditional Golden Age adventures, consider increasing his combat ability.

Adventure Seeds

Villains are committing out-of-character crimes across the city, and as the heroes struggle to contain the outbreak, Prof. Hereafter uncovers multiple breaches of the veil. Are the ghosts of long-dead criminals possessing today's villains? Why are they? Why in such numbers? Have Hugo's ghostly enemies united in a League of the Afterlife, or is there another malevolent mind behind the plot?

After a long showdown, our heroes and villain end up scrapping in a scrapyard. How will they react when they find themselves assaulted by ghostly forces along with mechanical dangers? And how will Hugo hold up when he finds Mary's crashed car in the center of it all?

Customization Notes

Professor Hugo Hereafter

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	6	2	3	6	2

POWERS

Psychical Weapons, 12 pt. array, easily removable -4

Ectoplasmic Netting, ranged Affliction 10 (vs. Will, Hindered and Impaired/Disabled and Immobile; Affects Insubstantial 2, Extra Condition; Limited to Two Degrees, Limited-Paranormal creatures) (12 pts)

Psychical Disruptor, ranged Damage 10 (Affects Insubstantial 2; Limited-Paranormal creatures) (1 pt)

Ghost Images, Enhanced Defenses 10 (Dodge +5, Parry +5) (1 pt)

Spirit Glass, Senses 5 (extended range Detect Ghosts, Counter Invisibility; easily removable -2) (3 pts)

Psychical Research, Variable 2 (Limited-paranormal creatures, Slow, Removable -2) (8 pts)

SKILLS

Athletics 5 (+5), Deception 9 (+11), Expertise (Paranormal) 8 (+11), Expertise (Science) 9 (+12), Expertise (Theology) 7 (+10), Insight 5 (+11), Investigation 6 (+9), Perception 4 (+10), Ranged Combat (Gadgets) 4 (+10), Sleight of Hand 8 (+14), Stealth 4 (+7), Technology 9 (+12)

ADVANTAGES

Close Attack 4, Connected, Defensive Roll 5, Fascinate (Deception), Favored Foes (Ghosts), Improved Aim, Improved Defense, Improvised Tools, Inventor, Skill Mastery 2 (Deception, Technology), Ultimate Skill 2 (Deception, Technology), Well-Informed

OFFENSE

Initiative +3

Ectoplasmic Netting +10, Will DC 20

Psychical Disruptor +10, Toughness DC 25

Unarmed +5, Toughness DC 15

DEFENSE

Dodge	13/8	Fortitude	6
Parry	12/7	Toughness	7/2
Will	13		

COMPLICATIONS

Motivation—Responsibility: Professor Hereafter feels he's responsible for keeping the living world safe from the ghosts and ghouls that threaten it.

Obsession—Mary: Hugo is determined to make contact with the spirit of his dear departed Mary, and bends every ounce of his scientific and occult knowledge towards that goal.

Ward: Professor Hereafter's nephew, taking on the role of Ghost Boy, was accidentally empowered by the professor. He feels duty-bound to look after him in his fledgling career.

Power Points: Abilities 48 + Powers 21 + Advantages 21 + Skills 39 + Defenses 21 = 150 points

VILLAINS OF THE GOLDEN AGE

BUZZBOMB GANG

Roster “Dare” Devlin O’Caine, Max Gable; Lucky, Louie and Lefty, and others as needed

Leader: Dare Devlin and Max Gable share leadership duties, as is proper in a meritocracy. Dare Devlin is the leader when they plot to advance their cause to build a new world, while Max is in charge when the group has to carry out more common crimes in order to pay for Devlin’s vision.

History: The Buzzbomb Gang was originally born as the Balloon Bombers, organized by the duo of Devlin and Max. Dedicated to putting Devlin’s fortunes, genius and inventions toward establishing a new world order of intellectual supremacy, meritocratic promotion and global harmony, the Balloon Bombers would travel the globe in their Sky Fortress, an advanced airship of giant size. They would target various regions of the world, usually smaller, unstable nations that would provide them a political stepping stone to bringing this vision about. The Balloon Bombers developed a large following, believing in the great cause, and dedicated to its founders. In time, Devlin found jet power and built the first of the flight packs, renaming their group the Buzzbombers.

But they were regularly defeated, often by narrow margins, by the mystery men and adventurers of the earlier age, most frequently Cody Haynes the Cowboy Commando, and Haymaker Jake. These defeats caused the group to retreat and rebuild, often losing a number of resources, including at least two Sky Fortresses. This drained Devlin’s fortunes, and eventually led to their current state. Things aren’t completely hopeless however, for the new age of heroes are unprepared for an entire team of high flying burglars and robbers, able to swoop in fast and disappear into the clouds. Max is a talented criminal planner, and their successes are rebuilding the group’s coffers. Devlin has even begun to plot new attempts to bring the world to his philosophy, one way or the other.

Resources

The Buzzbomb Gang currently lacks for resources outside of what they can acquire for Devlin’s latest devices, and the flight packs. However, there’s no telling when they’ll be back up to full power, and Devlin is already designing and gathering funds for a newer, more potent Sky Fortress, given below.

Sky Fortress (Equipment 4)

Size Huge, Toughness 10

Features: Communications, Computation Machines, Concealed 2 (+15 DC), Defense System (Heavy Machine Guns +8, multiattack ranged Damage 6), Flight 8 (500 mph; Defenseless target), Gym, Hangar, Infirmary, Isolated (airship), Laboratory, Living Space, Personnel, Power System, Workshop (20 pts)

Customization Notes

"DARE" DEVLIN

Male, 45, 5'7", 160 lbs., green eyes, light brown hair

Really: Devlin O'Caine

Leader of: The Buzzbomb Gang

Based out of: Los Angeles, California

Worked as: an inventor and world conqueror

Active during: the Golden Age

Looks: Dare Devlin is a middle aged man with brown hair and green eyes. He wears a leather jacket, boots and a helmet with goggles. A large jetpack is strapped to his back with control handles hanging over his shoulders.

Known History: Devlin O'Caine was always a brilliant person. There were so many things he could master by the time he was ready for junior high, that he knew there were better things for him than just slaving like his father in a warehouse, or even applying his intelligence to some capitalist's vision of "work-for-hire".

Of course, he would quickly be brought back down to earth when the local kids grew too angry with his brilliance and high-minded belief in the intellect being all. That is, until the day he found Max Gable to protect him. It was a business arrangement at first; Devlin did Max's schoolwork so he could focus on his boxing career. On the other hand, over time, these two found common interests to bond over. Max was bullied by teachers, criminals, and other professionals who looked down on the boxer as a dumb thug, as much as Devlin was looked down upon as a useless egghead. Both men knew that there was a place for each in a proper society, one that allowed true merit to rise to the top.

When Devlin inherited a fortune from a like-minded relative, the two of them went to work immediately. Devlin developed the very first "balloon pack" to allow them to attack from above, and reach targets much better guarded from ground level. Devlin took the lead of the "Balloon Bomb-

ers" gang he and Max built up, launching numerous plots against weakened states around the world in an attempt to acquire an initial foothold, where they could then build a utopian meritocratic civilization. These attempts were foiled by other heroes and mystery men of the day, most often the Cowboy Commando.

Over time, Devlin's fortunes dwindled away as they were used up in scheme after scheme. As they ran out of money, Max began to take over the group. Maybe Max didn't know how to conquer countries, and so deferred to Devlin there, but now they needed money and he knew how to knock over banks. Operating under this meritocratic philosophy, Devlin stepped aside for the time being. He continued to refine their devices, developing their flight pack and giving birth to the Buzzbomb Gang as they confronted a new age of heroes.

Psychology: Devlin O'Caine believes completely in a world where people work where they fit best, offering their use to advancing society, and where the best at whatever they do rise to command their inferiors. Of course, intellectuals need to rule such a world, and Devlin, being the smartest, is the most fit to be ultimate authority. He doesn't look down on any role, they're all necessary for a well-functioning society. He trusts Max above all others, the two of them being best friends from childhood.

Known Abilities: "Dare" Devlin has no super-powers but is extremely intelligent and has fully mastery of his jetpack and various other gimmicks that assist the Buzzbomb Gang in their crimes. He is a master of gadgetry and is always modifying or inventing some new technology to help him pull off his crimes. The real thing that makes him formidable is that you can never count him out of anything. If you ever get into your head that there is

something that he can't do or wouldn't do because it is too crazy or daring, you've already made your last mistake.

On the other hand: Sometimes things do work out and, in another time, Devlin received accolades and wealth from his jetpack development. Jet troops proved invaluable in ending the Second World War early and he was able to commercialize his invention. Now everyone has their own personal jetpack and cars are a quaint reminder of a bygone age. Buildings now make skyscrapers seem small as anybody can just fly up to whatever floor they need without the use of a elevator.

Campaign Use

Devlin is the leader of the Buzzbomb Gang. He is also a technocrat who believes in a merit based society in which the intelligent assume positions of power because they are better suited to rule O'Caine is a hard man to gain the loyalty of - the only person he trusts implicitly is Max Gable. If engaged in combat, Devlin will

first try to get airborne and hit his targets at range. If people start getting too close, he will take the better part of valor.

Adventure Seeds

Dare Devlin and his Buzzbomb Gang plan on hijacking a cargo plane in flight. It is carrying a priceless museum exhibit of paintings to its next location. The pilot has just enough time to radio a warning before communication is cut off. The heroes are called out to bring in the gang and make sure that nothing happens to the paintings.

Lefty, Lucky and Louie of the Buzzbomb Gang has been captured and are on their way to be booked at the police station. Max and Devlin managed to escape. Instead of retreating to lick their wounds, they plan on swooping down and freeing their companions from the car. This is a daring stroke and the heroes are going to be called out again to deal with a group they believed were defeated and broken for a little while.



“Dare” Devlin**PL 8/119 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	2	4	0	5	4	2

POWERS

Jet Pack, Flight 6 (distracting, removable -1) (5 pts)

What New Devilry This Time?, Variable 5 (Affects Others; Slow, Check Required-Technology DC 16, Removable -5) (24 pts)

EQUIPMENT

As a member of the Buzzbomb Gang

SKILLS

Acrobatics 3 (+5), Athletics 2 (+2), Close Combat (Gadgets) 4 (+4), Deception 3 (+5), Expertise (Science) 5 (+10), Expertise (Politics) 4 (+9), Perception 3 (+7), Persuasion 2 (+4), Ranged Combat (Gadgets) 4 (+8), Technology 6 (+11)

ADVANTAGES

Close Attack 4, Defensive Roll 4, Eidetic Memory, Equipment 4, Improvised Tools, Inventor, Jack-of-All-Trades, Ranged Attack 2, Teamwork, Ultimate Technology

OFFENSE

Initiative +2

Gadget +8 close combat, +10 ranged, save variable

DEFENSE

Dodge	6	Fortitude	5
Parry	4	Toughness	6/2
Will	8		

COMPLICATIONS

Frustrated: Devlin is forced to admit that his own fortunes have been depleted by defeat in the group's past. He accepts the fact that his partner Max is the better bank robber, and puts his full efforts into these crimes to rebuild their funds. The purpose of these funds, however, are to give him back his chance to save the world and rebuild it as a proper technocratic meritocracy. This often leaks out on these petty jobs, when he is frustrated by being a common crook, along with trying to keep the group from spending too much money on lesser delights.

Motivation - Technocrat: O'Caine is a fervent believer that those of superior intelligence will rule over the common masses. He has the vision to see this accomplished, and pits his devices and schemes to this great end.

Power Points: Abilities 38 + Powers 29 + Advantages 20 + Skills 18 + Defenses 15 = 119 points

MAX GABLE

Male, 35, 6'1", 200 lbs., brown eyes, bald

Leader of: the Buzzbomb Gang

Based out of: Los Angeles, California

Worked as: a boxer and world conqueror, now a bank robber

Active: during the Golden Age

Looks: Max Gable has the physique that leads you to believe that he could go a full twelve rounds now if he wanted to. He clocks in at over six feet tall and is as solid as a brick wall. His shaved head only adds to his intimidating presence.

Known History: Max didn't get in a lot of trouble when he was growing up as none dared challenge him. As he got older, he found that his physical prowess made him ideally suited for sports. Max was the star tackle of his high school football team.

Max enlisted in the Navy and served the war aboard a battleship. It was during his tour that he was introduced to boxing and he took to it like he had been in training all his life. He returned to the States after his tour was up and took up boxing professionally. Max quickly tore through the amateur ranks with help from a great trainer and he was soon fighting in the big leagues - the heavyweight division. He would have done just as well there but his manager had problems finding anyone who would fight the big man. No fights mean no money and soon Max was desperate for any paying work.

That work was provided by "Dare" Devlin O'Caine. He had plans to rob several high rise penthouses with his balloon packs. They were successful and, after several jobs, the two men became friends. The money was so good that Devlin was able to build several jet packs to replace the clumsy and slow moving balloons. Max is happy to be the muscle as long as the money keeps coming. He has absolute faith in Devlin and doesn't question even the most bizarre schemes.

Psychology: Max Gable worships at the altar of greenbacks. He is concerned with money first and the gang second. He is loyal to Devlin and readily accepts him as a leader. Max also takes great pleasure in hitting things. It allows him to assert his physical dominance over others.

Known Abilities: Max is a formidable hand-to-hand combatant for someone who does not have superpowers. As his leg breaking work with organized crime took off, Max realized that bare fists, no matter how strong, sometime required a big stick or a gat.

On the other hand: In another timeline, Max Gable stepped in to take over Haymaker Jake's role of hero after Jake suffered injuries that ended his heroics. Max had fought Jake when he was just starting in the heavyweights. Jake had been drummed out of boxing for years but Max was eager to spar with him. He idolized Pearlman.

Campaign Use

Max is the bruiser of the Buzzbomb Gang. In a group that relies on mobility and smarts, Max is there when those things fail. He is purely in it for the money and refuses to act like a common thug. Max tries to close as quickly as possible to start wailing away with his iron hands. If he is outnumbered or outclassed, he will escape with his jet pack.

Adventure Seed

While in prison Max organizes a prison riot that quickly overtakes the prison. Max has gotten word that he needs to be in the yard at three o'clock so the rest of the Buzzbomb Gang can jet in with a spare pack for him to escape. The heroes need to quell the riot and prevent Max from getting away.

Max Gable**PL 10/105 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	4	4	2	6	0	3	4

POWERS

Iron Hands, Damage 5 (Str-based) (5 pts)

Jet Pack, Flight 6 (Distracting, Removable -1) (5 pts)

Leather Hide, Protection 4 (4 pts)

EQUIPMENT

As a member of the Buzzbomb Gang

SKILLS

Athletics 6 (+9), Close Combat (Unarmed) 6 (+12), Close Combat (clubs) 4 (+10), Deception 2 (+6), Expertise (Sports world) 4 (+4), Insight 3 (+6), Intimidation 5 (+9), Perception 4 (+7), Persuasion 5 (+9), Ranged Combat (Guns) 4 (+6), Vehicles 3 (+5)

ADVANTAGES

All-Out Attack, Assessment, Defensive Attack, Improved Critical 2 (18-20 with unarmed attacks), Improved Initiative 1, Power Attack, Takedown 1

OFFENSE

Initiative +8

Iron Hands +12, Toughness DC 23

DEFENSE

Dodge	6	Fortitude	6
Parry	8	Toughness	8
Will	5		

COMPLICATIONS

Honor: Max might be a crook but that doesn't mean that he has to stoop to dirty fighting. Max always fights fair and like a man. His past career as a feared and honest boxer still make him hold to the rules of honorable combat.

Motivation - Greed: While Max admires Devlin O'Caine for his intelligence, it is the money that keeps him in the Buzzbomb Gang.

Power Points: Abilities 52 + Powers 14 + Advantages 8 + Skills 23 + Defenses 8 = 105 points

The Flunkies

Lucky, Lefty and Louie are the regular flunkies of the Buzzbomb Gang. Back when the group followed Devlin's plans to create their utopia, there were many more followers, and they tended to be more loyal and fanatical about the cause. As the group suffered defeats, the number of followers dwindled along with Dare Devlin's other resources. Currently, the bank-robbing Buzzbomb Gang needs to be large enough to make off with plenty of money, but small

enough to strike fast and move quickly, thus only recruiting three followers at a time. Max worries less about philosophical zealotry, and more about skilled criminals willing to do the job at hand. Regardless of the actual person hired, Devlin and Max can't be bothered to learn the names of their rotating group of lackeys, and now, whoever is brought in gets the nickname Lucky (for the 'face' man of the team), Lefty (for the leg-breaking thug), and Louie (the gunsle).

Lucky, Lefty, Louie

PL4,6,5/67 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
Lucky							
2	3	2	2	3	0	3	1
Lefty							
3	3	2	2	4	0	2	0
Louie							
2	3	3	3	3	0	2	0

POWERS

Jet Pack, Flight 6 (Distracting, Removable -1) (5 pts)

EQUIPMENT

As a member of the Buzzbomb Gang

ADVANTAGES

Defensive Roll 2, Equipment 2, Improvised Weapons, Precise Attack 2 (ranged and close cover), Set-up 2, Teamwork

Lucky: Attractive 1

Lefty: Power Attack

Louie: Move-by Action

SKILLS

Acrobatics 2 (+4), Athletics 2 (+4), Close Combat (Unarmed) 3 (+6), Expertise (Streetwise) 3 (+3), Perception 2 (+4), Ranged Combat (Guns) 4 (+6), Stealth 2 (+4)

Lucky: Deception 2 (+3/+5), Perception 2 (+5), Persuasion 2 (+3/+5)

Lefty: Athletics 4 (+7), Close Combat (Unarmed) 5 (+9)

Louie: Acrobatics 6 (+9), Ranged Combat (Guns) 4 (+7), Stealth 2 (+5)

OFFENSE

Lucky: Initiative +2, Light Pistol +6, Toughness DC 18; Unarmed +6, Toughness DC 17

Lefty: Initiative +2, Light Pistol +6, Toughness DC 18, Unarmed +9, Toughness DC 18

Louie: Initiative +3, Heavy Pistol +7, Toughness DC 19; Unarmed +6, Toughness DC 17

DEFENSE

Lucky

Dodge	5	Fortitude	5
Parry	6	Toughness	5/3
Will	5		

Lefty

Dodge	5	Fortitude	5
Parry	7	Toughness	5/3
Will	4		

Louie

Dodge	6	Fortitude	5
Parry	6	Toughness	5/3
Will	4		

COMPLICATIONS

Motivation - Wealth: The Buzzbombers are purely concerned with getting rich through daring robberies.

Power Points: 32 +Powers 5 +Advantages 9 +Skills 11 +Defenses 10 = 67 points

DART

Male, 26, 5'7", 165 lbs., Blue eyes, Brown hair

Really: Daniel Culver

A part of: no criminal organization

Based out of: Denver, Colorado

Worked as: a criminal

Looks: Dart is an average sized man with an athletic build and blue eyes. He wears a purple full-body costume with a bold yellow stripe down the both arms and legs to similarly colored thick soled boots and gloves. A bandolier of darts is slung across his chest.

Active during: the Golden Age

Known History: The Dart should serve as the poster child for what happens when a small man gets big power—and I'm referring to his stature. Daniel Culver was a small two-bit crook who carved a living out of things he could steal and sell to a fence. It wasn't much, but considering how he had failed at everything legitimate, it was all he was good at.

That all changed when he was caught stealing from a secret laboratory set up by a mad scientist in a abandoned warehouse at the wharf. Culver wasn't going to be so lucky as to spend time in jail this go around. Instead, he became a guinea pig for the good doctor's experimental growth hormones. Instead of turning the sneak thief into a gigantic human the treatment enabled Daniel to move at super speed for brief amounts of time until his body got tired. It wasn't what the mad scientist wanted but he'd take what he could get. Even failures can be informative.

Culver worked for the doctor for a brief amount of time before he realized that he didn't need him and killed him with a speed punch to the temple. Since then, Daniel has taken up the name "The Dart" and added in darts as a complement to his repertoire. The biggest problem is that his speed

burns out, leaving him a normal guy. He really is beginning to regret his killing of the scientist because the man might have been able to improve him.

The Dart has quickly become the arch-nemesis of Captain V of the Vanguard of America. The Dart has been continuously attempting greater and greater thefts and the American Speedster is always there to foil his plans. If The Dart had been a smarter man, he might have realized that it wasn't his powers giving out but the Captain leaching his speed away from him.



Psychology: The Dart is a simple man. He isn't much for deep thinking and even less for subtle strategy. This has been his greatest failing. He is predictable and prone to brute force methods to accomplish his goals.

Known Abilities: The Dart, unlike Captain V, is a real speedster capable of traveling up to 800 miles per hour for limited amounts of time before it tires him out. The increased metabolism that his accelerated running depends upon has the side effect of helping him recover quickly from both injury and fatigue. When traveling at speed, The Dart can do several tricks from a simple snap attack, a sonic boom that debilitates enemies and a series of rapid blows that can really mess somebody's whole day up.

On the other hand: In another time, The Dart became a hero after horrific experimentation on him by a mad scientist who had kidnapped the homeless Daniel Culver off the street. Determined to spare others from unchecked science, The Dart has joined a nationwide superhero team to maintain justice.

Campaign Use

The Dart is not a complex character. He is all about the most direct method possible. Yes, this makes him predictable and is also the reason why Captain V always defeats him. If engaged in combat, the Dart will opt to build up speed (even running away if he has to) and then come in with his sonic boom to daze opponents. He will then begin to use his rapid blows to engage multiple opponents or his sonic snap to cause as much damage as possible to the target he feels is the most dangerous. The GM should feel free to give out Hero Points freely to characters engaged in fighting the Dart as the villain "spends" them to buy off his Fatigue if he can't take a round to rest. He was built with this in mind.

Adventure Seeds

The Dart has decided that he can hit a armored truck as it is unloading at the bank by swooping in and cleaning out the bags before they even know what hit them. He didn't count on only having two hands and a truck full of bags. He has to make multiple trips which gives the heroes time to come in and to try to stop him.

The Dart thought he had killed the mad scientist but he hadn't. The man had been knocked out and put into a coma but he's back and out to teach The Dart a lesson about crossing him. The city is beginning to be flooded with knockoff Darts as the scientist is creating more using his experimental hormones. The heroes need to step in and end this quickly before people get hurt.

Customization Notes

Dart**PL 10/129 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	6	4	3	1	2	1

POWERS**Bursts of Speed:** 9 pt. array

Velocity, Speed 9 (800 mph; Tiring) linked to Quickness 9 (Tiring) (9 pts)
Metabolism, Restore Self 4 (as Healing, Energizing, Self Only, can reduce own fatigue) (1 pt)

Speed Tricks: 5 pt. array

Sonic Snap, Damage 10 (Limited-only when Velocity is up) (5 pts)
Sonic Boom, Affliction 5 (vs. Fort, Dazed/Stunned/Incapacitated; Multiattack; Limited-Only when Velocity is up) (1 pt)
Rapid Blows, Damage 5 (Str-based; Multiattack; Limited-Only when Velocity is up) (1 pt)

Weapons: 10 pt. array, easily removable -4

Dart, ranged Damage 5 (Str-based) (10 pts)
Ranged Pin, ranged Affliction 10 (vs. Dodge, Hindered/Immobile; Alternate Resistance-Dodge to avoid, Strength to escape; Limited to Two Degrees) (1 pt)

SKILLS

Acrobatics 4 (+10), Close Combat (Unarmed) 5 (+8), Deception 8 (+9), Expertise (Criminal) 5 (+6), Perception 5 (+7), Ranged Combat (Darts) 8 (+12), Stealth 3 (+9)

ADVANTAGES

Close Attack 2, Daze (Deception), Defensive Attack, Defensive Roll 4, Evasion 2, Improved Critical (Darts), Improved Initiative 2, Instant Up, Move-by Action, Quick Draw, Ranged Attack 2, Redirect, Uncanny Dodge

OFFENSE

Initiative: +14

Sonic Snap: +10, Toughness DC 25

Rapid Blows: +10, Toughness DC 22+ (Multiattack)

Sonic Boom: +10, Fortitude DC 15+ (Multiattack)

Dart: +14, Toughness DC 22

Ranged Pin: +14, Dodge DC 15 to avoid; Strength DC 15 to escape

DEFENSE

Dodge	13	Fortitude	8
Parry	9	Toughness	7/4
Will	6		

COMPLICATIONS

Motivation - Greed: The Dart was a two-bit crook and superpowers haven't changed him, only the scale of his thefts.

Rivalry - Captain V: The two speedsters are bitter enemies, each determined to prove they are better than the other.

Power Points: Abilities 44 + Powers 24 + Advantages 20 + Skills 19 + Defenses 22 = 129

HIVE KING

Male, 34, 5'3", 140 lbs., green eyes, brown hair

Really: Professor Hiram Perlmutter

A part of: no criminal organization

Based out of: Moravian Falls, North Carolina

Worked as: a professor of entomology

Active during: the Golden Age

Looks: Hive King looks like a Hiram Perlmutter. He's short and scrawny with scraggly, greasy brown hair and dull green eyes hidden behind thick glasses. He dresses in shabby, hand-me-down clothing, really fulfilling the classic archetype of the egghead. As the Hive King, it gets worse: he wears an orange jumpsuit with a green bumblebee logo on the front of it. Yeah, really, I've got nothing more to say on it.

Known History: Hiram started off as an introverted genius, and a professor of entomology at Wake Forest College. He was always sickly growing up, and turned to scientific endeavors to escape the harshness of the world. As an entomologist he was respected in his field, and left to his own devices. While his peers and co-workers connected and socialized, he pursued his pet project in solitude—studying the hive mind behavioral patterns of insects. In cracking this hidden code, Hiram reasoned that communications could be established with social insects. Hiram had built a helmet that he hoped would allow him to access this hidden communication, and started by asking a local honeybee farm to increase its production. To his surprise (and later, to everyone else's), it worked. Really well, actually. Except that exposure to alien minds, even tiny ones, had an effect on Hiram. His behaviors and thought patterns changed; he discovered that he got smarter as the number of insects around him grew. His outlook on life changed; he hated the chaotic world, everyone doing what they wanted regardless of what was good for the whole. In his jittery state, the next playful jibe about "Dr. Creepy-crawly"

pushed Hiram over the edge. The Hive King was born, killing the taunter, painfully.

The Hive King is a dangerous man with no predictable pattern of behavior. His agenda might change depending on the swarm of insects he's in communication with that day. He wants to see the world become organized, more concerned with advancing the whole rather than cutting each other down to advance individual vices. But as he is trying to bring about a more harmonious world, he's wreaking carnage in order to test and advance his technology. At these times, he really does act like an insect. Yeah, he's not all there anymore.



Psychology: Hiram Perlmutter is not a confrontational person by nature and, deprived of his helmet, he's a creampuff. However, while under the influence of the device, his emotions can and do vary wildly. Physically he isn't a threat, but his enhanced intelligence and seemingly endless number of willing subjects make him a real danger. The more he stays in that helmet, the longer it takes for the original Hiram to resurface, and it's possible that someday, he might stay the Hive King forever. The one thing that prevents him from advancing a more coherent agenda is his own expertise in insects: hives don't have kings, so it's not fitting for him to take over the "hive" that is the Earth and humanity.

Known Abilities: Hive King might look like a complete dweeb but don't be fooled. His mental state makes him extremely unpredictable and dangerous. Hive King's helmet gives him the power to understand the language of all insects and control them: to surround him in swarms for concealment, or to lash out and attack for him, stinging, biting, and generally blinding enemies. The worst part is that joining with these swarms of insects expands his brain, enhances his intellect, and at the same time makes him even more unstable.

On the other hand: Hiram could have developed this helmet because he was being tormented and teased all his life, from youth to adulthood. Easily ostracized and picked on, Hiram's development of the helmet would lead to a Hive King who was a murderous killer, out to revenge himself on his tormentors. His brain could change in contact with the hives, and he could come to sympathize with others being bullied like himself, gathering them as a human "hive," and building himself up as a true king out to conquer and kill in equal measure.

Campaign Use

Hive King is a gimmick genius villain with a wide variety of possible schemes. Because he's not dedicated to any one goal, he can be used as a bank robber, a conqueror, a killer, or anything else that's needed. Being a Golden Age villain, he can be all of

these things in the same campaign. He is relatively underpowered, and works best as a mystery foe pulling off crimes shrouded in secrets that the heroes will need to unravel. His brilliance and hive mind will enable him to come up with tactics that would normally be beyond Hiram, and when closing in to take Hive King, the heroes should face a dangerous fight the entire way down into a prepared lair.

Adventure Seeds

The bees at a local honey farm convince Hive King to lead them in rebellion against their owners. The farm's skies now darken with bee patrols, and through their human ally, the bees make their demands for better treatment. For groups interested in gaming with a social awareness, play this up like a comic book insect version of *Animal Farm* and don't be afraid to go crazy with the possibilities. How do the heroes react? Are the bees right? What's the solution? And will the uprising encourage bee hives across the country?

Someone has stolen Hiram's helmet and is now struggling to keep his own sanity in a sea of insect talk. As the thief struggles to get a grip on his sudden genius, the insect rampages are even more wild and chaotic than with Hiram in control. The heroes might have to turn to the Hive King to help figure out where the thief might go next, or what he might do with such sudden alien insights into the world. What if the thief is someone like Dart, Lady Pendergass or Lariat? Worse still, what if it's someone like Mist, out to prove herself to her mentor Midnight? What's a criminal tutor to do when his prize student is now on an insect-fueled rampage? How do the heroes handle criminals with such a power boost?

Hive King

PL 11/134 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
-1	0	4	2	2	5	2	0

POWERS

Hive-Commanding Helmet, (Removable -11)

King of the Hive, Comprehend 2 (Animals, Limited to Insects), Conceal 4 (All visual senses), Enhanced Intelligence 6, Protection 6 (Sustained, Fades) (25 pts)

Swarming Assault, 35 pt. array

Blinking Swarm, ranged Affliction 13 (vs. Fortitude, Impaired/Disabled; Accurate 3, Contagious, Homing 2, Indirect 4; Limited to Two Degrees) (35 pts)

Swarm of Stings, ranged Damage 8 (Accurate 3, Alternate Resistance-Fortitude, Contagious, Homing 2, Indirect 4; Fades) (1 pt)

SKILLS

Deception 6 (+6), Expertise (Etymology) 14 (+19/+25), Expertise (Psionics) 12 (+17/+23), Perception 4 (+6), Stealth 6 (+10), Technology 10 (+15/+21)

ADVANTAGES

Animal Empathy, Defensive Attack, Defensive Roll 4, Inventor, Ranged Attack 3

OFFENSE

Initiative +4**Blinking Swarm** +8, Fortitude DC 23**Swarm of Stings** +8, Fortitude DC 23

DEFENSE

Dodge	8	Fortitude	4
Parry	6	Toughness	10/0
Will	10		

COMPLICATIONS

Motivation—Respect: After years of being the butt of everyone's jokes, Hiram has had enough. They will show him the proper respect or pay the price.

Temper: Hiram is extremely sensitive to anything he deems an insult. Once he sense one, the insects come out to play.

Power Points: Abilities 28 + Powers 50 + Advantages 10 + Skills 26 + Defenses 20 = 134 points

LADY PENDERGRASS

Female, 36, 6'1", 225 lbs., brown eyes, red hair

Really: Alice Finks

A part of: no criminal organization

Based out of: Philadelphia, Pennsylvania

Worked as: nothing really, until she became a petty crook

Active during: the Golden Age

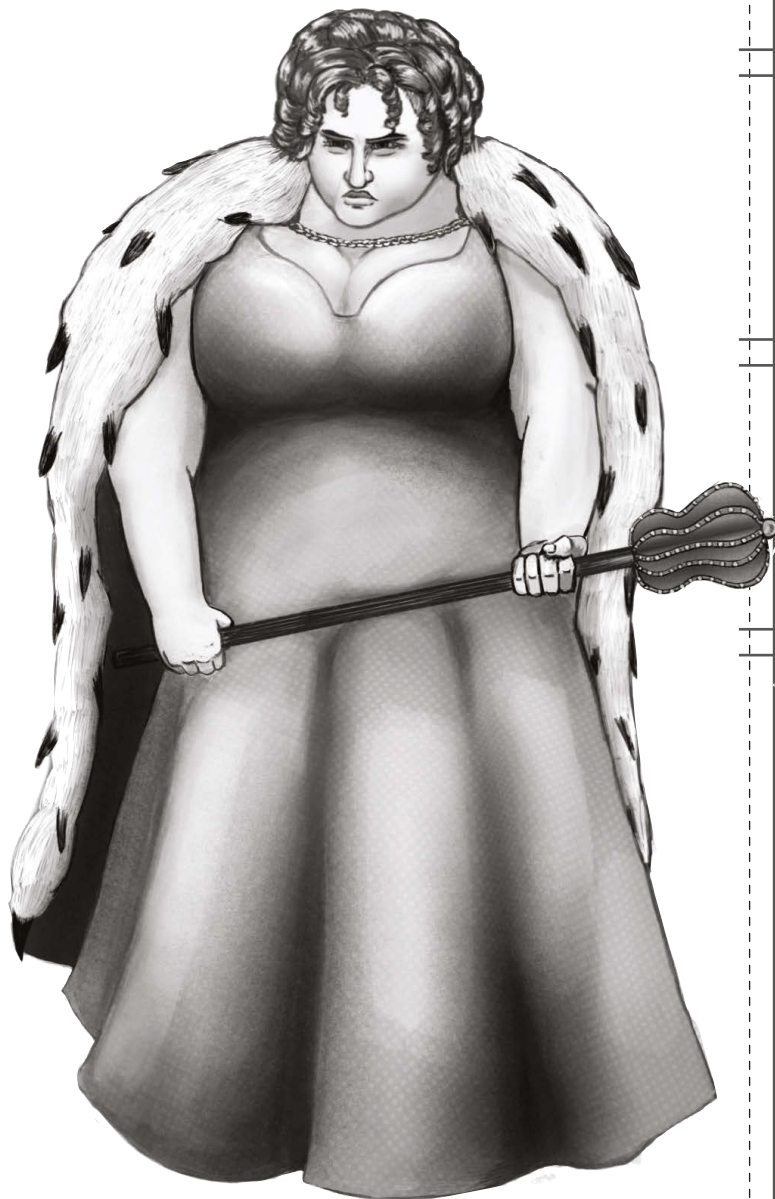
and a new crime wave to prove her royal might.

Looks: Lady Pendergrass is a large-boned, quite solid specimen of womanhood. She's rough and tumble despite her delusions, and she shows it. She looms over any place she's in, and stands tall with broad shoulders draped by a heavy white ermine cape. She smacks a heavy ornate scepter into her palm with almost expectant glee, and that grin of hers just before a fight breaks out is nasty.

Known History: Alice Finks was born a big girl. Rawboned and gangly as a kid, she was always several inches to a foot taller than her classmates, even the boys. Until puberty set in and let some of them catch up to her, Alice was a holy terror and world class bully. The only problem is that bullies sooner or later get what's coming to them. One girl, a year ahead of Alice, became tired of being so afraid and pushed Alice down three flights of stairs.

Alice was never quite the same after that. This convinced her that everyone was out to get her and she retreated into a fantasy world. She'd enjoyed learning the history of the Middle Ages, and the whole idea of "might makes right"; if she had all the might, appealed to her. She was obviously a queen, duh! Alice dug into the family history, found names and information that fed this delusion, and crafted her royal alias of Lady Pendergrass. Now she just needed money to convince everyone else she was a queen.

Since then, she's been in and out of prison and the occasional asylum. Each time, she returns with new versions of her gear, a new gang of "loyal lackeys",



Psychology: Lady Pendergrass really believes she's royalty, and that kind of sums her up. She expects people to react appropriately around her and gets mad if they don't pay her proper respect. Being a total bully, anyone who angers her gets hit, hard. She's demanding, demeaning, and talks like a trucker. There's no grace or etiquette to this woman, but she does draw in lesser criminals with her ability to plan and carry out successful heists. She might have trouble keeping them, but money and strength have their benefits in the underworld.

Known Abilities: Alice Finks has no superpowers; she's just a big person with a heavy fist who knows how to land it. Lady Pendergrass is quite skilled with her scepter, which hides a chain that lets her fire out the head a short ways to catch cautious fighters off-guard. Alice is also competent with the shotgun she carries around, and a decent criminal organizer.

On the other hand: You never know when delusions of grandeur could turn out to be just plain grandeur. It could be that Alice's research into the family history turns up a real Lady Pendergrass, whose spirit possesses the young woman. This Lady Pendergrass would be appalled at a country like America, and the global decay of the noble classes, and decide the time is right to change this. She could have a more magical scepter to shoot powerful bolts of energy with; and where there's a ruling Lady, can there be a powerful knight to do her bidding far behind?

Campaign Use

Lady Pendergrass is a gimmick criminal with serious delusions and a dangerous weapon. She's intended as a villain who can mix it up with street level heroes, and act as decent cannon fodder in a classic group of team enemies. Her stories are about gathering wealth and proving her noble status. She can put twists on these tales if she decides a particular hero might make a good seneschal or knight, and tries to woo him. Otherwise, she's a well-dressed bull in

a china shop. In combat, she likes to get into the thick of the fight, using her current gang to back her up with Aid to even the odds. She prefers to remain in the comfort of her fantasy world, but if things go badly she has enough presence of mind to drop the scepter and resort to the shotgun.

Adventure Seeds

The heroes have helped a private detective in the past, an old-fashioned man but effective. One day, he asks for help against a criminal mastermind threatening his city, describes crimes fitting Lady Pendergrass, and the game is afoot! But as the investigation plays out, the heroes slowly start to suspect that the detective believes himself to be the reincarnation of Sherlock Holmes, in pursuit of his dread nemesis. Is Lady Pendergrass involved at all? Is the detective insane? Does that make him wrong? And is there more than coincidence linking these two delusional people?

Lady Pendergrass has stolen a Camelot-themed float from the annual parade. The large castle in the center has been reinforced, a stronger motor installed and one or more cannons added. Now with a mobile fortress at her command, Lady Pendergrass is ready to prove her royal might once and for all!

Customization Notes

Lady Pendergrass**Pl 9/100 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	5	1	3	3	0	1	3

POWERS

Royal Scepter, 9 pt. array, easily removable -4
 Noggin-basher, Damage 5 (Str-based; Penetrating 4) (9 pts)
 Shot to the Gut, Damage 6 (Reach 3) (1 pt)

Royal Fur Robe, Protection 4 (removable -1) (3 pts)

EQUIPMENT

Skeleton keys, Flashlight, Brass Knuckles

Shotgun, ranged Damage 5

Truck (11 pts)
 Size H, Str 9, Spd 5, Defense 6, Toughness 11; hidden compartment

SKILLS

Athletics 3 (+6), Close Combat (Mace) 4 (+7),
 Close Combat (Unarmed) 5 (+8), Deception 5 (+8),
 Expertise (Streetwise) 6 (+6), Intimidation 4 (+7),
 Ranged Combat (Guns) 5 (+8), Vehicles 6 (+9)

ADVANTAGES

All-out Attack, Close Attack 3, Equipment 5, Improvised Weapon 2, Minions 2, Ranged Attack 2

OFFENSE

Initiative +1

Royal Scepter +10, Toughness DC 23;
 Toughness DC 21 w/Reach 3

Shotgun (pellets) +11, Toughness DC 20
 (DC 18 vs. Protection)

Shotgun (slugs) +10, Toughness DC 20

Unarmed +8, Toughness DC 18
 (DC 19 w/brass knuckles or improvised weapons)

DEFENSE

Dodge	6	Fortitude	9
Parry	9	Toughness	9/5
Will	5		

COMPLICATIONS

Motivation—Greed: Being royalty, she deserves all the money she takes.

Quirk—Royalty: Lady Pendergrass believes she's royalty and it is her goal to become Queen.

Power Points: Abilities 38 +Powers 9 +Advantages 15 +Skills 19 +Defenses 19 = 100 points

LARIAT

Male, 34, 5'11", 195 lbs., brown eyes, black hair

Really: Lawrence Shelton

A part of: no criminal organization

Based out of: Laramie, Wyoming

Worked as: a rodeo horseman

Active during: the Golden Age

Lariat, he would take what the United States owed him – and in the process, acquire a new kind of popularity.

Looks: The Lariat is an attractive African-American man in his thirties with dark hair cropped close, big brown eyes and a strapping big chest. He likes to wear cowboy garb even when he's not on a job, and prefers to be casual in his posture and clothing. He's always got an infectious grin on his face, always having that much fun.

Known History: There isn't a whole lot to Larry Shelton's early life, a traditional Midwest America upbringing. His father worked as a farmhand and rancher, depending on who was hiring, while his mother washed and mended clothes. Every year, Larry saved what pennies he could to see the annual rodeos that he loved. Work dried up when the Depression struck, and Larry left home to try and make a career out of his passion for rodeo. Things never worked out for him, between the Depression and the discrimination. He took various odd jobs at first, until some of his rodeo contacts told him about the popularity of the "fictional Wild West" in France, and the dreamland of egalitarian opportunities there. He hitched a ride working as a deckhand on a cattle boat, and tried again to join the rodeo. This time, he did succeed, and he lived his dream for a while.

Then war erupted across the continent, and the Nazis came rolling around the Maginot Line. Larry managed to get back to the States before the Vichy government was installed, but things still hadn't improved in his homeland. Embittered at the loss of his career and popularity, Larry set about making the country regret treating him poorly. As the



Psychology: The Lariat is a man of action and excitement with a (probably deserved) grudge against the country of his birth. No one can deny he's got a flair for showmanship, and that keeps people cheering for him even as they root for the heroes to bring him down each time he comes through town. Despite the grudge he bears, he tries to keep an optimistic view of things. After all, he once achieved his dream, and has found a new way to express it. He's an artist, he'll often admit. That's even better than he expected, and so he moves on from one caper to the next with a grin and a wave of his hat.

Known Abilities: The Lariat has no superpowers but is a skilled savateur (picked up from friends in France), expert rider and master of the lariat. The latter is a major key to his shtick—it's electrified, giving him the equivalent of a super-charged taser way ahead of its time. Obviously it works fine as a normal rope, and he often uses it as a swing-line for quick escapes. He's also had special spurs built for his costume that enhance his savate kicks and even let him climb sheer surfaces. As you can see, he's a tricky little cowboy.

On the other hand: The Lariat could become much more dangerous than some disaffected rodeo star buffeted by racism. While in France, he could easily have fallen sway to Nazi agents who hid their distaste for his "inferior" blood and convinced him to help the Nazi cause back in the States. They supplied him with his gear, and directed him to rouse other oppressed minorities to help the Fuehrer strike back at a decadent, corrupt America. His popularity draws people to his inspiring words of insurrection, and his skills combine with his viciousness: a very dangerous war-time foe indeed.

Campaign Use

The Lariat is a prime example of a gimmick villain with specialized gear. His crimes will revolve around rodeo or cowboy antics, such as stealing from carnivals or horse-napping Roy Rogers' trusty steed Trigger. Stories can touch on the racism that scars his

past to lesser or greater degrees for interested groups. At heart he's not an evil person, and is an excellent candidate for "the enemy of my enemy is my friend" plots, or rounding out villain groups. In combat, The Lariat will rely on his lariat to immobilize and damage an opponent, and hang back behind any allies. If his target closes, he will use his spurs-enhanced savate to blind them, then press the attack with razor-sharp kicks, or retreat if outclassed. He's a smart fighter, and will not hang around if the odds are against him.

Adventure Seeds

The Lariat is the country's top criminal cowboy, and he's determined to prove it by calling out Troubleshot. He wants a rodeo against the urban cowgirl, and proposes a number of classic competitions revised for using the modern city. Clearly she's not going to respond, but what if he kidnaps her detective friend first? Is he seriously interested in a fair, if surreal, rodeo? Or is this a blind for a bigger crime wave? Is he going to play fair? Of course not, but now the heroes have to figure out what tricks he has up his sleeve!

The Lariat has turned snitch. He wants to make a deal with the Feds: inside information on a dangerous syndicate responsible for a number of law enforcement deaths, and a mole inside the FBI's ranks, in return for a full pardon. The heroes are brought in to help bust up the dangerous organization, but start to suspect a bigger plan at work here. How does Lariat know this information? What does he really get out of putting them out of business? Does it have anything to do with his parents' torched apartment complex?

Lariat (Lawrence "Larry" Shelton)

PL 11/142 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	4	4	6	3	0	2	1

POWERS

Lariat, easily removable -10

Electrified Lasso, Affliction 9 (vs. Dodge, hindered+vulnerable/defenseless+immobile; Extra Condition, Reach 4; Limited to Two Degrees) linked to Damage 9 (Secondary Effect; Grab-based) (22 pts)
 Rope Tricks, Move Object 3 (Diminished Range 3-6'/15'/30') (3 pts)
 Swing-line, Movement 1 (Swinging) (2 pts)

Spurs-enhanced Savate, 8 pt. array, removable -2

Razor-sharp Kick, Damage 4 (Str-based; Penetrating 4, Secondary Effect; Limited to kicks) (8 pts)
 Blood in the Eyes, Affliction 8 (vs. Fort, Visual Impaired/Visual Disabled/Visual Unaware; Cumulative; Limited to One Sense) (1 pt)
 Piton kick, Movement 1 (wall-crawling) (1 pt)

EQUIPMENT

Master keys, flashlight, multi-tool**Brass Knuckles**, Damage 1**Light Pistol**, ranged Damage 3

ADVANTAGES

Accurate Attack, Attractive, Close Attack 3, Defensive Roll 4, Equipment 2, Improved Defense, Instant Up, Minion 2, Move-by Action, Power Attack, Prone Fighting, Second Chance (Riding), Weapon Bind

SKILLS

Acrobatics 6 (+10), Athletics 7 (+10), Close Combat (Lariat) 7 (+10), Close Combat (Savate) 6 (+9), Deception 7 (+8), Expertise (Criminal) 8 (+8), Expertise (Riding, Dex-based) 6 (+12), Intimidation 3 (+4), Perception 3 (+5), Persuasion 3 (+1), Ranged Combat (Guns) 6 (+12), Stealth 4 (+8)

OFFENSE

Initiative +4

Electrified Lariat +13, Dodge DC 19 to avoid, Strength or Sleight of Hand DC 19 to escape; Toughness DC 24 (with at least one degree of success on Affliction)

Savate Kick +12, Toughness DC 22**Blood in the Eyes** +12, Fortitude DC 18**Light Pistol** +12, Toughness DC 18

DEFENSE

Dodge	9	Fortitude	10
Parry	8	Toughness	8/4
Will	5		

COMPLICATIONS

Motivation—Greed: Lariat is compelled by a desire for the good things in life, in a world that doesn't want him to have those things. He's all about getting money and pleasures, any way he can.

Quirk—Cowboy: The Lariat just can't seem to resist a cowboy shtick, whether in his dress or just his criminal schemes.

MINIONS

Horse, 30 pts.

Str 3, Sta 3, Agl 2, Dex 1, Fgt 2, Int -3, Awa 2, Pre -1
 Skills: Perception 2 (+4) Powers: Sense 1 (low-light vision), Speed 4, Strike 2 (str-based)
 Offense: Initiative +2, Hooves +2 (Damage 4)
 Defenses: Dodge 4, Parry 3, Fort 4, Tough 3, Will 2

Power Points: Abilities 46 + Powers 25 + Advantages 20 + Skills 33 + Defenses 19 =143 points

MIDNIGHT

Male, 34, 5'10", 195 lbs., black eyes, black hair

Really: Edgar Markham

A partner and mentor: to Mist

Based out of: New York City, New York

Worked as: nothing really; one of those millionaire playboys who somehow survived the Great Depression

Active during: the Golden Age

Looks: Ned is a good-looking, beefy guy standing 5'10" tall. He's got piercing black eyes, and dark hair carefully groomed by a personal barber. He wears the finest clothes at all times; even his costume had velvet. Speaking of, the costume was mostly black, with some gray highlights, and a well-stocked utility belt.

Known History: Edgar Markham was bright and moneyed, with a golden touch for anything he chose to focus on. He weathered the Black Thursday crash only to watch his country crumble around him. As a result, he considered it his duty to fund philanthropic endeavors of all kinds. He saw how the desperation of poverty increased lawlessness, and how helpless the cops seemed in the face of it all. Edgar should have been too smart to miss the rise of syndicates during Prohibition, but better late than never right?

Wrong, because Ned took away all the wrong lessons. He reasoned that the rampant crime resulted from a lack of training and focus in police forces across the country, and the best way to help the law was by giving them first-hand training, forcing them to become better cops by tackling tougher cases. Thus was born Midnight, the Robber Knight. He would find a community with a struggling police force, and launch a crime spree "to teach them how to fight crime properly." Eventually, he attracted the attention of the rebranded FBI and the first generation of superheroes. Ned challenged them all with

his lessons of crime, and while he'd be captured on occasion, he was often ready with a quick alias and heavy wallet to slip away from justice.

When the War began, Ned's philanthropy brought him into contact with war orphan Sofia Nicopolous, and he found a companion spirit. Soon after she became his ward, the Crime Crusaders, Midnight and Mist challenged the forces of law and order.



Psychology: Edgar Markham's very smart, a fast learner and athletic. He applied these talents toward criminal endeavors under the delusion that forcing the law to catch him would be the best training possible to fight the rampant crime plaguing the U.S. He seemed to truly believe this, though most experts (in his own time and by my reckoning) agree that he's a thrill-seeking action junkie hiding behind this excuse. Whether lying or not, to himself or others, it's true that he's not in it for the money and never to hurt anyone. He takes great pains to avoid serious injuries, and stolen money will find its way into local charities. At heart, he's really not a bad guy, he's just a "bad-guy". As Ned or Midnight, he's suave, charming and gracious, and enjoys being the perfect host.

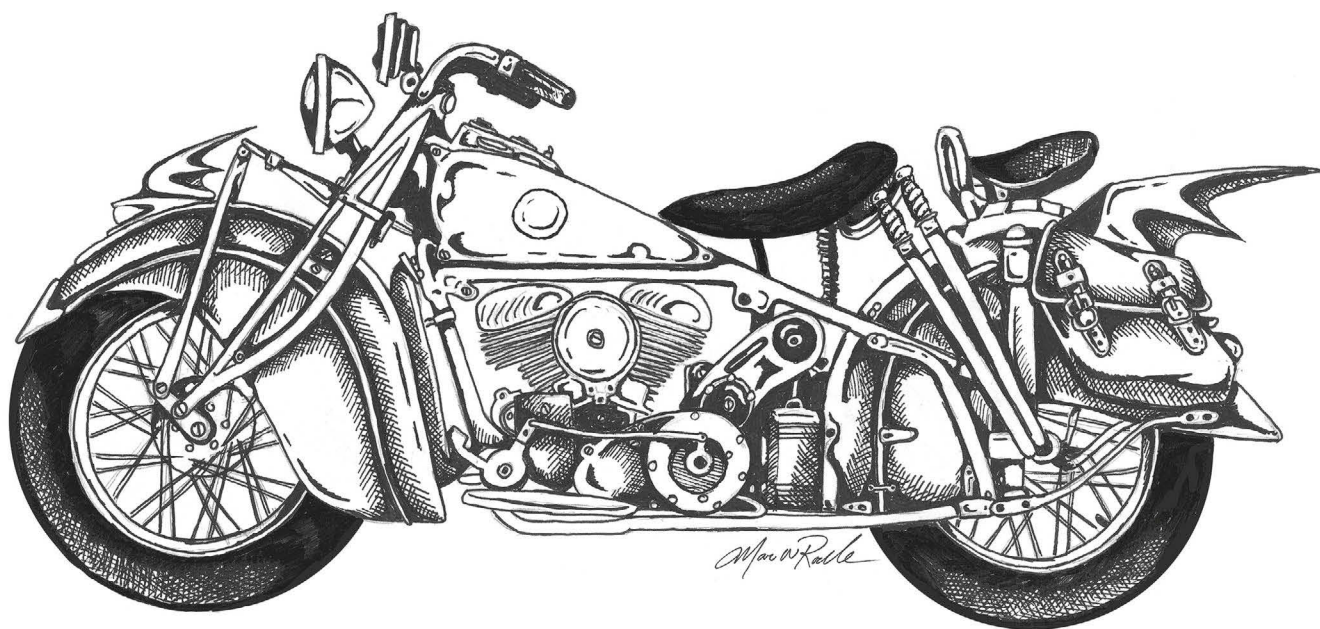
Known Abilities: Midnight has no superhuman powers, instead relying completely on training and

natural ability. That, and the gear he's able to afford. He's a very well-trained hand-to-hand combatant, with a variety of thrown and melee weapons in his belt. He has a souped-up car he calls the Moonlight Cruiser, which can top speeds of 100 mph, and sported sub-machine guns and an oil slick. The man likes his toys, no denying.

On the other hand: Midnight could easily have gone in two different directions. I've seen the timelines where he's inspired by the lawlessness, throwing his hat (or his mask, in this case?) into the crime ring. This Midnight is a dangerous, cunning criminal, racking up a record amount of bodies and loot (that he sure doesn't give away). This Midnight carried the heaviest, deadliest revolver he could get his hands on, and his baton could, with the flick of a hidden switch, crackle with seriously dangerous electricity.

Silver Scythe (Motorcycle, 11 pts.)

Size M, Str 1, Spd 6, Def 10, Tough 8; Caltrops



Midnight**PL 10/200 Power Points**

Strength	Fighting	Stamina	Intellect	Agility	Awareness	Dexterity	Presence
3	4	6	4	5	3	2	2

POWERS

Hardened Cowl, Immunity 4 (immune to visual/auditory attacks; removable -1)

Protective Costume, Protection 4 (removable -1)

EQUIPMENT**Utility Belt**

Tear Gas Grenade, ranged area-cloud Affliction 4
Smoke Grenade, ranged area-cloud Concealment Attack 4
Baton, Damage 2
Bolas, ranged Snare 3
Cutting Torch, Damage 1 linked to Weaken Toughness 1
Multi-tool, Skeleton keys, gas mask

Moonlight Cruiser (Car, 24 pts.)

Size L, Str 5, Spd 6, Def 9, Tough 10; Oil slick; Sub-machine guns (ranged multiattack Damage 4)

Penthouse Lair (headquarters, 17 pts.)

SKILLS

Athletics 8 (+11), Close Combat (Baton) 5 (+10), Close Combat (Unarmed) 5 (+10), Deception 8 (+10), Expertise (Finance) 10 (+13), Expertise (High Society, Pre-based) 8 (+10), Insight 6 (+8), Intimidation 8 (+10), Investigation 4 (+7), Perception 8 (+10), Persuasion 8 (+10), Ranged Combat (Thrown) 4 (+8), Sleight of Hand 8 (+12), Stealth 8 (+14), Technology 6 (+9), Treatment 6 (+9), Vehicles 8 (+12)

ADVANTAGES

All-out Attack, Benefit 3 (Millionaire), Close Attack 4, Connected, Equipment 15, Hide in Plain Sight, Improved Disarm, Improved Trip, Improved Weapon 3, Jack-of-All-Trades, Power Attack, Ranged Attack 4, Sidekick 20, Well-informed

OFFENSE

Initiative +7

Baton +14, Toughness DC 20

Bolas +12, Reflex DC 14 to avoid; Damage or Sleight of Hand DC 14 to escape

Unarmed +14, Toughness DC 17
(20 with improvised weapons)

DEFENSE

Dodge	10	Fortitude	7
Parry	12	Toughness	8/4
Will	8		

COMPLICATIONS

Delusional: Midnight is under the belief that he is performing a public service. He believes that law enforcement needs to work harder to perfect their skills in order to keep the criminal element from running rampant. He can't see how he might be affecting Mist's upbringing, or hurting the people who he hopes the law will learn to protect better.

Motivation—Thrills: Midnight enjoys the challenge of planning and executing impossible crimes of a varied nature, living to challenge top cops and masked crime-fighters.

Philanthropic: As Edgar, Midnight is genuinely charitable and giving. All of his ill-gotten gains go toward charities, and he often holds society functions to raise money and awareness.

Power Points: Abilities 58 + Powers 6 + Advantages 57 + Skills 59 + Defenses 20 = 200 points

MIST

Female, 14, 5'3", 125 lbs., brown eyes, brown hair

Really: Sofia Nicopoulos

A partner to: Midnight

Based out of: New York City, New York

Worked as: a high school student, and later sent to college (Midnight was quite strict about the value of education)

Active during: the Golden Age (as Mist; she'll continue a masked career into the Silver Age)

Looks: Mist is an absolutely adorable fourteen-year old girl with a gymnast's build and little other development (much to her annoyance). She has shoulder-length dark brown hair, brown eyes and olive skin due to her Mediterranean heritage. She wears a reverse version of the Midnight costume: dark gray with black highlights and accents. As Sophia, she enjoys dressing up, totally in love with the clothing she could never afford growing up in her homeland.

Known History: Sophie was born near the Albanian-Greek border, growing up with a sense of adventure and mischief that would serve her well in the years to come. When war came to the region and changed the world around her, leaving her an orphan, distant family in the United States managed to get her across the Atlantic. But Sophie's streetwise attitude made for a difficult fit into this new life. She was sent to an orphanage where she might well have remained for the rest of her childhood.

Then Edgar Markham entered her life. At one of his fund-raising events for war orphans, the two met and found in each other family. He fostered her, took her in and raised her as the daughter he never had. She stumbled across the truth behind his frequent "business trips" and confronted him with his life as Midnight. Soon, she insisted on joining the fun. He was resistant, but she had him over a barrel: she could expose him, and lose him his daughter along with his secret. She had no intentions of

revealing this truth; Sophie adored her foster father, and certainly didn't want to go back to an orphanage. She won the stare down however, and after a hard period of training, joined him as fellow Crime Crusader Mist, the Devil-May-Care Teen. Sarcastic and impulsive, she adored her mentor, and learned well at his side. Midnight learned how savvy and hard her experiences in the war had left her, both exasperating and handy in equal measure. Together, they made an excellent partnership.

Psychology: Sofia "Sophie" Nicopoulos is a street-smart, sarcastic, fast-thinking teenager eager for trouble and adventure. She's a good kid but hard to reach at first. Losing your family and being abandoned by your cousins would harden anyone, right? She's bright, you can see it in her eyes, and she's fast in mind and body. She's also a little more serious about committing crimes than her mentor, and it shows in her gear. That said, she's not out to be cruel. While she doesn't buy Midnight's delusional thoughts, she's not being Mist to be a villain, but to let out her pent-up frustrations and anxieties.

Known Abilities: Like her mentor, Mist has no superhuman abilities, just a naturally athletic body and the training to use it. She's agile and flexible, making her an incredible gymnast. This is incorporated into her eclectic, kinetic fighting style. She's got a fully-equipped utility belt much like Midnight's, though she uses a light pistol and carries a knife, rather than bolos and a baton. Midnight isn't pleased with the lethal weapons, but she's very good at using them in non-lethal ways, so he allows it. She also rides the Silver Scythe, her baby of a sleek motorcycle.

On the other hand: Mist could well be a much more vicious young lady. The Golden Age had its

hard parts, especially during the global wars; there's no way to downplay such events. Mist came out of them comparatively unscathed, and found her niche of harmless burglary quite readily among the heroes and villains in America. But there are some timelines where war was harsher, and the masked subculture more dangerous. There, Mist had a harder time in Europe, and brought a callousness and ruthlessness with her to the States. Alone, she was a terror, manipulating older people with her pitiable orphan sob stories in order to get access to their valuables. This Mist carries more deadly weapons with her, and she's not hesitant to use them. Some timelines continue to make her a victim under the thrall of a more ruthless Midnight, and there's some where she's the light that makes him a better man. I like those worlds best, personally. The Crime Crusaders we get in our timeline aren't so bad, considering.

Campaign Use

Midnight and Mist are talented super-normals who can compete with the "big dogs" using brains, combat savvy and cutting edge gear. They're thinkers and plotters, though they can improvise with the best of them if needed. They make an interesting change of pace from standard criminals, masked or not, because Midnight (especially) and Mist (not so much) believe they're doing something good, and are relatively harmless in the big picture. They're good candidates for "the enemy of my enemy is my friend" storylines, since they aren't out and out evil; just thrill-seekers and adventure addicts. Even the more volatile Mist isn't out to hurt anyone badly. She just wants to enjoy her new life in the States after a tough childhood. It's also possible one or both could be reachable, the sorts of characters that players could try to turn away from criminal endeavors and toward the cause of justice. After all, Midnight believes he's doing good already. Curing him of his delusion would make him a valuable team-mate. As for Mist, she's following her mentor, and if he turned good, she's young enough to turn to the side of law (we'll see a version of that story in the Silver Age chapter).

Adventure Seeds

Midnight and Mist have started up their spree in a new city, bedeviling the cops and puzzling the heroes. The problem: suddenly there's a ruthless villain after them as well, and it's completely changed the game. Who did Midnight unwittingly steal from, and how does the villain intend to make the Crime Crusaders pay? The heroes have to figure it out fast or there may be blood on the streets!

The penny-ante stuff is over with; Midnight feels that he's taught the cops as much as possible, but the masked heroes are a different story. He focuses his attentions on them now, pushing them to better fight super-criminals. To do that, he's begun to steal their treasured possessions. If they can't figure out how he does it, and the pattern behind it, the Crime Crusaders will keep making off with the Vanguard's very own trophy hall!

Customization Notes

Mist (Sofia “Sophie” Nicopoulos)

PL 6/100 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	2	6	3	4	0	2	0

EQUIPMENT

Utility Belt

Tear Gas Grenade, ranged area-cloud Affliction 4
 Smoke Grenade, ranged area-cloud Concealment Attack 4
 Knife, Damage 2
 Light Pistol, ranged Snare 3
 Cutting Torch, Damage 1 linked to Weaken Toughness 1
 Multi-tool, Skeleton keys, gas mask

Weighted Gloves, Damage 1

SKILLS

Acrobatics 6 (+12), Close Combat (Knife) 3 (+7),
 Close Combat (Unarmed) 4 (+8), Deception 4 (+4),
 Expertise (Streetwise) 5 (+5), Expertise (Survival) 3
 (+3), Perception 4 (+6), Persuasion 5 (+5), Ranged
 Combat (Knife) 3 (+6), Ranged Combat (Pistol)
 4 (+7), Sleight of Hand 3 (+6), Stealth 5 (+11),
 Vehicles 3 (+6)

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Attack, De-
 fensive Roll 2, Equipment 5, Evasion, Improvised
 Weapon 2, Instant Up, Language 1 (English; native-
 Greek), Power Attack, Precise Attack 1 (Ranged
 cover), Ranged Attack 2, Set-up, Taunt, Teamwork

OFFENSE

Initiative +6

Knife +9 close, +8 ranged, Toughness
 DC 17 (critical 19-20)

Light Pistol +9, Toughness DC 18

Unarmed +10, Toughness DC 17

DEFENSE

Dodge	9	Fortitude	4
Parry	8	Toughness	4/2
Will	8		

COMPLICATIONS

Devoted to Midnight: Despite how she sometimes
 speaks to him, or how little she seems to heed his
 advice, Mist adores her mentor, willing to do any-
 thing to protect or save him.

Motivation—Thrills: Much like her mentor,
 Sophie is in this for the kicks. Even more so, since
 Sophie is quite aware that no community service
 comes out of being criminals.

Young: Mist is 14 years old, and even in costume,
 that's obvious. This presents all sorts of social com-
 plications in both identities.

Power Points: Abilities 36 + Advantages 23 + Skills 26 + Defenses 15 = 100 points

MOTHER BEAR I

Female, 28, 5'10', 215 lbs., green eyes, black hair

Really: Kiska Egorovna Petrovich

An agent of: the Soviet War Office

Based out of: Moscow, Russia

Worked as: a factory worker

Active during: the Golden Age

Looks: Mother Bear is a strong woman in her late twenties. She has dark green eyes and black hair kept in a tight bun or ponytail. As Mother Bear, she wears a red and gold suit emblazoned with a hammer, sickle and star and an officer's cap. She wields the symbols of her country as weapons against the Nazi regime and capitalist decadence.

Known History: Mother Bear was one of the original costumed heroes of Russia and relied on her shooting skill, fists and wits more than superhuman powers. She's also one of the most kind and compassionate women I have ever met in my life.

Mother Bear was born during the battle for Stalingrad. As the Germans advanced into the city, Kiska took up the hammer from her factory job, and later took a sickle off a fallen farmer, to do everything she could against the Nazis. It wasn't long before the government heard of her exploits and began a propaganda campaign to make her a national symbol. This was not what Kiska wanted - she was there to protect her friends and loved ones, not to act as a hero.

After Stalingrad, the government finally chipped away at her reluctance to accept their offer of a patriotic uniform and better versions of her make-shift weapons. "Reluctant" is really underselling it, but her Soviet handlers showed her the way mystery men like Grenadier and Captain V inspired the American soldiers. She also met and fell in love with a young army captain involved in her department, and he helped sway her. She became Mother Bear and took the war to the Nazis, while maintaining a

long-distance romance with her beloved officer.

Kiska was injured in a mission late in the war, and during her recuperation, she and her officer were wed. A month after returning to action, Mother Bear suffered another "injury"; Moscow wouldn't announce the truth that she was pregnant. She gave birth to a daughter, the government promised to offer only the best education for the child of their great patriotic heroine, and Kiska returned to action again in time for the final invasion of Germany.

Mother Bear died in action, during the Fall of Berlin. Statues of her were raised in Moscow, Stalingrad and her home town of Volgograd, and she remains one of Russia's most beloved figures.



Psychology: Kiska is a real sweetheart, the real epitome of a Mother Bear. Her love of children is infectious and her anger at violence against them is legendary. She would have made a wonderful mother to Dominika. Kiska was a passionate woman, full of love that never dimmed despite the bloodshed around her. She was also loyal to a fault; some saw her as naïve, but she knew what the world around her was really like. She just refused to give in to cynicism.

Known Abilities: Mother Bear had no superpowers. She was just a good woman who took up arms for the oppressed and paid the ultimate price for it. Kiska was a skilled combatant with her trademark weapons, also proficient with unarmed combat and firearms. Despite her pleasant demeanor, she was a strong interrogator, able to intimidate most anyone she chose. She had a natural talent to lead and inspire her allies. She could have been one of the great leaders of her people if she'd survived the war.

On the other hand: In another time, Mother Bear's love was for her Soviet masters, truly believing that they had the best interests of the people at heart, and the ability to bring down the corrupt capitalists poisoning the world. She threw herself into the role of a national hero and became a symbol of the Kremlin's might. This Mother Bear survives Berlin, leaving mother and daughter to terrorize the Western world during the Cold War. Yeah, curious how the Soviet loyalist survives, but the loving mother doesn't. Different timelines though; can't read too much into it. Right?

Campaign Use

Mother Bear is a symbol of the Soviet superhumans, as well as an icon of motherly strength. She fights for Russia because she loves her fellow countrymen. Mother Bear is a potential antagonist for the heroes only because of political ideology. She is someone the PCs should actually like, even respect, making fighting her hard for everyone. As a result, she can be an enemy, ally, or somewhere in between for

different stories. When engaged in combat, Mother Bear will try to close and strike with the maul to end combat fast. She'll fall back on her paired weapons in tough fights that call for more defense. She's a smart fighter, and combats with her should show this.

The Golden Age Mother Bear is balanced as a PL 8 player character like the rest of the Vanguard of America, and could be used as one with the GM's permission. It's tricky to explain her continued presence on an American-based team, but if the focus of the campaign is on the group in the battlefield (a perfectly viable option), then she fits in easier. Either way, she offers a lot of story and role-playing possibilities.

Adventure Seeds

Mother Bear and the heroes are facing off against a Nazi supervillain. Even though the two sides are suspicious of each other, they must work together to defeat the much more powerful threat. Rescuing a child or doing something to protect an innocent will go a long way towards convincing Mother Bear to trust and help the heroes, rather than leaving and allowing them to fight the villain on their own.

In the midst of a mission behind enemy lines, the heroes see a heavily armed motorcade pass by with a bound woman in the back of a truck. Mother Bear has been captured along the eastern front and is being sent to Berlin to be paraded as a propaganda tool. Will the heroes risk their mission to free her, and gain her strength on their side?

Customization Notes

Mother Bear I**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
4	5	3	5	3	1	3	4

POWERS

Weapons of the Proletariat 9 pt. array, easily removable -4

Maul, Damage 4 (Strength-based, Reach 1, Split 1)
 Linked to Affliction 6 (vs. Fortitude, Physically Impaired and Hindered; Extra Condition; Instant Recovery, Limited to one degree) (9 pts)
 Hammer and Sickle, Damage 4 (Strength-based) and Enhanced Parry 5 (1 pt)
 Scythe, Damage 6 (Strength-based, Penetrating 3) (1 pt)

EQUIPMENT

Submachine gun, multiattack ranged Damage 4

Field Radio, Binoculars, Gas Mask

Motorcycle (10 pts)

Size M, Str 1, Spd 6, Def 10, Tough 8

SKILLS

Athletics 6 (+10), Close Combat (Hammers) 3 (+6), Close Combat (Unarmed) 3 (+6), Close Combat (Sickle) 2 (+5), Insight 7 (+10), Intimidation 8 (+12), Perception 2 (+5), Persuasion 6 (+10), Ranged Combat (Guns) 2 (+7), Vehicles 5 (+10)

ADVANTAGES

All-Out Attack, Benefit 1 (Ambidexterity), Close Attack 2, Defensive Roll 2, Equipment 5, Extraordinary Effort, Great Endurance, Improved Critical 2 (19-20 with hammers), Improved Smash, Inspire 2, Power Attack, Startle, Takedown 1

OFFENSE

Initiative +3

Maul +8, Toughness DC 23, Affliction Fortitude DC 16

Hammer +8, Toughness DC 22

Scythe +7, Toughness DC 24, Penetrating 3

Submachine Gun +7, Toughness DC 18
 (+multiattack modifiers)

Unarmed +8, Toughness DC 19

DEFENSE

Dodge	8	Fortitude	10
Parry	9/4	Toughness	7/5
Will	6		

COMPLICATIONS

Daughter: Despite misgivings about her Kremlin masters, Mother Bear is committed to the deal she arranged with them for her daughter.

Maternal: Mother Bear takes after her name; danger to children always tugs at her heartstrings. She will do everything she can to help them, and become particularly ferocious defending them.

Motivation—Patriotism: Mother Bear believes in her country, and especially her fellow citizens. She will battle against any odds, anywhere in the world, to protect a fellow Russian.

Power Points: Abilities 56 + Powers 7 + Advantages 21 + Skills 22 + Defenses 14 = 120 points

MURAKUMO BUSHI

Male, 24, 5'8", 175 lbs., black eyes, black hair

Really: Futoshi Koshiro

A part of: the Kempeitai (Japanese military police)

Based out of: the *Murakumo* (a Fubuki-class Destroyer)

Worked as: a super-agent of the Empire of Japan

Active during: the Golden Age

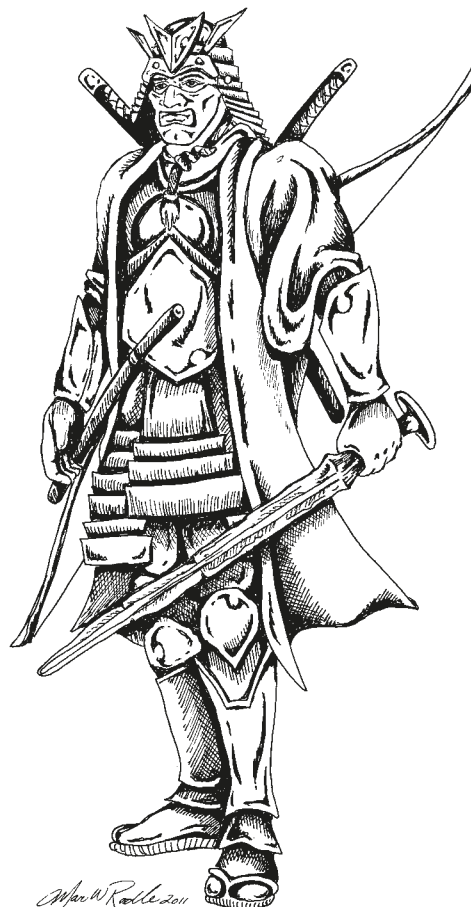
Looks: Koshiro was a stern figure, 5'8" and in excellent shape, with short black hair and dark eyes that were said to flash with the storms of his namesake blade. He rarely relaxed his appearance, and dressed formally even in casual times, often in his ceremonial armor. Even on leave, he rarely smiled. He never cared for the brutality of war.

Known History: Koshiro was a dutiful Japanese citizen, raised by an older father and steeped in Japanese traditions. At eighteen years of age, Koshiro was conscripted into the army, at a time when Japan was expanding its empire and preparing to launch its Greater East Asia War effort. An exceptional soldier, he quickly mastered the basic small unit tactics of his initial training; his eager study of more advanced techniques drew the attention of his superiors. He gained a mastery of the sword that harkened back to Japan's mythical days, and earned him high marks at the end of his basic training.

This remarkable skill and dedication brought his name (among several others) to the Emperor's military advisors, who sought a champion for Japan to match those of the Western nations. Koshiro won a grueling competition that saw several of his peers dead, (or murdered), proof of his skill and purity of belief in his homeland. He was brought to a temple in northern Japan and given the opportunity to harness the might of Kusanagi-no-Tsurugi, the legendary sword of Japan. Instead, he walked out of the temple with the sword in its original form, Amano-Murakumo-no-Tsurugi. It was this weapon that

gave Koshiro his ceremonial name.

Murakumo was assigned to a Japanese destroyer bearing his name and given a wide-ranging assignment to aid the war effort. Uniquely for a Japanese warrior, he was given discretion to use his power as he saw fit. Despite his fearsome reputation, many superheroes discovered his honor and restraint, growing their respect during repeated confrontations. Murakumo never defied an order from his superiors, no matter how the savage actions wounded his spirit. His destroyer was sunk at one point, but as to Koshiro, I'm frustrated at my inability to find him or his blade. Wherever he ended up, I hope it was peaceful and green.



Psychology: Futoshi Koshiro was dedicated to the best of Japanese culture and society. He refused to bow or break in the face of the atrocities committed by some in his nation's name, and instead focused on the more enlightened teachings and art he collected. He was a skilled, cunning warrior who preferred to end a battle as quickly as he could. He didn't like hurting people, but would without relenting. This meant he presented a quiet struggle as compared to some of the more...verbose American heroes. He was polite, kind, and courteous at all times, even in the bloodiest struggle; some who knew him off the battlefield would even call him shy.

Known Abilities: Murakumo's mastery of the daishō bordered on superhuman to many, but I'll only go as far as an incredibly high level of training. When in possession of Ama-no-Murakumo-no-Tsurugi ("Sword of the Gathering Clouds of Heaven"), a mystical blade of Japanese antiquity comparable in importance to England's Excalibur, Koshiro could summon powerful winds to disperse any fire, or throw objects away from him with hurricane force. The blade was also supernaturally sharp, enabling Koshiro to slice through nearly any object or person.

On the other hand: Murakumo could easily have become the sort of military officer that American propaganda (and some shameful history) records: brutal, vicious, uncaring. With a blade like his, Murakumo could murder many, many people, and would without remorse. Much less honorable, this Murakumo would be more pragmatic, though equally willing to end a battle as quick as possible. He wouldn't be concerned with the prestige of his nation or obsolete codes of Bushido, instead seizing power for himself while bringing pain and death to his enemies in as great a number as possible. Political power could be in his sights as well; after all, who better than the wielder of such a weapon as Ama-no-Murakumo-no-Tsurugi to be Emperor of Japan? Without his restraint, this Murakumo might well unlock other powers in the blade as well. [change Complications from Motivation—National

Honor to Motivation—Powerlust, and Bushido to Bloodlust; possibly add Treacherous as well]

Campaign Use

Murakumo is the honorable enemy and representative of an idealized ancient Japan: a respected and respectable samurai guarding and ruling their people. Murakumo is a dangerous melee fighter with a couple of powerful tricks to keep PCs off-balance. He is also an excellent choice for "reluctant ally" adventures, where enemies team up to face a greater threat. He represents the Axis Enemy Japan in a classic four-color campaign, and provides relief against the savage aspects of Japanese occupation in a grittier war story, revealing that not all Japanese are bloodthirsty monsters. He's loyal but conflicted, providing GMs a chance to run an enemy who is ruthless and dedicated to the Axis effort, or deeper and more nuanced, depending on the emphasis of the campaign.

Adventure Seeds

Ama-no-Murakumo-no-Tsurugi has been considered Japan's Excalibur by scholars; now its current wielder wants to settle the dispute. Murakumo has traveled to England to find the blade, and pit his own weapon and skill against it. Is there a current wielder of Excalibur? Does Arthur still hold it in Avalon? Can Murakumo find a way to invade that Green and Pleasant Land? If there isn't, then Murakumo could be on a mission to steal it away as a blow to England's pride. If he's worthy enough to wield one such relic, might he be honorable enough to wield this one as well?

The war is nearing its conclusion, and the heroes learn that the U.S. Admiralty has located Murakumo's destroyer headquarters. They are determined to sink it, and its hero, at all costs. But Murakumo has been a worthy foe, a decent man, who never sought the American heroes' deaths. Do they help the U.S. fleet defeat this ship? Help the fleet try to kill him? Do they try to find a way to save him from this fate? And would he even want that?

Murakamo Bushi (Futoshi Koshiro)

PL 12/137 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	8	2	6	1	4	2

POWERS

Ama-no-Murakumo-no-Tsurugi, 17 pt. array, easily removable -8

Slashing Winds, ranged Damage 8 (Accurate 1, Multiattack; Tiring) (17 pts)

Mystically-sharp Blade, Damage 8 (Str-based; Feature—Improved Critical 1, Penetrating 8) (1 pt)

Disperse Flames, Nullify 5 (Fire effects; Area-cone, Simultaneous) (1 pt)

Typhoon Force, Deflect 8, Move Object 8 (limited direction-only away from wielder) (1 pt)

Swordmaster, 4 pt. array, easily removable -2

Sword Wall, Protection 4 (Sustained) (4 pts)

Flashing Blades, Enhanced Skill 3 (Close Combat—Swords 6) (1 pt)

Fluid Movements, Leaping 4 (100') (1 pt) or Movement 2 (Safe Fall, Water-walking) (1 pt)

EQUIPMENT

Daishō (Katana and Wakizashi—Long and short swords), Damage 4 slashing, Critical 19-20, Split 1

Yumi (bow), ranged Damage 3

SKILLS

Acrobatics 5 (+13), Close Combat (Daishō) 2 (+8), Close Combat (Heavenly Sword) 6 (+12), Expertise (Bushido) 5 (+6), Insight 6 (+10), Perception 7 (+11), Persuasion 7 (+9), Ranged Combat (Archery) 5 (+7), Ranged Combat (Slashing Winds) 2 (+4), Stealth 5 (+13)

ADVANTAGES

Agile Feint, Close Attack 3, Connected, Defensive Attack, Equipment 3, Improved Critical 1 (Swords), Improved Initiative 1, Instant Up, Languages 2 (English, German; native—Japanese), Move-by Action, Power Attack, Quick Draw, Ranged Attack 3, Takedown 2

OFFENSE

Initiative +12

Slashing Winds +7, Toughness DC 23+ (Multiattack)

Mystically-sharp Blade +15, Toughness DC 25 (Penetrating 8; Critical 18-20)

Daishō +11, Toughness DC 21 (Critical 18-20, Split 1)

Bow +10, Toughness DC 18

Unarmed +9, Toughness DC 17

DEFENSE

Dodge	12	Fortitude	8
Parry	12	Toughness	8/4
Will	8		

COMPLICATIONS

Bushido: Despite not technically being a samurai, and not seeing himself as one, he comports himself with the honor and dignity demanded by their code of Bushido.

Motivation—National Honor: Murakumo is a staunch defender of Nippon, and sees himself as a champion of all its culture and ideals. He dislikes some of the military command's dirty and ugly tactics, but holds the Emperor in high esteem.

Power Points: Abilities 58 + Powers 17 + Advantages 22 + Skills 21 + Defenses 18 = 137 points

SECOND-STORY MAN

Male, 31, 6'1", 205 lbs., black eyes, black hair

Really: Bart Sinclair

A part of: no criminal organization

Based out of: New York City, New York

Worked as: a professional thief

Active during: the Golden Age

Looks: Bart Sinclair is kind of a walking stereotype. Tall and lanky, he's got stringy black hair and a perpetual five o'clock shadow. It doesn't help that he likes shabby dark clothes, and when he's in costume (a duffer cap, domino mask and black turtleneck), it just gets worse. Who can take this guy seriously?

Known History: Bart Sinclair never could get enough of the good things in life. It started when he was young and all the other kids had better baseball cards or marbles. Not for long; when they started vanishing, Bart was marked out quickly. The stolen loot bought him new friends to replace the old, then he snatched their goodies too. As he grew older, loot changed from toys to cigarettes, beer and loose pennies. He kept trading up the chain of bad crowds until finally reaching full-time burglary. But that first corner store fronted for a local syndicate's racketeering. Naturally the mobsters who ran the place were unhappy, and the word was on the street that Bart's name was more valuable to them than the things he kept stealing.

People ratted him out pretty quick. As his hiding places dwindled, Bart ended up in an old chemical plant that had been shut down due to the Depression, and become such a toxic stew that it was never restarted (even in those days, and that should tell you something). The gangsters found him though, and torched the place to get Bart as well as flex their local muscles.

When a burned Bart crawled out of the blazing ruins, the fumes had done something to him. He freaked out at first when his limbs stretched, but

learned to control them, and then turned them on all the people who were keeping him from stealing. Some people never learn.

Second-Story Man has gone so far as to contact other super-thugs to try and organize a 'Club of Villains', mostly to satisfy his own vanity. He feels that his powers are superior to any others', and craves the adoration of other criminals like himself. Charging dues would be good, too. If only he had the charisma to pull it off.



Psychology: Second-Story Man is just too greedy for his own good. This leads him to attempt greater and greater feats of burglary. He's constantly aiming for bigger and better valuables from harder-to-reach places. And this from a man who was overconfident to begin with. If he had the ability to match his ego, he'd be really dangerous.

Known Abilities: Second-Story Man's body has become plastic-like, and his limbs can stretch out over a thousand feet. His enhanced sense of touch helps him snatch whatever valuables he can feel from a distance, without having to see to identify them. The plastic skin protects him from damage, handy when climbing up high-rises or duking it out with masked heroes. He is a competent crook, I'll give him that. He's not the Napoleon of Crime he wishes he were, but he's not someone to laugh at...well, not too hard.

On the other hand: the chemicals could have altered more than just his body and unhinged Bart's brain as well. Instead of amping up his greed, they made his thoughts as toxic as the stew he burned up in. With revenge fixed in his head, and limbs that can wrap up around a person, murder becomes very easy. As the more menacing Mister Slither, Bart is a slithering, stretching, slippery killer who wreaks fear and havoc on his targets before the kill.

Campaign Use

Second-Story Man is not a complex criminal. He's exactly what it says on the tin: a second story man who comes with his own set of ropes and grapples. He is a tricky gimmick villain who can reach impossible crime scenes, challenging street level heroes to trap him. His main objective is to get away after snatching the goods, but if cornered, he will use his extendable limbs to tie up the heroes, either directly or by manipulating the environment from a distance. He's not above drawing in innocent bystanders and causing collateral damage to get a chance to make a break for it.

Adventure Seeds

Abigail DeMint has come to the big city with her heirloom DeMint Diamond, to display at the natural history museum for a week. Special precautions are being taken at the museum, but Second-Story Man has announced that none of them will matter. He will steal the diamond, and now the heroes have to figure out how. Will it be at the museum, full of fantastic displays for the stretchable thief to maneuver around? Will he strike at Abigail's hotel suite before security can take hold? Even for Bart, announcing the crime is very bold; is there more to the whole story than meets the eye? Is Abigail DeMint more than just a potential victim?

The Second-Story Man is on the loose, and laughing it up as he robs armored trucks at will. Investigators discover that he's stolen security codes, making each job a breeze. How did he get them, who is helping him, and how can the heroes put a stop to it?

Customization Notes

Second-Story Man (Bart Sinclair)**PL 10/130 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	2	7	7	2	0	4	0

POWERS

Stretchable Limbs, Elongation 8 (1800', Limited-Arms and legs only), Protection 6, Senses 2 (acute analytical tactile) (12 pts)

Pliable Combat, 11 pt. array

Crack the Whip, Damage 10 (Split 1) (11 pts)
All Wrapped Up, Affliction 10 (vs. Dodge, Hindered and Vulnerable/Defenseless and Immobile; Cumulative, Extra Condition, Split 1; Limited to Two Degrees, Feedback) (1 pt)

SKILLS

Acrobatics 5 (+12), Athletics 5 (+7), Close Combat (Unarmed) 4 (+6), Deception 6 (+6), Expertise (Criminal) 8 (+8), Perception 4 (+8), Persuasion 6 (+6), Stealth 7 (+14), Vehicle 7 (+12)

ADVANTAGES

Agile Feint, Benefit (Ambidexterity), Chokehold, Close Attack 2, Evasion, Fast Grab, Grabbing Finesse, Improved Grab, Improved Hold, Taunt, Weapon Bind

OFFENSE

Initiative +7

Crack the Whip +8, Toughness DC 25

All Wrapped Up +8, Dodge DC 20 to avoid, Strength or Sleight of Hand DC 20 to escape

DEFENSE

Dodge	12	Fortitude	7
Parry	8	Toughness	8
Will	8		

COMPLICATIONS

Motivation—Greed: Second Story Man is a professional cat burglar and theft is how he makes his living.

Overconfident: Once he has his mind made up on a course of action, it is perfect and can't possibly fail, even if anyone else would see how obviously flawed it is.

Power Points: Abilities 48 + Powers 24 + Advantages 12 + Skills 26 + Defenses 20 = 130 points

VIVIENNE OF AQUITAINE

Female, 16, 5'7", 135 lbs., blue eyes (solid black as Vivienne), brown hair (Black as Vivienne)

Really: Mariam Lenoir/Vivienne Le Noir

A part of: no criminal organization

Based out of: Mansfield, Louisiana; Vivienne rules an Aquitanian duchy in the Middle Ages

Worked as: a high school student; Vivienne was a duchess

Active during: the Golden Age

Looks: Mariam is your typical sixteen-year old blond teenage girl from the 1940s, hair in a ponytail and plain, conservative clothes. When possessed by her ancestor, the witch Vivienne, her body is changed, hair thick and pitch black, cascading down to the small of her back and fluttering in an ethereal breeze. Her eyes become solid black, like coal, and she uses her magic to craft a risqué costume that would make poor Mariam faint from embarrassment.

Known History: Vivienne was the bastard child of a local lord. He had her mother declared a witch, and the villagers took care of the rest; they hung the poor woman and turned the child over to a Catholic orphanage. Before she even knew the truth about her mother's death, she was expected to assume the witch's sins and pay for them.

Vivienne swore to become a witch like her mother and ran away from the orphanage. She learned her craft from a woman in the nearby woods. She made pacts for power, crafted magical weapons and developed her power to curse. She seduced the lord who killed her mother and murdered him in his sleep, then declared herself the new duchess. With her power, she swiftly cowed the unprepared peasants and destroyed the orphanage and convent.

Frankish soldiers were soon dispatched to bring the reign of terror to an end. With her magic, she knew she could inhabit the body of a descendent similar enough to herself, and escape her own time.

Vivienne found her target in poor Mariam Lenoir. With subtle, long-reaching magic, Vivienne guided a necklace into Mariam's possession, and used it to invade the teenager's body. When she exultantly set about re-establishing a new domain, Ghost Boy came onto the scene, and he drove her off.

Vivienne's spirit was hurled back to her own body in her own time, but she could try again. Thus began the cycle for poor Mariam, never knowing when she'd be taken over again by Vivienne fleeing her death. Ghost Boy would come to the rescue. Poor Mariam would be freed again to live in fear of the next possession, and unable to relax with the man she loved.



Psychology: Vivienne is an evil spirit inside the body of an innocent girl. She has nothing but contempt for humanity besides Mariam and Ghost Boy. Her concern is to survive long enough to reach a point in the future when she can return and take power again. However, getting to know Ghost Boy has started to soften her. Mariam is a bright and cheerful girl who enjoys cooking and going to school. She does not know what she does while under Vivienne's control, and works hard to try and avoid finding out. It's enough to know the horrible witch uses her at all.

Known Abilities: Mariam is an average girl with no special abilities. When under Vivienne's influence, she gains considerable powers to beguile the minds of others, to put people to sleep and to transform them into paintings (which is just weird - aren't they supposed to turn people into frogs or pigs?). She also possesses an enchanted broomstick that flies and increases her combat ability, and her athamé, which can cut the threads of magic holding spells together, or the astral cords linking a person's body and soul.

Her biggest weakness is the object that acts as the receptacle of her time-traveling spirit. Each object gives her one chance to possess Mariam; when destroyed, it hurtles her back to the Middle Ages. There is only so much time left to her in that past before her reign crashes to an end.

On the other hand: In another time, Vivienne died while saving the village from a deadly plague. The village revered her memory so strongly, it transformed Vivienne into a benevolent spirit who could possess the bodies of her descendants in times of great danger. Vivienne's offspring have been martyrs, abolitionists, diplomats and healers. Her powers are used to dull pain, to cure the sick and bring light to darkness. This timeline finds Mariam in France, joining the Resistance.

Campaign Use

Vivienne is cold and calculating and hates just about everyone. She is a multi-generational villain who can appear in all times to bedevil the heroes; this Golden Age version is just an example. She could easily be used in earlier or later time periods. While her standard repertoire is limited, remember that she is a plotter, and has plenty of time to prepare for her return. Use her Ritualist and Artificer advantages to full effect in her plans. Mariam is a sweet young woman growing up in the shadow of a terrifying ghost. While she's described as having a romance with Ghost Boy, feel free to involve her with any hero who might fit, to enhance the emotional impact of her stories.

If engaged in combat, Vivienne prefers to be airborne on her broomstick and strike from above with bewitching gazes. Flying heroes are hit with sleeping gazes to make them plummet to the ground. If cornered, her dagger and broomstick still give her the ability to get in some last minute licks.

Adventure Seeds

Vivienne has learned that a special gem on a museum tour of the United States has the ability to raise the dead. She intends to use the gem's power to make an undead army, and the heroes have to get it out of her hands before it goes too far. But they quickly learn that the gem uses life force to animate dead bodies, and Mariam's life is the one being drained! How can they destroy the undead horde without killing the hapless teen?

The duke who murdered Vivienne's mother has modern descendants, too, and she intends to even the score, hunting them down one by one. The heroes have to find the connection between the victims in order to stop the murders. Of course, smart heroes may ask themselves if the murders fit Vivienne's long-ranging schemes. Could there be more than plain revenge at work?

Vivienne of Aquitaine

PL 10/144 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	6/3	2	6/3	1	5/2	6/3	4/1

POWERS

Witch-Form, Enhanced Abilities 15 (Sta +3, Dex +3, Int +3, Awa +3, Pre +3), Enhanced Defenses 7 (Dodge +4, Will +3), Enhanced Skills 15 (Deception +6, Expertise: Magic +10, Expertise: Middle Ages +8, Intimidation +6), Enhanced Advantages 6 (Artificer, Fascinate, Inspire 3, Ritualist) (43 pts)

Cursing, 20 pt. array

Bewitching Gaze, ranged Affliction 10 (vs. Will, Mentally Impaired/Mentally Disabled/Controlled; Cumulative; Sense Dependant-Visual) (20 pts)
 Sleeping Gesture, ranged Affliction 10 (vs. Fort, Physically Impaired/Physically Disabled/Asleep; Cumulative; Limited-hands must be free) (1 pt)
 Art of Transmogrification, Affliction 10 (vs. Fort, Dazed/Stunned/Transformed; Cumulative, Continuous; Limited- turned into paintings) (1 pt)

Athamé, 16 pt. array (easily removable -6)

Dispel Magic, Nullify Magic 8 (Broad) (16 pts)
 Cut the Cord, ranged Damage 8 (Accurate 1, Dimensional 2-mystic realms, Incurable, Precise, Subtle 1; Magic Check Required DC 16) (1 pt)

Broomstick, 16 pt array (easily removable -6)

Ride the Winds, Flight 8 (500 mph) (16 pts)
 Combat Magic, Enhanced Parry 6, Damage 6 (Affects Insubstantial 2) (1 pt)

SKILLS

Athletics 4 (+4), Deception 6 (+10), Expertise (Magic) 10 (+15), Expertise (Middle Ages) 8 (+13), Expertise (Current Events) 4 (+9/6), Intimidation 6 (+10), Persuasion 3 (+7/+4), Sleight of Hand 3 (+9/+6), Stealth 4 (+6)

ADVANTAGES

Artificer, Close Attack 3, Defensive Roll 3, Fascinate 1 (Deception), Improved Trip, Inspire 3, Languages 1 (English; Native—French), Ranged Attack 2, Ritualist

OFFENSE

Initiative +2

Bewitching Gaze +8, Will DC 20 (vision-based)

Sleeping Gesture +8, Will DC 20

Transmogrify +4, Fortitude DC 20

Athamé +10, Toughness DC 23

Broomstick +4, Toughness DC 21

DEFENSE

Dodge	8/4	Fortitude	8/5
Parry	10/4	Toughness	9/6
Will	10/4		

COMPLICATIONS

Motivation—Survival: Vivienne's mastery of magic allows her to connect to a blood descendant she can match perfectly on an ethereal level. Seeing the end of her realm, she looks to escape into the future where her magic can restore her power and influence.

Power Loss: Vivienne's essence is instilled in an object that she leaves for Mariam to find. When the object is found and destroyed, Mariam is freed from Vivienne's possession, and she loses her italicized abilities and powers.

POWER POINTS

Abilities 30 + Powers 87 + Advantages 10 + Skills 9 + Defenses 8 = 144 points

VON ÄRGERS

Male, 45, 5'8", 175 lbs., hazel eyes, salt and pepper hair

Really: don't know his actual name

A part of: the Nazi party

Based out of: Berlin, Germany

Worked as: a scientist

Active during: the Golden Age, and could be found in later generations on occasion. His brand of evil never seems to die.

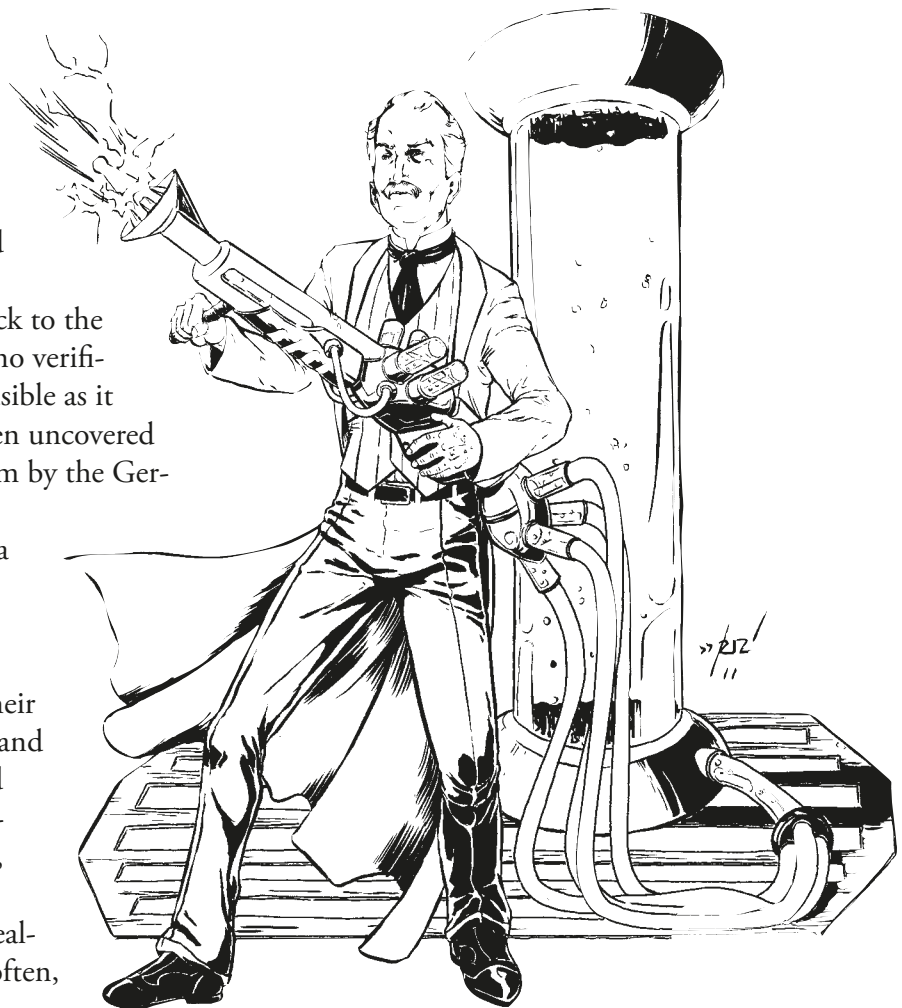
Looks: Von Ärgers is an older man with an aristocratic face framed by short graying brown hair that crowns his head. He always stands tall and proud, a distinguished gentleman in well-tailored suits, and a gray lab coat when he works. His hazel eyes are constantly on the alert, burning bright with intelligence and zeal.

Known History: Von Ärgers is a mystery to everyone who has made an attempt to uncover his background. He claims aristocratic blood from a line extending from before there was a Germany, all the way back to the days of the Roman Empire. There's no verification for this, but it's not as implausible as it sounds. His true name has never been uncovered in any records. People only know him by the German translation "Of Anger."

We do know that Von Ärgers was a Nazi loyalist, eager to put his guiding principle of science for the sake of science to the service of the Third Reich. He helped fashion some of their most dangerous prototype weapons and experimental doomsday devices, and experimented with super-soldier creation. He was respected by his peers, but he hated them all. Any scientist not working with him was a thief stealing his well-earned funding. Quite often,

Von Ärgers would arrange their deaths in "terrible accidents" or frame them for treasonous conduct. Little made the scientist happier than getting such undeserving rats turned over to him for experimentation.

As the Reich started to collapse, Von Ärgers made his plans to escape, gathering lackeys and stolen equipment to flee the fiery wreck of Nazi Germany. He swore to continue the Aryan cause and the advancement of pure science beyond the death of the dream. He succeeded, and continues to threaten freedom throughout the ages to come.



Psychology: Von Ärgers is brilliantly insane, dedicated to the cause of “pure science,” undeterred by political or financial constraints and unadulterated by human morals. He is supremely secure in his own intelligence, and despises scientists who develop theories opposing his. Reason is his mistress; the only woman whose stomach he doesn’t turn. But sometimes the lovers fight, Von Ärgers’ icy demeanor shatters, and he becomes divorced from anything approaching rationality. He hates those moments of insanity, but as he isolates himself in his old age, they’re becoming more common.

Known Abilities: Von Ärgers is possibly the smartest man alive in his time, if not all time. His brain is easily able to multi-track strategies, research and inventions, while focusing on revenge against the meddling super-heroes who stand in his way. His mind is so strong, his intellect so deep, that psychics find themselves thwarted in trying to penetrate his thoughts.

On the other hand: Von Ärgers could easily put pure science above loyalty to the Reich. Such a madman could out-think his government handlers as well as rival scientists; such an intellect would want to see the occult-laden Germany purified by cold reason. By the time World War II was in full swing, this Von Ärgers would take over the Reich. Imagine the map of a Europe won and ruled by a cold, calculating genius with unlimited resources.

Campaign Use

Von Ärgers is the classic Nazi mad scientist. It wouldn’t be a true representation of the Golden Age if you didn’t have a mad scientist creating evil devices to bedevil the heroes. Von Ärgers is not anything special outside of his mental resistances - he’s insanely brilliant but still normal. He’s not even been given a Variable power as is often typical of scientist or gadgeteer types. Instead, Von Ärgers should be given whatever plot device is necessary to threaten the player characters. Despite his lack of

powers, his plots should be full of epic-scale villainy, super-science devices and a small army of minions armed with powerful weapons. His tactics should be tailored to fit whatever he’s been given for this outing, and if it’s not necessarily consistent, well...that’s just the Golden Age for you.

Adventure Seeds

Von Ärgers has unleashed a new sonic weapon that is driving Allied soldiers insane, turning them on each other. The heroes are rushed to the rescue, but no one realizes that the sonic weapon is just the bait. The real threat in the device is the ability to take over control of superhumans and turn them to the Reich’s needs. Now, non-powered heroes face powered heroes in a desperate race to save the war effort, their friends, and their own lives!

One of Von Ärgers’ subjects breaks free from the scientist’s control, but the effects of the experiment are still killing him. Can the heroes find a way to reverse the damage? Or can they somehow unravel the experiment to save the subject’s life and keep his new abilities? Why would Von Ärgers be willing to offer a solution to the problem? Can they trust the madman?

Customization Notes

Von Ärgers**PL 6/140 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	2	1	2	3	8	5	2

POWERS

Master of His Own Mind! Immunity 10 (Emotion Descriptors), Enhanced Will 6 (limitation- vs. Mental power descriptors), Protection 6 (limitation- vs. Mental power descriptors) (16 pts)

ADVANTAGES

Benefits 6 (Wealth and Resources 4-multimillionaire; Security Clearance—Nazi party; Status—German Noble), Connected, Contacts, Defensive Attack, Eidetic Memory, Favored Foe (Soldiers), Improved Defense, Improved Disarm, Improvised Tools, Inventor, Languages 2 (English, Russian; native—German), Skill Mastery (Technology), Ultimate Effort (Technology)

SKILLS

Close Combat (Swords) 5 (+8), Deception 8 (+10), Expertise (Biology) 10 (+18), Expertise (Physics) 8 (+16), Expertise (Psychology) 10 (+18), Insight 4 (+9), Intimidation 6 (+8), Investigation 6 (+8), Perception 3 (+8), Persuasion 3 (+8), Ranged Combat (Handguns) 4 (+6), Stealth 4 (+5), Technology 12 (+20), Treatment 7 (+15), Vehicles 4 (+6)

OFFENSE

Initiative +1

Sword +8, Toughness DC 19

Pistol +6, Toughness DC 18

DEFENSE

Dodge	4	Fortitude	2
Parry	5	Toughness	2/8*
Will	10/16*	* vs. powers with the mental descriptor	

COMPLICATIONS

Motivation—Patriotism: Von Ärgers believes wholeheartedly in Nazi propaganda: the superiority of the Aryan race and its innate right to rule.

Rivalry—Other Nazi Scientists: Von Ärgers knows he is the preeminent scientist of his time, and the intellectual savior of the Third Reich. Other scientists are merely stealing his rightful funding.

Power Points: Abilities 48 + Powers 16 + Advantages 19 + Skills 47 + Defenses 10 = 140 points

THE SILVER AGE TONE

The Silver Age of comics saw fewer super-normal heroes, aliens and mystic visitors, and more truly super-powered humans. This trend had been growing as the Golden Age waned, but by now most heroes had genuine powers of their own, rather than just good training and a neat gadget or two. More humans now took to the skies – some even headed out into space - punched through walls and did all sorts of superhuman feats. Largely gone were the normal crooks, gangsters, Nazis and mad scientists. They could not pose a real threat to this new type of hero and had gotten to be old hat. The new villains had powers just like the heroes, but employed them for gain, conquest or simply evil. Normal crooks that showed up, often criminal syndicates or organizations, were armed to the teeth with advanced weaponry that no normal law enforcement agency would have.

Events in the real world conspired to strengthen some of the “super-hero code” that had begun to develop at the end of the Golden Age. The new heroes had abandoned their agendas of vigilantism, worked within the system to bring evildoers to justice, and turned them over alive to the police. Certain heroes still relied on intimidation to get confessions, and strong-arm tactics still popped up; crime was wrong and it was okay to put criminals in their place. But when it came down to it, heroes didn’t inflict long-term injuries against their informants, nor did they kill their enemies. To do so would make them as bad as the villains they fought. A new menace appeared in this time besides costumed super-criminals: the Communist threat. Unlike the evil Nazis of the Golden Age, the Reds were deceitful and their expansionist policies had the entire west in fear of an atomic war. It was no wonder that Communist spymasters, saboteurs and costumed villains soon appeared, fueled by Cold War hysteria and patriotic jingoism. Of course, the Commie masters of disguise and espionage would be sure to don their crimson “fighting togs” when it came time to duke it out with our brave heroes. White was still White, and Black was still Black, after all, even if Black was often Red.

The Silver Age heroes would be stronger, with more outright powers, and the player characters of this chapter are built with this in mind. For the most part, the constructions are still basic, but most start at the default PL 10/150 points. There are exceptions, and they’re discussed at appropriate points in the chapter.

THE RADAR FAMILY

Sky Wave, Radar Man, Sonar Girl

Leader: Radar Man

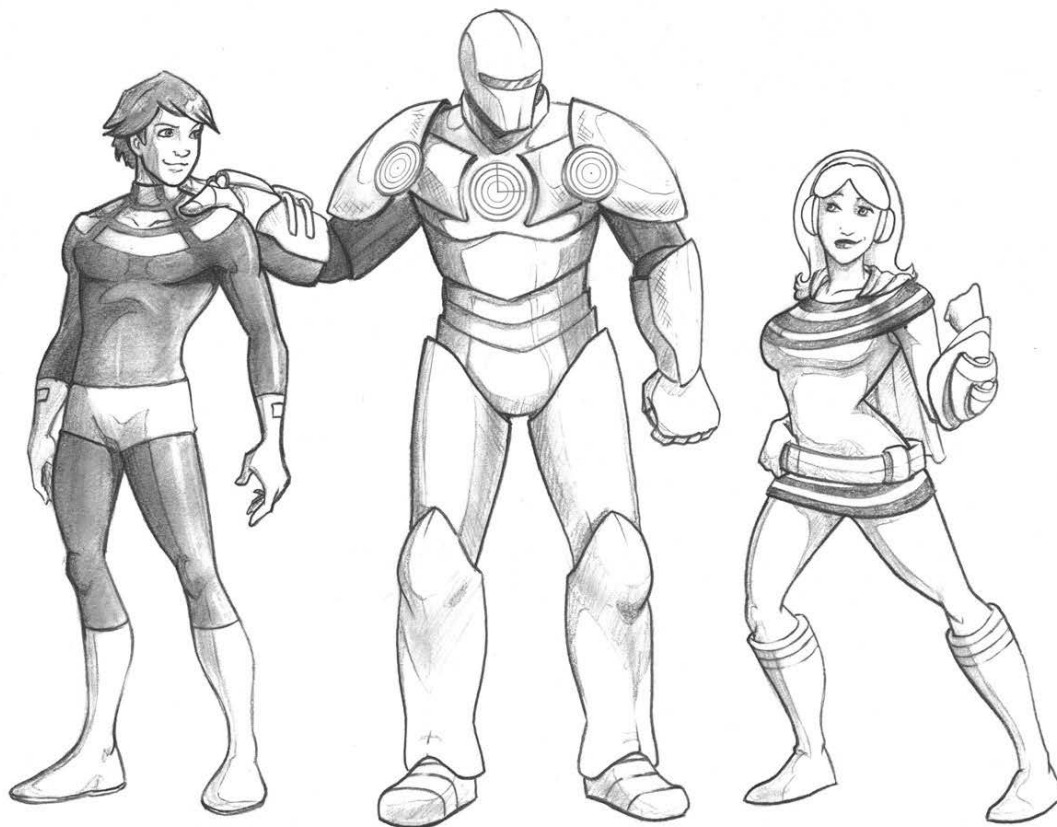
History: The Radar Family came together over the early years of the Silver Age. Walter remained active after the Vanguard disbanded, pitting his technological prowess against a wide array of foes, and gaining the admiration of the public. Exposed to the unique energy of his armor, Walter's son Brian developed innate superpowers. When Brian got a handle on these gifts, he decided to become a hero like his father. So Sky Wave joined the fight, and reluctantly, Walter accepted his help. No one officially confirmed the theory, but the public adored the father-and-son team cleaning up their streets.

One day a new heroine appeared on the scene, identifying herself as an ally to Radar Man. She called herself Sonar... and the media cheered on this new Sonar Girl. For the rest of the Silver Age, crimi-

nals everywhere feared the Radar Family, whether facing all three, or just one.

Resources: The Radar Family didn't have any team resources in the classic sense. They didn't need a separate headquarters since they could just all gather at the Kettering house. All three could fly, so vehicles seemed pointless as well. They relied on their standard gear and Brian's innate power, and never had need for other equipment.

Legacy: The Radar Family was the first of the small, unorganized super-hero units that would take center stage in the Silver Age. They established the notion that just getting together when needed would be enough. The public's awareness of Radar Man and Sky Wave being father and son also secured the notion of the legacy hero.



RADAR MAN

Male, 39, 5'7", 160 lbs., green eyes, brown hair

Really: Walter Kettering

The leader of: the Radar Family

Based out of: Baltimore, Maryland

Worked as: an engineer, later running his own research firm

Active during: the Silver Age

Looks: Walter is fifteen years older, but age is a good look. He's filled out a bit in an athletic way, and his brown hair has grayed. His reading glasses are now bifocals. He has a much more relaxed attitude in his face and his wardrobe; he's made it, he's got a family and the life he wants, and it shows.

Walter has had a chance to streamline the armor, bringing its height down to just over six feet. The color scheme of battleship gray is mixed with black for a more stylized "super-hero" look.

Known History: The war came to an end, and the Golden Age passed into the history books. With it went the Vanguard, which broke up as members retired or turned toward personal needs. Walter Kettering continued to fight, pitting his armor and scientific know-how against crime and injustice. But his experiences in those prior years had opened up a new world for him. He became a full-time engineer; fell in love and married; even founded his own research firm. In fact, his war-time contacts made Walter's firm one of the top consultants for the government. At some point, Walter discovered that his unique miniature radar display's radiation had seeped into his cells and altered him. In some strange accident, he'd internalized the special sensory powers. This was his sign to continue as Radar Man, and he did so with his wife's reluctant blessings.

One day, Walter's son Brian revealed his own powers and took to the streets as Sky Wave. Soon after, the secretary he'd hired for Kettering Designs dis-

covered his dual identity and devices, and became Sonar Girl. Responsible to a fault, Walter tried to keep them out of action, but he was forced to accept the Radar Family that now stood on the front lines against villainy.

Psychology: Walter remains level-headed, calm and rational, a bedrock for friends and family. He's become more of a leader since the arrival of his partners, steadily growing into the role. He's still dedicated to being Radar Man, but he's also let himself relax with his family and business. He's so much more comfortable with himself now.

Known Abilities: Years of wearing the original Radar Man armor altered him, internalizing the sensory abilities of his experimental radar array. He can sense the world around him even in adverse conditions, and overcome factors that would fool his other senses, particularly his sight. He can penetrate darkness, fog, and even illusions with this sense. He also broadcasts and receives radio transmissions, and has taken advantage of this to "broadcast" his senses several hundred feet away, expanding their range.

His streamlined armor grants him incredible strength, able to lift around 25 tons, and provides resistance to injury, internalized air supply and rockets with 500 mph flight speed. But the newest advantage in the armor is the space to add a weapons suite, giving him some ranged punch as well. More versatile than ever, is it any wonder Radar Man was one of the big heroes of his age?

On the other hand: a villainous Radar Man would no doubt have been sent to prison at least a few times in the prior age, if there were any heroes there to stop him. Now older, with fading prospects and an aching body, a more desperate Walter could start mass-producing a version of the new Radar

armor, outfitting a small squad of flunkies to carry out his plans, while using his new senses to evade capture and foil his foes (and any overly-ambitious minions). These Radar Revengers would be tough thugs with the Exo-suits, though a paranoid Walter wouldn't make them too powerful (provides Enhanced Strength and Protection to bring the minion stats being used up to a +8 Damage and Toughness bonus). Walter also maintains a Radar Field Generator for his own protection, no doubt (Force Field 8).

Campaign Use

In the Silver Age, Radar Man is one of the premier heroes, at a well-balanced PL 10 with an array of offense, defense, senses and movement. While he's still easy to hit, he's got a solid Toughness, and a good range of attack options. Being an inventor helps to keep him versatile and fun, especially if the campaign goes along with the notion of a close-knit "Radar Family". He's a good, basic well-rounded hero very indicative of this period.

Adventure Seeds

Walter's brother Raymond is running for District Attorney (or perhaps another office). Walter is putting all his considerable influence behind Raymond, so the criminals Raymond's been putting away hope to bring him down one way or another. The decisive debate of the campaign is the best night for the criminals to strike! With Walter trapped along with everyone else, how can he save the day without giving up his secret identity?

The older Radar armor has been found and stolen. Now the heroes are face-to-face with armored giants advancing a hidden mastermind's secret agenda. Who stole the armor? How did he figure out where it was and how to reproduce it? And can the heroes dismantle the dangerous plot before it's too late?

Customization Notes

A Family Affair

As touched on earlier, the Silver Age of comics saw a rise in small, self-contained groups of heroes, usually sporting similar designs and powers based on some over-arching theme. Also common was the team of specialists, either powered or super-normal, who worked on strange cases that would fit into the team's motif. This was largely due to the disappearance of costumed heroes from the comic book scene following the end of World War II and the arrival of the 1950s. Instead of presenting a standard super-hero team roster, we offer four small collections of heroes representative of the adventure comics of the time. By the late Silver Age, more traditional super-hero groups return, and we present one such group in the Aquarians. They act as a coda to the Silver Age beliefs, and show the way Silver gave way to Bronze in a nebulous, crept-upon fashion.

Of the two families presented, one is done in the sidekick style, with the lead character who provides the name of the group being a higher PL than the two supporting characters. The other trio are presented as more or less equals, though the third member is also lower in PL. These characters also present very usable concepts for a campaign presented in the style of early television attempts to portray super-heroes. Many of these series captured a lot of Silver Age elements, despite being seen in later comic book "eras", and can be a lot of fun for a different kind of super-hero campaign.

Radar Man

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
10/0	2	0	0	4	5	2	0

POWERS

Exo-Suit, removable -14

Flight 6 (120 mph), Immunity 2 (internal air), Enhanced Strength 10, Protection 10 (44 pts)

Weapons Array, 25 pt. array

Focused Beam, ranged Damage 12 (subtle 1) (25 pts)
Tight Beam, ranged Damage 8 (penetrating 8, subtle 1) (1 pt)
Radar Burst, Damage 8 (area-burst, subtle 1) (1 pt)
Stun Beam, ranged Affliction 12 (Dazed/Stunned/Incapacitated; subtle 1) (1 pt)

Internal Radar 12 pt. array

Communication 2 (radio; area, selective) (12 pts)
Sense 11 (accurate ranged Radio, extended 1, counters illusion, counters all concealment) (1 pt)
Remote Viewing 4 (500') (1 pt)

SKILLS

Close Combat (Unarmed) 4 (+8), Expertise (Science) 6 (+11), Expertise (Engineering) 7 (+12), Insight 4 (+6), Investigation 4 (+9), Perception 4 (+6), Ranged Combat (Weapons Array) 4 (+4), Technology 7 (+12)

ADVANTAGES

Benefit 2 (Independently Wealth; U.S. government Security Clearance-“top man”), Close Attack 2, Contacts, Interpose, Inventor, Ranged Attack 4

OFFENSE

Initiative +0

Focused Beam +8, Toughness DC 27

Tight Beam +8, Toughness DC 23, penetrating 8

Radar Burst, Reflex DC 18 for half effect, Toughness DC 23/19

Stunning Beam +8, Dodge DC 22 to avoid, Fortitude DC 22 to recover

Unarmed +10, Toughness DC 25 (in exo-suit)

DEFENSE

Dodge	6	Fortitude	7
Parry	8	Toughness	12/2
Will	7		

COMPLICATIONS

Enemies: Radar Man has earned a number of dangerous foes in his two decades of activity.

Family: Walter has gained a large family, including his own wife and son, a new baby daughter, his brother's family, and Sonar Girl (who's like a sister to him).

Motivation—Responsibility: Walter's desire to be Radar Man has changed over the years. As one of the more powerful heroes active, and with allies wanting to uphold his legacy, he feels the weight of duty and being a role model more keenly than ever.

Power Points: Abilities 26 + Powers 73 + Advantages 11 + Skills 20 + Defenses 20 = 150 points

SKY WAVE

Male, 13, 5'7", 145 lbs., green eyes, dark brown hair

Really: Brian Kettering

A part of: the Radar Family

Based out of: Baltimore, Maryland

Worked as: a student during the Silver Age, high school then college

Active during: the Silver Age

Looks: Sky Wave is thirteen when he starts out, and looks every bit the gangly youngster struggling with growth spurts. He's nearly as tall as his father already, and will eventually tower over him. His hair is dark brown, and worn thicker and longer than his father would like. Brian is easy-going, with an infectious grin and a relaxed stance. As Sky Wave, he wears a simple costume typical of the time, though with a fun "radar web" look over the shoulders. Despite being superhumanly strong, he's not muscle-bound, though he's clearly in great shape. And when he finally becomes legal, he's a real heart-breaker, let me assure you.

Known History: Brian Kettering grew up with one of the great success stories of his time for a father: a self-taught engineer who worked his way from repairman to respected expert, eventually founding his own company. Brian wanted to be just like his father when he grew up, studying math and physics, while constantly going through Walter's workshop at home. He wanted to learn all he could. He learned more than he was prepared to find out.

His father wasn't just a self-made businessman and engineer; he was also the self-made super-hero Radar Man. Up until then, Brian hid his strange ability to see and manipulate radio waves from his parents. Now that he knew he wasn't some strange alien or monster, Brian revealed the truth to his dad. Not only that, but he designed a costume for himself and followed Radar Man out onto a case, calling himself Sky Wave. There was no stopping

the youngster; Walter could either keep him around and train him, or watch Brian run off on his own adventures and get hurt. And to his father's surprise, Brian has been dedicated to training and learning how to be a super-hero. The whole family is proud that a new generation will be around when Walter finally decides to retire.

Psychology: Brian Kettering is a well-grounded young man for a person born with mutant powers. He's upbeat, enjoys reading and writing, and doesn't mind being unable to participate in the athletics of his peers. After all, he gets to be a super-hero. His one irritation is his secret; he loves the adulation he gets for being a hero, and he's frustrated that he can't tell his fawning high school peers the truth. Instead, he's the bookworm who can only admire his alter ego with his friends. As Sky Wave gets older, the usual issues settle in to greater or lesser extent: the desire for a girlfriend he can connect with; growing up in a strict household; and being the 'junior' partner of the Radar Family. Even Sonar Girl, who starts after him, is older and gets treated as an adult. Even when he's ready to go to college, the press has branded Sky Wave as the kid sidekick, and he'll struggle to shake that image. But when all is said and done, he's a good-hearted young man with a great love for his family, who thrills to the public cheering for Sky Wave to save the day.

Known Abilities: Sky Wave's powers are all innate mutations caused by the energies that changed his father's body. While they are moderate to start, Sky Wave is only thirteen when he first puts on the mask. His powers only grow along with the rest of him over the years. He is strong enough to lift about a ton, and he has an incredible amount of endurance. He can manipulate radio waves in ways that astound scientists. He can use them to generate

a force field for protection, to fly through the air, to fire blasts of energy, or even create small, crude objects out of “solidified radio waves.” And as I’ve already mentioned, that’s just when he starts. When he’s fully grown, he’s not just really hot, he’s a powerhouse too.

On the other hand: Brian Kettering has plenty of reasons to be bitter, in his own mind. After all, his father achieved everything through his own sweat and tears, leaving nothing for Brian to achieve in comparison. He has these powers that make him better than his peers, but he can either reveal them and be feared, or hide them and be taunted as a weakling. Then there’s time he catches his “good, upright moral” father carrying on with some bimbo cheerleader in the lab. No way he’s not having an affair with her, the huge hypocrite! So why shouldn’t he create the identity of Sky Wave, and head out into the night skies to embarrass both of his father’s identities?

Campaign Use

Sky Wave is the classic sidekick: eager and excited to help his mentor while more than ready to fly directly into trouble. Sky Wave is a lower-point version of his father, with a well-rounded mix of offense, defense, movement, and a utility power. He can fight melee and ranged with similar effectiveness, and Create Object gives him versatility a creative player can enjoy. He’s built to be a lower PL than the rest of the Radar Family to mimic the superhero “families” of the Silver Age, but there’s no reason he can’t be PL 10 as well. He’ll just become more effective at what he does well, without stepping on any toes. But for some player groups that want to experiment with the notion, Sky Wave can still be useful at his lower level, and provide some fun opportunities. And don’t forget, Sky Wave’s status as the dreaded ‘junior partner’ can send Hero Points flying during Boy Hostage scenarios, and impulsive headlong rushes against incredible odds.

Adventure Seeds

Sarah Beth Fowler thinks Sky Wave is just the greatest. She’s the president of his fan club, she’s at all his public appearances, she publishes a fanzine of his exploits, and she will eventually marry him. Needless to say, she’s determined to prove that Sky Wave is really the cute, if dorky, Brian Kettering. Just as a full vengeance squad of Radar Man’s old foes escape prison, and the Family has to be at its most focused, Sarah Beth steps up her unmasking efforts. Ah, the life of a teen idol, right?

A sudden growth spurt isn’t stopping. Brian’s getting larger, his powers are getting out of control, and he’s endangering not just his blood and super-hero families, but the whole city. Is there a sinister cause behind it? Can the Radar Family get to the bottom of the mystery before tragedy strikes?

Customization Notes

Sky Wave**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6	5	5	3	4	0	2	0

POWERS

Radio Wave Manipulation, Protection 3 (Sustained), Flight 6 (120 mph), Sense 1 (radio), Ranged Damage 8, Create 8 (stationary, proportional) (40 pts)

SKILLS

Athletics 5 (+11), Intimidation 3 (+3), Investigation 2 (+2), Perception 4 (+6), Ranged Combat (Beam attack) 4 (+7), Stealth 2 (+7)

ADVANTAGES

Accurate Attack, All-Out Attack, Close Attack 4, Great Endurance, Teamwork

OFFENSE

Initiative +5

Radar Beam +7, Toughness DC 23

Unarmed +8, Toughness DC 22

DEFENSE

Dodge	7	Fortitude	8
Parry	8	Toughness	8/5
Will	5		

COMPLICATIONS

Family Obligations: Sky Wave's mother is a normal person, as is his baby sister (so far). He is protective of them, and responsible to his father.

Motivation—Thrill-Seeker: Sky Wave is in love with his powers, and in love with the excitement of being a masked hero.

Secret Identity: Beyond the immediate Radar Family, Brian keeps his identity a secret. Which is eating him up inside, since he's doing this for the attention as much as the good cause.

Power Points: Abilities 50 + Powers 40 + Advantages 8 + Skills 10 + Defenses 12 = 120 points

SONAR GIRL

Female, 23, 5'5", 145 lbs., blue eyes, blond hair

Really: Sandra Doran

A part of: the Radar Family

Based out of: Baltimore, Maryland

Worked as: a secretary for Kettering Designs

Active during: the Silver Age

Looks: Sandra Doran is a fit and trim woman in her early twenties, full of bubbly excitement which shows on her face and in her moves. One can tell she's a cheerleader, both by her physical conditioning and bright disposition. Her blond hair is shoulder-length and often in a ponytail, though she wears it loose as Sonar Girl. She's got such a friendly face, it's hard to not like her. Her skirt-and-cape costume is typical of the period, and truly adorable.

Known History: Ah, Sandy, a girl never quite able to get what she wants. True, she got into a good college (the University of Baltimore); she landed a good job with a fast-growing company; she even got to meet her idol, Radar Man. But she couldn't get into the college of her choice; she only got a job as a secretary; and when she learned that Radar Man was also her boss, Walter Kettering, she learned she'd never get her man.

But she was undeterred. Sandy loved Walter desperately, but she'd never hurt him or his family. After learning of his dual identity, she scavenged leftover parts from Walter's workshop to make her own Sonar identity. She knew this would give her ample opportunities to bond with Walter, spending long hours at investigation and surveillance in the struggle against evil. Radar Man wasn't overly happy with another partner suddenly popping up, but Sandy and Brian seemed to get along well, and the press loved the Radar Family. She would have followed him secretly if he didn't take her on; if she was going to be around, it only made sense to take advantage of her abilities. For her part, she loved being part of

the Radar Family. It made her feel, for a little while, like she was Radar Man's wife. The press of the time insisted on calling her Sonar Girl, which frustrated her. They could have at least said Sonar Woman, or Lady, or something more grown-up. Worse, Walter would talk about his wife, his son and his brother, and Sandy would never try to break up a happy family. Instead, she pined away for the man she could never have, fighting crime under an identity forced upon her. Eventually, she'd graduate, and find a love of her own. But until then, Sonar Girl battled crime as a valued member of the Radar Family, and maybe occasionally, her frustrations would leak out onto villains.

Psychology: Sonar Girl is a mix of emotions. Typically an upbeat young woman with a true "cheerleader" attitude, she's constantly supportive of her friends without reserve. But she can get quiet and withdrawn when she thinks no one's paying attention. She isn't emotionally unhealthy; she's just suffering growing pains in a time when conformity and family is king. She's torn by her deep love for Walter, and the genuine affection she's developed for his family. She'd never want to be the cause of their pain, even if it means her own heart suffers. She's emotional, passionate, romantic and carefree. It's this whirlwind that drives her as Sonar Girl, and makes her the heroine she is.

Known Abilities: Sandy Doran has no superhuman powers. She's whip-smart, and gifted athletically; if she'd focused at a young age, she'd have been an Olympic gymnast. As Sonar Girl, she cobbled together her own exo-suit, later replaced by a suit Walter refined specifically for her. This gives her a measure of super-strength and the ability to fly. Since her outfit contains fewer and lighter pieces than Radar Man's, she can reach much higher speeds. She

wears a headset that grants her a sonar sense, similar to Radar Man's, but based on ultrasonic sounds and hearing rather than radio waves. She also has a sonar weapon with several useful attacks strapped to her wrist.

On the other hand: there's at least one outlying timeline, branched off so far that it gives me severe vertigo to enter it, where the world is truly topsy-turvy. This version of Sonar Girl is consistent with the one we know so well, until frustrations mounted too high for Sandy. In this ultimate tangent of a world, grown-up Sandy, denied her true love, seduces his wife instead. Sandy turns her against Walter, breaking up the family. This Sonar (and woe to anyone who adds Girl after her escapades warp to the max) and her lover go on a rampage in the Bronze Age, dedicated to ruining the reputation of the Radar Family by bedeviling the heroes of later periods. Ugh, just thinking about being that far out is a wild storm of epic ugliness. Let's just move on quickly.

Campaign Use

Sonar Girl is the ranged and agile member of the Radar Family. She has decent super-strength, but her true abilities lie in movement; avoiding being hit, maneuvering around enemies, and unleashing various ranged attacks. Her skill set and advantages make her hard to target, and she can provide distraction as a result. She does lack some of the versatility of the other two members, between Radar Man's Inventor, and Sky Wave's Create Object power. On the other hand, she offers a different kind of physicality and hands-on action that the more intellectual members lack.

Adventure Seeds

The heroes have found themselves with a strange pair of requests. First, Radar Man and Sky Wave come searching for Sonar Girl, who vanished a couple of days ago. Then Sonar Girl arrives, desperate to save her missing Family members, and needing the heroes to help. What sort of evil plan is

afoot to sunder one of the great superhero families? Or is there an equally dangerous, but less evil reason for the bizarre mystery?

A Kettering family vacation takes a dangerous turn when a villain strikes. Sonar Girl arrives to support Radar Man and Sky Wave, but the master plan unleashes an avalanche, inferno, or some similar large-scale disaster. Now, Sonar Girl is stuck with Radar Man's wife in a struggle for survival, trying to help injured civilians and work their way back to the rest of the family, and leaving Sonar Girl to contend with her rival for Walter's affections.

Customization Notes

Sonar Girl

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
7/1	4	6	4	4	1	3	3

POWERS

Exo-Suit, removable -5

Immunity 2 (no suffocation), Enhanced Strength 6, Flight 7 (250 mph) (28 pts)

Sonar Headset, removable -1

Senses 7 (accurate ultra-sonic hearing, extended 1, analytical, counters invisibility) (7 pts)

Sonar Gun, 18 pt. array, easily removable -8

Sonic Blast, ranged Damage 9 (18 pts)
Sonic Burst, ranged Damage 6 (area-cone) (1 pt)
Deafen, ranged Affliction 6 (Dazed/Stunned/Incapacitated; cumulative) (1 pt)

SKILLS

Acrobatics 6 (+12), Athletics 6 (+7/+13), Close Combat (Unarmed) 6 (+10), Deception 4 (+7), Insight 5 (+8), Perception 6 (+9), Persuasion 8 (+11), Ranged Combat (Sonar Gun) 7 (+11)

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Roll 4, Improved Initiative 1, Instant Up, Move-by Action, Skill Mastery (Acrobatics), Ultimate Acrobatics

OFFENSE

Initiative +10

Sonic Blast +11, Toughness DC 23

Sonic Burst, Dodge DC 16 for half damage, Toughness DC 21/18

Deafen +11, Dodge DC 16 to avoid, Fortitude DC 16 to recover

Unarmed +12, Toughness DC 22

DEFENSE

Dodge	12	Fortitude	10
Parry	9	Toughness	8/4
Will	7		

COMPLICATIONS

Heroic Name: Sandy named herself Sonar, and is frustrated by the papers and radio calling her Sonar Girl.

Hero Worship: The other reason Sonar Girl donned her costume was to win the attentions of her idol, Radar Man, whom she sees as the greatest hero. Since she learned that her boss Walter is Radar Man, her love for him has only increased, frustrated by the fact that he's happily married to another woman.

Motivation—Recognition: Despite being a cheerleader in high school and college, she lacked for more serious attention, and has become Sonar Girl partly to be taken legitimately.

Power Points: Abilities 52 + Powers 41 + Advantages 12 + Skills 24 + Defenses 21 = 150 points

THE REDEEMER FAMILY

Faith, Redeemer, Troublemaker

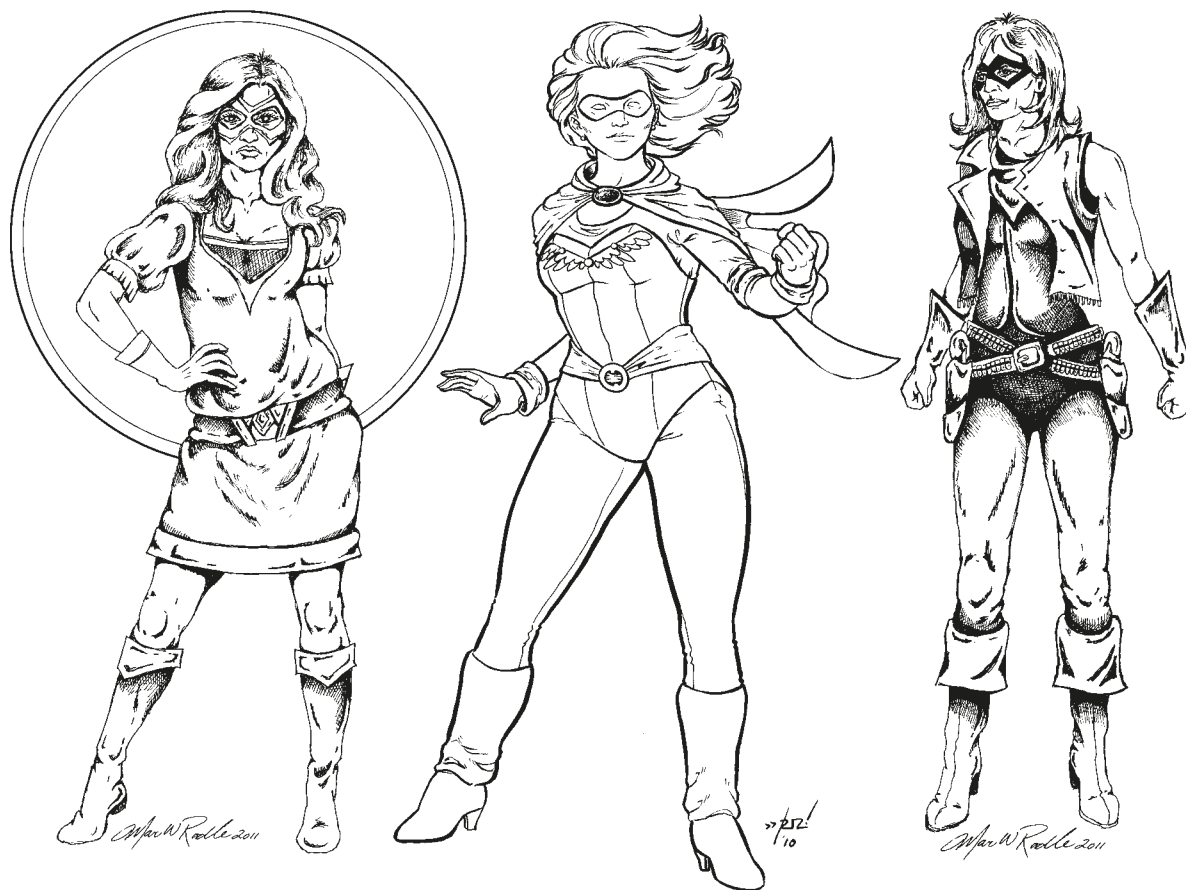
Leader: Redeemer

History: Though this group came about by complete accident, it became no less of a close unit than the Radar Family. It started when the retired heroine Troublesooter discovered she'd gained vitolite powers from the accident that cost her true love's life. She worked covertly for a little while, until one of the people she rescued encouraged her to adopt the costumed identity of Redeemer. Redeemer started to appear in Houston, occasionally accompanied by a younger woman called Faith. Then a new figure appeared, pretending to be Troublesooter. This former criminal from the Golden Age wanted to make amends too. Renamed Troublemaker, the newcomer would become the third member of this informal

family, much to Redeemer's chagrin. The public loved Troublemaker's antics in battling crime, which made it too hard for Katie to send her away. The Redeemer "family" spent the Silver Age bringing hope and redemption to themselves and to the city.

Resources: Like the Radar Family, this trio had little reason to invest in resources. They were never a formal group.

Legacy: This family had little impact in the long run, at least on the history of super-heroes. For Redeemer and Troublemaker, it did a lot of good, bringing the former out of her shell, and setting the latter on the path of a respectable life. Redeemer is one of the more respected heroines in history.



REDEEMER

Female, 35, 5'8", 185 lbs., green eyes, chestnut hair

Really: Katherine Landon

A part of: the unofficially named Redeemer Family

Based out of: Houston, Texas

Worked as: a private investigator

Active during: the Silver Age

Looks: Katie grew into a lovely woman in her mid-thirties, with chestnut hair to her shoulders, and a curvy body still in great condition. Her weight looked great on her, an elegant, classy dame. She wears comfortable clothes: plaid shirts, blue jeans, sneakers. She's not all that concerned at this point in her life with "gussying up". As Redeemer, her costume is all sky blue and sleek silver, and fits her new role and attitude well.

Known History: Katie Landon's life was a grand adventure full of chills and thrills with a hint of romance, as she careened through Houston in the Golden Age as the Troubleshooter. All that high-living and devil-may-care attitude crashed to a halt when Constable came to town seeking help. It seemed a vitolite ray projector had been stolen by the Dart, who intended to boost his own powers with it, then sell it to foreign agents. Troubleshooter and Roger were already on the case, but the Dart captured Roger, and used him to blackmail the heroine: help stop Constable, or Roger would pay the price. When Troubleshooter attempted a double-cross of the super-villain with Constable at her side, the projector exploded, bathing Katie in vitolite radiation. As Constable played clean-up and stopped the agents, the wharf-side warehouse crumbled into the ocean. Katie tried, but was unable to save Roger as he sank into the waters.

Katie never really got over the loss of Roger, feeling her carelessness was responsible for his loss. She quit the super-hero life, and attempted to pick up the pieces of Roger's detective agency. Years passed,

and the vitolite rays worked their delayed magic on her. Eventually, Katie noticed how much stronger and more durable she was. Her leaps were longer, she recovered faster, and one day, she leaped into the air and learned she could fly, very very fast. She'd been given a second chance to make up for the mistakes of youth. Redemption could be hers, and she took her new code-name to remind her of the responsibility inherent in being a masked hero. Redeemer took to the Houston skyline at the birth of the Silver Age, and eventually learned to forgive herself, side-by-side with new allies.

Psychology: Katie is still a good-hearted woman, dedicated to justice and protecting the innocent. She's just much more serious about it now. She recognizes the mistakes of her past, and works hard to rectify them. At first, Katie was too serious and cautious, and rarely enjoyed her new gifts, or her return to costumed activity. Thanks to her "family", she's opened up that calloused heart, and learned to take pleasure in her powers. She is a strong and secure mother figure, though occasionally still haunted by flashbacks of Roger's death. Redeemer has become understandably leery about making close ties to non-powered people while in her mask. As Katie though, she's very friendly, caring and concerned. Maybe even a little too friendly, if you ask some. "Busy-body" has been mentioned once or twice.

Known Abilities: Katie developed superpowers due to the vitolite explosion. She is now very strong, able to lift nearly a ton, sometimes more if she really pushes herself. She is very hard to hurt as well, and recovers faster than normal. She has no need to breathe, which is helpful up in the sky. She reaches nearly Mach 3 flying, making her one of the fastest objects on Earth in this time. She's a very skilled hand-to-hand fighter with a good aim, and an excel-

lent detective, having learned from her father and Roger.

On the other hand: Katie's discovery of her powers might not lead her to believe in redemption. Instead, such power might be turned on the criminal world with a dangerous fury. Very quickly, Vindicator would become a frightening scythe against villainy. A bloody swath of dead crooks quickly drew the attentions of other heroes, whose good name she was being ruined with her violence. Even a less bloodthirsty Vindicator could be hunting down criminals, locking them up in her very own prison with no chance of release. This Katie would still use some of her old equipment. In her hands, the lariat and bolos would become even more dangerous, allowing her to Extend her Strength for grappling, damage and throwing people around. And who knows how Vindicator would react to super-heroes who didn't believe she was still devoted to justice?

Campaign Use

Redeemer is a slightly different kind of brick. She's strong, but not greatly so, as hard to hurt as the PL would indicate, but she can recover more quickly than usual for bricks. Her high levels of attack bonus enable her to take advantage of combat maneuvers, making her more versatile in combat than would normally be expected. She's a thinker too, with street-savvy skills that make it hard for criminals to evade her for long. She offers players a chance to take different approaches to hammering the enemy on physical terms.

Adventure Seeds

Revenant comes to see his former Vanguard teammate with bad news: someone has kidnapped Roger's spirit, and he suspects it's to blackmail Redeemer and her family into committing a terrible crime against the living. Talk about her worst fears come back to haunt her! Can she face her greatest failure? Can she earn the ultimate redemption from Roger's ghost?

Sun Devil returns! The horse is stronger, faster, and more durable than ever, and Redeemer has to face the fact that her super-powered mount is destroying the town. Is he truly on a mindless rampage? Or is the newly-intelligent animal luring the heroes into even greater danger?

The Wonders of Vitolite!

Nathan Rayburn discovered, or developed, a wavelength of energy he named vitolite. No one's sure if it was discovered or developed, because like many scientists who made astounding advances in technology, his notes were lousy and hard to replicate. Vitolite could have changed the world; instead it gave us some super-heroes, but that's not so bad, I guess. Regardless, vitolite energy is able to impregnate the cells of a living being, making them work better, enhancing their innate structure, and providing limited supernormal strength and durability. The process wears off over the course of days, and since there's never a precise enough way to measure the vitolite's output, it's never really guaranteed how long each exposure will last.

What no one predicted when Constable began his career is what long-term effects vitolite would have on those cells irradiated with power regularly. The grim truth; repeated, long-term vitolite irradiation will damage a person's body. After the Golden Age, Robert learned this result, sadly. It's this discovery that would lead the government to shelve its use and replace Constable. In the Bronze Age, the decision is made to bring out a new super-agent, but by then, research enabled them to find a way to use the radiation to empower a special suit that could provide second-hand vitolite, and Alpha Agent would be born. Other people would learn other ways to apply this miracle energy, or develop powers from it, and it makes a great element for new hero or villain origins, super-weapons, odd disasters, or whatever other uses a GM can dream up.

Redeemer

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	6	4	3	6	0	4	2

POWERS

Vitolite Exposure

Superflight, Flight 10 (2,000 mph) (20 pts)
Enhanced Physique, Immunity 2 (no need to breathe), Protection 4, Regeneration 2 (Persistent) (10 pts)

SKILLS

Athletics 4 (+9), Close Combat (Unarmed) 6 (+12), Expertise (Streetwise) 8 (+8), Insight 6 (+10), Investigation 8 (+8), Perception 6 (+10), Ranged Combat (Thrown) 8 (+11), Technology 4 (+4)

ADVANTAGES

All-out Attack, Close Attack 3, Contacts, Favored Foe 2 (Smugglers, Spies), Great Endurance, Improved Aim, Improved Critical 1 (Unarmed), Improved Initiative 2, Interpose, Power Attack, Ranged Attack 2, Ultimate Resistance (Fortitude)

OFFENSE

Initiative +12

Unarmed +15, Toughness DC 20

Thrown +13, Toughness DC 20

DEFENSE

Dodge	8	Fortitude	12
Parry	10	Toughness	10
Will	8		

COMPLICATIONS

Guilt: The loss of her lover still echoes in her mind. Despite having put it behind her, and keeping a positive, upbeat spin on life, there are times when it can come back to haunt her. When Redeemer fights in situations similar to that fateful day, flashbacks will crowd out what actually surrounds her.

Motivation—Responsibility: Gaining powers in the same mission that saw her true love killed due to her carelessness, Redeemer feels she was gifted to make amends, and to let no one else suffer like she has.

Secret Identity: Katie is very protective of her secret identity, knowing better than most what happens when a villain learns the name behind the mask.

Power Points: Abilities 60 + Powers 30 + Advantages 17 + Skills 25 + Defenses 18 = 150 points

FAITH

Female, 16, 5'4", 120 lbs., brown eyes, brown hair

Really: Hope Landon

A partner of: Redeemer, and member of the unofficial Redeemer "family"

Based out of: Houston, Texas

Worked as: a student, later a doctor

Active during: the Silver Age

Looks: If Faith could look any more sweet and innocent, I don't think I could stand it. She has bouncy light brown hair that bobs at her shoulders, and wide "princess" eyes that look deep into you without judging. She's slim and lithe, just under five and a half feet tall, very unassuming, utterly adorable. And yet...when she lets go, she can grab your attention and hold it for as long as her satin voice chooses. She wears a simple silvery-white tunic and knee-length skirt belted at the waist with a sky-blue sash, matching her guardian's colors.

Known History: Before Katie Landon became Redeemer, she used her new powers when they were sorely needed. Like the time a terrible fire swept through an orphanage full of children abandoned by the war. Katie did all she could to help the fire department, but it was a powerful blaze, and for many of the children, help came too late. But Katie rescued Hope that day, and though she didn't know it yet, Hope would save Katie.

Hope recovered in the hospital for a few days before Katie took her in. Eventually, Katie would adopt her, and give Hope her last name. There was something about the teenager that reached out to Katie, a fierce optimism despite losing her family and now her friends. After all, there was a silver lining in the dark clouds of the fire, she once told Katie. She'd found a new mother.

Hope received a second silver lining as well; during her recovery, Hope swore that the dreams she had of her fellow orphans healed her body and soul.

Each one touched her during those dreams, and filled Hope with their spiritual essence. Whether it was a celestial miracle, something in the fire, or Katie's own burgeoning powers rubbing off, Hope left the hospital with her own special abilities. When Hope stumbled over Katie's old Troubleshooter costume and trophies, she realized Katie was her war-time idol, as well as mother. She convinced Katie to take up a new name, and use her powers to make amends if Katie felt so strongly. Hope helped her develop the Redeemer identity, and when Redeemer stepped onto that first rooftop, cape flapping in the Houston winds, Faith stood by her side. Her smile beamed bright enough to announce to the world that there were new heroines on the scene.

Psychology: Hope's optimism and cheer fit her name well. No matter how dark something gets, Hope is the point of light that helps her allies get through it. I'm not sure if all super-powers are fashioned by a person's personality, but it seems to have done so in Faith. She is incredibly secure in herself, and supports and encourages others; sometimes, it's a bit too much.

Of course, there are those parts of herself that Faith doesn't like to face. Despite the uplifting nature of her powers, she's a teenager with too much tragedy in her life, and ultimately Faith is haunted by all those no one could save; all those who empower her to do good now. There are times she wonders if she can live up to their expectations, and their sacrifice. She isn't sure if she can ever live a normal life. Does she even want to? She's confused, she's not perfect. She's just rather amazing.

Known Abilities: Faith claims her powers come from the celestial energy given her by the spirits of the orphans who died in the fire. She can heal others with her touch, though sympathetic wounds open

up on her body when she does. Her touch can empower others with the peak of human strength and stamina, or increase her own strength enough to lift 10 tons. She can fly, not as fast as her guardian, but 250 miles per hour is nothing to sneeze at. She can hear cries for help over great distances, see visions of people in danger, or catch the whispers of troubled souls contemplating terrible choices.

On the other hand: in a few timelines, Hope's wickedness was the cause of the fire. Why? Who knows? Some people are born with a hatred of the living, others are driven to it by circumstances. Hope embraced this path, and the fire was in fact a massive sacrifice. With that, she stole those children's spirits and forged herself into the vicious young vixen, Despair. She even wormed her way into Katie's confidence when she allowed the woman to rescue her and take her into her home. Within six months, Hope had convinced Katie to commit suicide to make amends and be with her lover, Roger. Hope inherited Katie's estate, and turned her attentions on larger targets. Despair enervated people, rather than empowered them, stealing their energies to make herself stronger, prettier, and more dangerous. [Despair should have Enervate, Weaken 8 (Abilities; Broad, Simultaneous; 24 pts) linked to Empower Self, Enhanced Abilities 12 (Strength +7, Stamina +5; Fades-1 rank each round from each Ability; 12 pts) for a total of 36 power points. Let her keep her Cry for Help power, since she's likely to encourage such actions and draw power from them. Increase her Agility and Fighting 4 each, and Presence to 3; increase Dodge and Parry to 8. Replace Animal Empathy with Attractive 1, add Power Attack and Ritualist, and for skills give her Close Combat (Unarmed) 4 (for PL 10 offense) or 6 (for PL 11 offense), along with ranks in Expertise (Magic) for Ritualist, depending on individual campaigns' emphasis. That will increase Despair's point totals to 150 points, plus whatever extra skill ranks, and make her a roughly PL 10 villain when energized.]

Campaign Use

The Redeemer family models the "one big hero, and less powerful supporting characters" premise of many Silver Age comics. Faith is a sidekick, almost completely a support character. She can be an interesting role to play, able to keep her allies going, and saving innocents caught up in the fights of superhumans. When needed, she can land a hefty punch of her own, even if it's still below PL 10. Her Persuasion, Perception, and Insight skills, coupled with her Cry for Help power make her a natural "big sister" kind of character. She's lacking in Advantages and other skills due to youth and inexperience, but this offers her a wide range for character development.

Adventure Seeds

Someone has figured out the source of Faith's powers. This mystically-oriented foe has found a magical ceremony that will allow him or her to command the dead, and the spirits inside of Faith are forced to obey! The spiritual essence could be drawn out of Faith and leave her powerless; or worse, this mysterious enemy can command Faith directly. Either way, Redeemer and Troublemaker need to stop Faith from committing crimes while trying to uncover a foe outside of their usual expertise. Can the heroes come to Redeemer's aid and Faith's rescue? If the PCs are the Redeemer family, maybe they turn toward the Watchful Gaze for expert advice.

It's the ribbon-cutting on the new orphanage, and Redeemer and Faith are asked to attend. The original cause of the fire has finally been discovered; another orphan had hoped to acquire tremendous power from the sacrifice (see *On the Other Hand: Despair* earlier), but Faith ruined that chance. With a new building funded by Faith, there's a second chance, and this bitter, wicked orphan is ready to wreak revenge, in full view of the assembled supporters and media!

Faith**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
9/3	6	3	1	3	1	4	1

POWERS**Celestial Inspiration**, 16 pt array

Empower Others, Enhanced Traits 8 (+4 Str, +4 Sta; Affects Others Only) (16 pts)

Strengthen Self, Enhanced Strength 6, Protection 3 (1 pt)

Lay on Hands, Healing 5 (Energizing, Restorative, Stabilizing; Empathic) (1 pt)

Cry for Help, Senses 7 (Precognition (Limited-Only for seeing others in danger or trouble); extended range Detect Troubled Soul) (5 pts)

Ethereal Winds, Flight 7 (250 mph) (14 pts)

SKILLS

Insight 6 (+10), Perception 6 (+10), Persuasion 8 (+9), Stealth 4 (+7), Technology 3 (+4), Treatment 5 (+6)

ADVANTAGES

Animal Empathy, Close Attack 3, Defensive Attack, Diehard, Inspire, Power Attack, Teamwork

OFFENSE

Initiative +3

Unarmed +6, Toughness DC 18 (24 with Strengthen Self)

DEFENSE

Dodge	7	Fortitude	8
Parry	7	Toughness	9/6
Will	8		

COMPLICATIONS

Haunted: Faith is a teenager, and still haunted by the divine grace granted to her and her mission on Earth. She wonders if she's worthy enough, and still desires in part to be a normal sixteen-year old girl.

Motivation—Doing Good: Hope is filled with the spiritual essence of the orphans who died in the tragic fire. This celestial power drives her to inspire others, and put her powers toward good, because that's just the right thing to do.

Vindicating Redeemer: Faith is dedicated to doing everything in her power to bring optimism and hope to Redeemer. She will go to great lengths to show her idol that she deserves to cut herself some slack over the accident.

Power Points: Abilities 44 + Powers 37 + Advantages 9 + Skills 16 + Defenses 14 = 120 points

TROUBLEMAKER

Female, 24, 5'5", 135 lbs., brown eyes, auburn hair

Really: Sofia Nicopoulos

A part of: the Redeemer "family"

Based out of: Houston, Texas

Worked as: college student and part-time waitress; eventually, she'll become a private investigator

Active during: the Silver Age

Looks: Mist has grown up into Troublemaker. In her early twenties, Sophie is not all that much taller, but she's filled out nicely. Her hair has gone from dark brown to a lighter auburn and her face has slimmed. Sophie wears a version of Katie's Troubleshooter outfit, updated, sleeker, tighter, and fitting her acrobatic style.

Known History: All the fun and games, the high society parties and charity balls, the glitz and glamour of masks and bow ties came to a sudden crash one day. Sofia's life stopped being a tilt-a-whirl of fun when Midnight and Mist were finally unmasked by the heroes and arrested by the cops. Her guardian went to prison, but Sophie was old enough to avoid foster care again. She served out a light sentence, then stepped back into the world to find a last gift from her dear father Ned: an account stuffed with enough money for her to live comfortably and attend college.

Sophie tried to return to the streets as Mist, this time to make up for her criminal past. The problem was, no one gave Mist that chance. The cops and the press were all wary of her, and a few savvy criminals managed to slip away by blaming her for the crimes she had interrupted. Dejected, Sophie hung up Mist forever, and tried to find excitement in college. She tried to convince herself that being a superhero was silly, anyway. Other heroes were vanishing from the news, taking off their masks and disappearing from the stage. Even Troubleshooter down in Houston had apparently retired. Sophie always felt a rivalry

with the urban cowgirl: their guns, acrobatics and bouncy combat styles were so similar. Slowly Sophie realized she could move to Houston, become Troubleshooter, and start all over. She'd be able to make amends for her criminal life without anyone prejudging her.

She wasn't prepared for a confrontation with Redeemer and Faith, who seemed to take the whole idea personally. There were misunderstandings, hurt feelings, and a few punches were thrown. In the end, secrets were uncovered. Katie could hardly live up to her new identity if she didn't give Sophie a chance, despite her initial misgivings. To compromise, Sophie altered her name and became Troublemaker instead, ally and nuisance partner of the Redeemer family. Amazingly, despite her impulsive act-first nature, she proved to be a good friend and a true success story. Sophie even followed in her new mentor's footsteps, joining the detective agency after college.

Psychology: There's not a lot of change between Mist and Troublemaker. Sophie's still headstrong, hard to reach, impulsive and full of mischief. It's just now, she puts it all on the side of the angels. She's trying, anyway. She's still rough around the edges in her new, modest lifestyle, and the high-class mannerisms she learned growing up are of little help anymore.

Known Abilities: Troublemaker has no superhuman powers, she's just more skilled at what she did well as Mist. An Olympic-level gymnast and savvy martial artist, she has great aim with firearms, and even mastered the lasso-work of her predecessor. Her street savvy makes her invaluable to Redeemer's detective work, and the two of them learn a lot from each other.

On the other hand: it's easy to find timelines where Sophie comes out of her incarceration with more bitterness and spite in her heart. Believing Troubleshooter is out of the picture, Sophie becomes Troublemaker to attack her predecessor's reputation, to ruin it like she and Ned were ruined. This Troublemaker needs to up her game in order to compete against an enemy like Redeemer. An electrified lasso stolen from the Golden Age villain Lariat, combined with special ammunition would change the game for the Houston streets of this timeline. [For this version of Troublemaker, increase Agility by 1, Dexterity and Fighting by 2, and Dodge by 1. Give her a couple more points in Defensive Roll, raise Ranged Attack or Ranged Combat (Guns) as preferred for the campaign; add in the stats for the Electrified Lasso from Lariat, and give her some Ranged Damage with extras: area-effect burst, multiattack, penetrating, whatever fits the campaign and GM's preferences, bringing her general PL up to 10.]

Campaign Use

Troublemaker is a super-normal who can't leave the world of masks behind her. She feels some regret for her misspent teen years, fitting the overall theme of redemption and vindication in the Redeemer family (and a campaign centered on them). Troublemaker is also the...well, troublemaker of the group. She's the one who gets into difficulties, and acts without thinking ahead. Her light-hearted nature contrasts well with Redeemer's serious personal mission and Faith's sometimes-saccharine inspiration. On a mechanical level, Troublemaker provides ranged attacks for the trio, as well as back-up for hand-to-hand fighting, and additional team support.

Adventure Seeds

Troublemaker is framed for a crime spree and the evidence against her is strong. Redeemer is ready to hunt her down, hurt by the betrayal. Faith believes in their friend; it's her very purpose after all. Troublemaker is even more hurt by the mistrust of her guiding light. But was it her, or could it be an old

foe who sees past Troublemaker's mask, and is out to bring Mist's ghosts back to haunt her?

The adventure seed you've all been waiting for: Midnight is back! Out of prison and eager to begin anew, he's come to recruit his Mist back to his side. All the campaign's plot threads and character complications collide over this pivotal event in Troublemaker's life. What could make things worse? What if Ned shows up too, saying it's not him behind the mask?

Customization Notes

Troublemaker

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	2	6	4	4	0	3	0

EQUIPMENT

Gun belt, 10 pt array

Hunting Rifle, ranged Damage 5 (10 pts)
 Heavy Pistol, ranged Damage 4 (1 pt)
 Knife, Damage 1, 19-20 critical (1 pt)
 Lariat, Improved Grab, Improved Trip, Reach 4 (1 pt)
 Swing-line, Movement 1-swinging (1 pt)

Silver (motorcycle, 11 points)

Size M, Str 1, Spd 6, Def 10, Tough 8; caltrops

SKILLS

Acrobatics 7 (+13), Close Combat (Knife) 3 (+7),
 Close Combat (Lariat) 3 (+7), Close Combat (Un-
 armed) 4 (+8), Deception 5 (+5), Expertise (Street-
 wise) 5 (+5), Expertise (Survival) 3 (+3), Investiga-
 tion 4 (+4), Perception 4 (+7), Persuasion 5 (+5),
 Ranged Combat (Knife) 3 (+7), Ranged Combat
 (Guns) 4 (+8), Sleight of Hand 4 (+8), Stealth 6
 (+12), Vehicles 6 (+10)

ADVANTAGES

Agile Feint, Close Attack 3, Contacts, Defensive
 Attack, Defensive Roll 4, Equipment 5, Evasion,
 Improved Critical 1 (Handguns), Improved Initia-
 tive 1, Improvised Weapon 1, Instant Up, Language
 (English; Native—Greek), Move-by Action, Power
 Attack, Precise Attack 2 (Close and Ranged Cover),
 Ranged Attack 2, Taunt

OFFENSE

Initiative +10

Knife +10 close/+9 ranged, Toughness DC 18 (19-
 20 critical)

Lariat +10, Improved Trip, Improved Grab (20'
 reach)

Pistol +11, Toughness DC 19 (19-20 critical)

Rifle +11, Toughness DC 20

Unarmed +11, Toughness DC 17

DEFENSE

Dodge	10	Fortitude	6
Parry	8	Toughness	6/2
Will	8		

COMPLICATIONS

Impish: Troublemaker is well named; she enjoys
 pranks, jokes and fooling around. She's an effective
 crime-fighter (as effective as she was as a criminal),
 but she has difficulty taking things seriously, and her
 actions can sometimes backfire on her in numerous
 ways.

Motivation—Redemption: Troublemaker is at-
 tempting to turn her life around from a childhood
 of crime, repaying the wrongs she's committed by
 doing good, though at heart, she's far from virtuous.

Social Class: Sophie was raised in a high class
 lifestyle. Now she's in a much more work-a-day
 world, and working with Redeemer and Faith, both
 of whom are middle class. Ultimately, Sophie has
 trouble fitting in, often bringing the wrong expecta-
 tions with her to social scenes.

Power Points: Abilities 42 + Advantages 28 + Skills 33 + Defenses 17 = 120 points

THE SECOND CHANCE SQUAD

B.U.B, Calvin "Cal" Martin, Monk, Thomas Alvin Wilson, Martha Rodriguez, Col. John "Jet" Whitehouse

Leader: Col. John Whitehorse

History: John Whitehorse was a top-notch Air Force bomber pilot in Korea, earning commendations and rapid promotions. He kept a professional detachment from the bombs he was assigned to drop and the occasional dogfights with MiGs, returned to the officers' mess for dinner and spent weekend visits with his wife in Tokyo. That all changed when he was shot down near the front lines. He barely escaped capture or death before making it back to a U.S. Army MASH unit. There he learned the cost of his bombs. He knew he won himself a second chance, and he had to make something better of it.

With the conflict ending but the Cold War heating up, Colonel Whitehorse used this philosophy to develop Project: Re-Right. He took it to the Department of Defense, who approved it after much debate. Whitehorse collected a team of civilian experts and daredevils, people wasting their skills and abilities, and re-purposed them as the Second Chance Squad. Under John's leadership and the government's patronage, they upheld the standards of heroism established by the disbanded Vanguard.

His first recruits were Thomas Wilson, a hotheaded engineer and stuntman, and Cal Martin, race car driver, physicist and mathematician. The three men set up a secret headquarters in a rest stop outside of Dodge City, Kansas. Soon, they were joined by



B.U.B., a utility robot built by Tom for help with his experiments. Martha Rodriguez was recruited for her expertise in history and archaeology when dealing with the cursed peat bog mummy. Monk, the mysterious intelligent talking gorilla, was their final member.

For years, they served as the government's replacement for the Vanguard of America, until the strain of being answerable to the government got to be too much for Whitehorse. Rather than let the Colonel destroy his pension and his standing, the team resigned and left.

Resources: The Second Chance Squad operated out of a highway rest stop that was a secret cover for their headquarters. It was a convenient central location in the nation to store their large number of vehicles. Their headquarters also used an unfinished missile silo as a vertical launch tube for their Stratoracer.

SECOND CHANCE REST STOP

Size: Large Toughness: 12 Features: Communications, Garage, Gym, Hangar, Laboratory, Library, Living Space, Secret, Workshop (14 pts)

STRATORACER

Size: Gargantuan Strength: 12 Speed: 10 (1200 mph), Toughness: 15 Defense: 0; Navigation System, Sustained Protection 4 (28 pts)

COMMAND TRUCK

Size: Huge Strength: 9 Speed: 6 (120 mph) Toughness: 14 Defense: 6; Navigation System, Oil Slick, Smokescreen, Sustained Protection 5 (18 pts)

SQUAD CAR

Size: Large Strength: 6 Speed: 7 (250 mph) Toughness: 7 Defense: 8; Hidden Compartments, Navigation System, Oil Slick, Smokescreen, Sustained Protection 3 (17 pts)

Legacy: The Second Chance Squad was a good and noble experiment; John Whitehorse's heart was in the right place. Unfortunately, they were mired in the military-industrial politics of the time, and Whitehorse was trapped by his own Air Force career. Had he kept the Squad a purely civilian group, they might have been more effective and not broken up. Unfortunately, their success gave the Pentagon hope that government super-teams could work, leading to unmitigated disaster in the future.

Customization Notes

COL. JOHN WHITEHORSE

Male, 38, 6'1", 185 lbs., black eyes, black hair

Really: John Whitehorse

The commander of: the Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a USAF jet pilot (rated on bomber and fighter) with rank of colonel; commander of Project: Re-Right's field team

Active during: the Silver Age

Looks: Colonel Whitehorse is a man starting to show his age, the first wrinkles creasing his face. Tall, with leathery skin and dark close-cropped hair, his dark eyes stare hard, with a no-nonsense bearing. Unless undercover, he prefers to wear his Air Force uniform or Squad outfit, always crisp and sharp.

Known History: John Whitehorse always had dreams of flying. To that end, he joined the United States Army Air Corps and proved his capabilities quickly, scoring four confirmed kills in the last months of WWII. He remained in the service, with the Air Force when it was moved out of the Army, and moved up the ranks quickly. He enjoyed the military's peace-time opportunities, and being up in the skies he didn't have to deal with the ugliness of his war-time duties. Then, he was assigned to the Korean Conflict, where things changed.

It was during a routine bombing mission that John's jet was shot down. He bailed out behind enemy lines, but managed to escape capture. He snuck back to his own side, and at last trudged into a field hospital only three miles from the front. He'd seen some of the uglier side of the war, knew full well what soldiers went through and thought it another reason to love the skies. But he was confronted by a pair of surgeons who showed him the civilian casualties, blotted out by his officers' mess dinners and weekends with the wife in Tokyo. He continued to fight the war, but was never able to fool himself about its costs again.

Whitehorse mulled over his second chance. He thought about how fragile peace was, how the Cold War spy games endangered the country, the world even. He thought about how many people lived blindly like he had, wasting their potential. He pushed Project: Re-Right on the Pentagon, a chance to pit the best of the best against the most dangerous covert assignments. A unit of people needing a second chance, to give their all to protect the world in Vanguard's absence.

Colonel Whitehorse now acts as the newly-minted Second Chance Squad's leader and pilot, a role that he relishes. Doing good work, saving people, atoning for the innocent blood he shed so blithely; and he loves to see his fellows feel the same new self-worth.

Psychology: John "Jet" Whitehorse is a driven man. Once he has his mind set on a course of action, he's like a bulldog; tenacious to a fault, and ignoring any misgivings from his team. His government obligations can conflict with his morals and cause friction, especially when he knows his team is right. He's a capable leader, tactically sound and determined to prove Project: Re-Right a success. He feels responsible for his squad, and bleeds inside when things look bad for them, though he'd never show it.

Known Abilities: Colonel Whitehorse is a skilled pilot with astronaut training. Though he has a wide array of melee and ranged combat skills, his true value is his leadership. The Second Chance Squad would not have been as effective as they were without his guidance, strategic sense and occasional kick in the pants.

On the other hand: Whitehorse was one of the nation's top combat aces, and may never have cared about the cost of battle. He became a war hero and

go-to officer for the Pentagon, and felt betrayed by the Vanguard abandoning their posts. This Whitehorse views all current superheroes as pretenders and does what he can to discredit them. His disgust with soldiers who were too soft to do their jobs led him to develop Project: Rewire, where sensitive missions were turned over to his Second Chance Squad. The squad rebuilt dying soldiers into vicious combat monsters and ushered in a new level of terror to war.

Campaign Use

John Whitehorse is the conflicted career military man. He understands the military's purpose, but has no desire to see more wars without noble purpose. He wants to make amends for the civilian blood he's shed, but he has no issue with killing his or his government's enemies. His squad is like a second family, but he is frustrated by their civilian viewpoints, and how angry they get at his adherence to Pentagon orders. The character's story potential is varied and strong as a result, and the hint of his wife (and maybe children) indicates other stories as well. In combat, he's the strong center of the group, directing the action while providing the backbone.

Adventure Seeds

The United States is losing track of its satellites, and they suspect an enemy killer satellite. The Second Chance Squad is sent out to investigate, but very quickly learn that the Communists are also losing contact with their network. Now the race is on to discover what's behind it! Is there a secret mastermind like Von Ärgers at work? Or maybe it's an alien scout crippling the Earth's only chance at an early warning before the invasion fleet arrives!

The Squad is called in to shut down a military experiment gone bad. But as the experimental victim rampages across the base, a second force snatches Whitehorse away! What does Whitehorse secretly know about the experiments, and will the Squad put up with being left in the dark?

Customization Notes

Caves, Seas, Space, Time and the Unknown

As mentioned under A Family Affair, a common motif for the Silver Age comics was a team of well-trained specialists brought together under a specific theme, and taking on threats to the world that intersected with that theme. Oddly-powered groups of characters also appear late in the Silver Age. Often low-powered as well, they battled specific types of strange menaces. Both these concepts proved very popular, and there are a number of their legacy titles that are still in print, or resurface regularly, from this era. Presented here are examples of each type of group: the extra-talented specialists against terrible dangers, and the oddly-powered outcasts defending the world from threats only they can deal with.

Col. John Whitehorse**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	2	6	3	1	3	2

EQUIPMENT**Flak Vest**, Protection 3**Team Equipment** 4**Weapons Belt**

Frag grenade, ranged area-burst Damage 5

Sleep gas grenade, ranged area-cloud Sleep 4

Heavy Pistol, ranged Damage 4

Knife, Damage 1, critical 19-20

SKILLS

Close Combat (Knife) 6 (+9), Close Combat (Unarmed) 4 (+7), Expertise (American Indian Culture) 6 (+7), Expertise (Soldier) 6 (+7), Perception 7 (+10), Persuasion 6 (+8), Ranged Combat (Aircraft Ordnance) 3 (+9), Ranged Combat (Guns) 2 (+8), Stealth 5 (+7), Vehicles 9 (+15)

ADVANTAGES

All-out Attack, Benefit (Government Agent), Close Attack 3, Defensive Attack, Equipment 5, Favored Environment (Air), Improved Aim, Improved Defense, Improvised Weapon 4, Language (Cheyenne), Leadership, Power Attack, Precise Attack 2 (Ranged, Cover and Conceal), Quick Draw, Ranged Attack 4, Seize Initiative

OFFENSE**Initiative** +2**Knife** +12, Toughness DC 19**Heavy Pistol** +12, Toughness DC 19**Unarmed** +10, Toughness DC 17 (DC 20 w/Improvised Weapons)**DEFENSE**

Dodge	9	Fortitude	6
Parry	8	Toughness	6/3
Will	7		

COMPLICATIONS

Government Agent: Col. Whitehorse is the only member of the team working directly for the government. This leaves him sometimes caught between political agendas and the purity of his vision for the team.

Motivation—Sense of Duty: Col. Whitehorse feels a responsibility to make the most of his second chance.

Power Points: Abilities 44 + Advantages 30 + Skills 27 + Defenses 19 = 120 points

B.U.B. "BUILT UNDER BUDGET"

Sex N/A, Age N/A, 3'0", 150 lbs., Eyes N/A, Hair N/A

Really: Built Under Budget

A part of: the Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a support robot for the Second Chance Squad

Active during: the Silver Age

Looks: BUB is a vaguely humanoid robot that appears in various configurations depending upon the job that needs to be done. Its laser torch seems to be a constant companion, though.

Known History: BUB was a pet project of Tom Wilson, and the first robot that he constructed after joining the Squad. It acts as a personal assistant to the engineer or anyone else who is conducting scientific research. While its databases are primitive by my time, BUB was an impressive piece of work then, capable of providing quick facts and references on request. Its most invaluable asset was its modular construction, allowing Tom to add any components needed for specific jobs, everything from an anti-keypad security scrambler to a chainsaw.

Psychology: It's a robot. And despite its advanced state for the Silver Age, it's still an early one with limited abilities. Unlike most fictional (and some real) robots, it never developed independence, though it had basic communication skills. It was a service robot, and followed its programming to the letter.

Known Abilities: BUB is equipped with a broad-spectrum sensor array and a broadcast antenna. Built-in rockets enable it to fly, with decent maneuverability if not great speed. BUB's main weapon is its laser torch, even though it was intended to just be used for cutting. Its open-ended construction allows for a wide range of activities.

Campaign Use

BUB is not intended as a player character, but as a tool for any of the squad to boost their abilities in a tough scrape. That said, it was built to the PL 8 standards of the rest of the group, and an enterprising player could attempt to use BUB. In that case, it's wise to make it a little more like other fictional robots, with a bit of awareness and "life" in it. It is easy to see it become the wisecracking butler/assistant commonly seen in superhero comics, and its versatility with the Variable effect provides options to be more effective when needed.

Adventure Seeds

BUB gets hit by lightning and wanders off on its own, its control panel short-circuited. Without guidance, it could wander anywhere, and now the team must try to recover it before its existence is revealed to the public. Or worse, before some enemy agent or super-villain stumbles over it and begins to reverse engineer BUB into an army of robotic servants!

BUB is launched into space to repair a vital satellite. When it returns, it finds Tom acting strangely; so are the other Squad members after he visits each of them. BUB must try to overcome its limitations and find other help to explain this mystery. Is there something in BUB infecting people and changing them? Were the team taken over while he was away? If so, by whom? And how can one makeshift little robot convince anyone that there's a terrible conspiracy underfoot?

B.U.B. “Built Under Budget”**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	—	3	1	3	2	2	—

POWERS

Laser Torch, Damage 5 (Accurate 1, Reach 2) linked to Weaken 2 (Toughness; Accurate 1, Reach 2) (13 pts)

Modular, Variable 1 (Slow, Limited-someone else must do the work) (5 pts)

Robotic Body, Communication 2 (radio sense, 1 mile), Flight 3, Immunity 30 (Fortitude Effects), Protection 10, Senses 6 (low-light vision, extended 2 microscopic 2 vision, radio hearing), Shrinking 4 (Innate, Permanent) (69 pts)

SKILLS

Close Combat (Laser torch) 5 (+8), Expertise (electronics) 10 (+12), Expertise (Science) 5 (+7), Perception 5 (+7), Technology 7 (+9)

ADVANTAGES

Close Attack 2, Diehard, Eidetic Memory, Team-work

OFFENSE

Initiative +3

Laser Torch +10, Toughness DC 20

Unarmed +5, Toughness DC 20

DEFENSE

Dodge	3	Fortitude	—
Parry	3	Toughness	10
Will	2		

COMPLICATIONS

Motivation—Servant: BUB was designed to act as a servant to the Second Chance Squad.

Power Points: Abilities 12 + Powers 87 + Advantages 5 + Skills 16 + Defenses 0 = 120 points

DR. CALVIN "CAL" MARTIN

Male, 33, 5'7", 165 lbs., brown eyes, black hair

Really: Doctor Calvin Martin

A part of: The Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a race car driver

Active during: the Silver Age

Looks: Cal Martin is an African-American man in his mid-thirties. He has a racer's build, compact and sturdy, with black hair and brown eyes. He keeps a pair of racing goggles on his forehead almost constantly, and like John Whitehorse, carries a holstered pistol on his uniform.

Known History: Doctor Calvin "Cal" Martin is a modern Renaissance man. In a time of racial discrimination and people quick to say "no," he was the first to smile and say, "watch me do it anyway." Calvin was a very bright child; he learned to read by age three and took to math like a fish to water. He breezed through high school in a couple of years while figuring out which college to apply to first, and how to win scholarships for it.

His parents figured he'd attend one of the historically black colleges but he had his mind set on Southern Cal University, and got in on a full scholarship. He added Physics to his original Mathematics major for a double after a class in physics hooked him on the idea that the universe could be expressed mathematically. During this time, a friend interested him in amateur car racing. He'd never considered it before, but after watching a few races, he was drawn into the calculations of speed, drift and geometry that went into high-speed driving. Cal tried it out, found the adrenaline rush intoxicating, and became very good at his new hobby.

All went well until Cal crashed, and suffered life-threatening injuries. He lost his scholarship and had to withdraw from college, just as his medical bills piled up, and everything collapsed around him. He

hit the road, drag racing illegally for the money. He never stopped educating himself though, and under a friend's name, he published several articles that grabbed attention from the scientific community and from someone within the Pentagon. Colonel Whitehorse approached Cal, and offered him a way out. Reluctant at first, he accepted and joined the Second Chance Squad. With the project's help, Cal completed his PhD in Physics and paid off the bills haunting his family. He is now their resident expert on cosmic events and ciphers and ace mechanic all rolled into one.

Psychology: Cal Martin has an analytical mind and prides himself in quickly considering many different possible outcomes. He gets upset or despondent when he misses something that he thinks he shouldn't have, especially if it causes an accident or problem. Cal is a friendly guy who loves to talk about his work and his hobby when someone's interested, often using technical terms that confuse his teammates. He's also an adrenaline junkie who loves to race and put his life on the line. The Squad lets him put his brain and his body to good uses, and he loves it.

Known Abilities: Don't believe for a moment that a mathematician and physicist can't be a dangerous individual. Calvin Martin has no superpowers but he is a crack shot with a pistol and has some hand-to-hand training. He becomes even more perilous once you get him behind the wheel of his souped-up race car. Cal is a natural driver and has the ability to make his vehicle an extension of his own body.

On the other hand: Things never went right for another Cal Martin. He had to work to support his parents, so he couldn't get the scholarship he needed, then couldn't get into a good school. He wan-

dered into some bad directions; illegal racing helped take his mind off his worries, and petty crime gave him some extra money to race. He designed a killer car, and his ill-gotten gains let him build it. Now as the Wheelman, Cal is a terror for hire on the streets of America.

Campaign Use

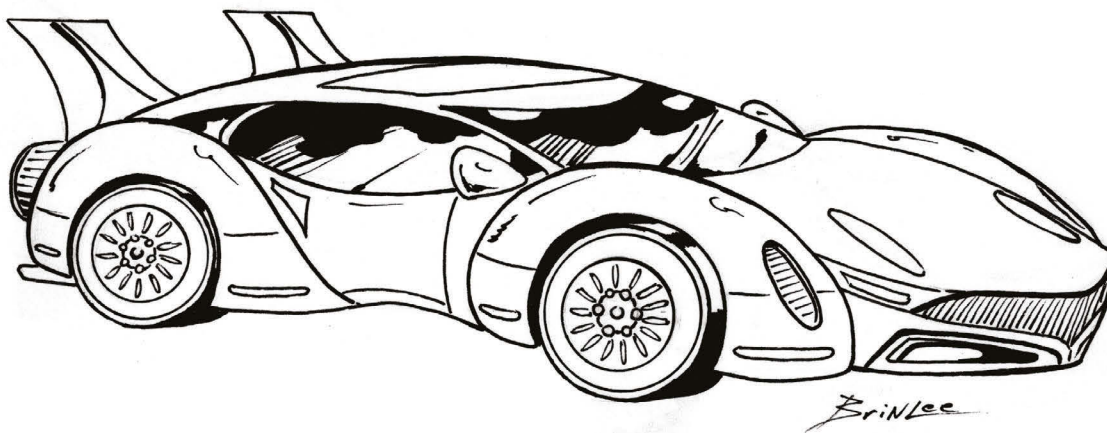
Cal Martin is an interesting combination of brains and action. He's an ace racer with a special car for that purpose, but is equally at home at a chalkboard working on advanced equations. He applies this analysis to everything, working the angles out in advance, which is why he's so fearless doing daredevil stunts. Cal should do everything in the most high-risk way, to gain a Hero Point from his "Daredevil" complication and spend it to succeed.

Adventure Seeds

Cal is intrigued by a localized area experiencing a time bubble where things seem frozen. The team investigates just as the bubble bursts, spilling out people and objects from other times. Now, Cal has to reverse the effect while the team acts as containment! What caused it? An experimental side effect? Some magical eruption? Or what if the "side effect" is what he some mastermind wanted for a sinister purpose?

Cal has entered a cross-country race for relaxation. However, old enemies of the Squad have entered their own agents. The heroes must keep Cal alive against the odds, and uncover the mystery man organizing the attacks!

Slipstream



Dr. Calvin "Cal" Martin

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	2	4	5	2	3	2	0

EQUIPMENT

Radio, Flash goggles, Flashlight, Multi-tool,
Light Pistol,
Team Equipment 1

Slipstream (race car, 23 pts)

Size L, Str 4, Spd 7 (200 mph), Defense 12, Toughness 6; Remote Control, Smokescreen

SKILLS

Close Combat (Unarmed) 2 (+4), Deception 4 (+4), Expertise (Auto-racing, Dex-based) 6 (+11), Expertise (Mathematics) 12 (+15), Expertise (Physics) 9 (+12), Investigation 4 (+7), Perception 3 (+5), Ranged Combat (Handguns) 6 (+11), Technology 8 (+11), Vehicles 6 (+11)

ADVANTAGES

Close Attack 4, Defensive Attack, Defensive Roll 3, Eidetic Memory, Equipment 7, Great Endurance, Improved Initiative, Improvised Tools, Improvised Weapons 3, Inventor, Languages 2 (French, Spanish), Second Chance (Driving rolls), Skill Mastery (Technology), Ultimate Skills 2 (Technology, Vehicles)

OFFENSE

Initiative +8

Light Pistol +11, Toughness DC 18

Unarmed +8, Toughness DC 16 (DC 18 w/Improvised Weapons)

DEFENSE

Dodge	11	Fortitude	6
Parry	8	Toughness	5/2
Will	8		

COMPLICATIONS

Daredevil: For such an analytical mind, Cal loves to push his cars to the edge of danger, testing his own readings of the risks against reality. Everything is a gamble to him, with his life at stake.

Motivation—Doing Good: The Second Chance Squad has given Cal a desire to use all of his abilities for the advancement of others again.

Power Points: Abilities 38 + Advantages 29 + Skills 30 + Defenses 23 = 120 points

MONK

Male, 14, 5'8", 335 lbs., black eyes, reddish-brown hair

Really: Monk

A part of: the Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a research scientist with Project: Re-Right

Active during: the Silver Age

Looks: Monk is a mature mountain gorilla with reddish-brown fur and dark, intelligent eyes. He likes to dress in a lab coat and heavy smock in his lab, and has a specially crafted uniform for field work.

Known History: During the war, there were a number of programs tried to boost the intelligence of animals. Public outcry shut down most of them over concerns about "playing God" or creating a slave race; the rest stopped after numerous failures. Monk was the rare success of one of these programs, but he doesn't know which one, or who succeeded.

One day, there was a talking gorilla on the Squad's doorstep. Monk had secret knowledge about them and their operations, and claimed they were the only place he could go to be accepted. They reluctantly took him in and helped him acclimate to human society while he educated himself. In time, he became an expert biologist, as well as valued team member.

Monk is one of the first of the Squad into any dangerous situation. His actions combine with his novelty to make him a minor celebrity, a fact that causes him no end of amusement. Monk and Tom Wilson have become best of friends.

Psychology: Monk seems just as human as the rest of the team most of the time. He tends to live in the here and now, not worrying about tomorrow. Monk has an incredible curiosity which often gets him into trouble.

Known Abilities: Monk is a gorilla with genius-level intelligence. He is an expert biologist and competent field medic, and provides backup for Tom Wilson on advanced technology. While he has no formal combat training, Monk retains the jungle instincts that serve him well in a fight.

On the other hand: Another Monk was only one of an experiment to create a servant race of warriors for a mad supervillain. He installed in them a hatred of all humanity, and sent them to establish a new world order under their master. Monk just happens to be the smartest and strongest, and has been named the Gorilla General.

Campaign Use

What is the Silver Age without an intelligent talking gorilla? Monk fills that role, obviously, but he also brings his own field of expertise and medical support to the team. He's both a support and front-line fighter, being their strongest member with decent combat abilities. With his strength and throwing skill, he makes a surprisingly effective ranged attacker. His story potential is also obvious, with a mysterious past and creator out there lurking to be uncovered.

Adventure Seed

A government scientist claims that Monk is the result of his experiments and is government property, demanding Monk's return. The Squad investigates while stonewalling the orders, leaving Whitehorse caught in the middle. As things start to swing in the scientist's favor, Monk panics and runs away. The team must learn the truth, find Monk and convince everyone that their friend deserves to stay with the Squad.

Monk

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	4	6	3	2	3	1	1

POWERS

Ape Body, Growth 4 (permanent, innate), Protection 2, Senses 2 (low-light vision, acute smell) (13 pts)

Mutant Ape, Feature 1 (prehensile toes), Movement 1 (Swinging) (3 pts)

EQUIPMENT

Team Equipment 1

SKILLS

Acrobatics 3 (+9), Athletics 2 (+7), Close Combat (Unarmed) 3 (+5), Expertise (Biology) 8 (+11), Insight 5 (+6), Intimidation 3 (+6), Perception 6 (+7), Persuasion 4 (+5), Ranged Combat (Thrown) 5 (+8), Sleight of Hand 5 (+8), Stealth 3 (+5), Technology 6 (+9), Treatment 5 (+8)

ADVANTAGES

Animal Empathy, Benefit (Ambidexterity), Close Attack 3, Defensive Roll 3, Equipment 1, Evasion 2, Fast Grab, Favored Environment (Jungle), Improved Grab, Improved Hold, Improvised Tools, Languages 3 (English, French, German, Russian), Move-by Action, Ranged Attack 2, Uncanny Dodge

OFFENSE

Initiative +5

Thrown +10, Toughness DC 20

Unarmed +8, Toughness DC 20

DEFENSE

Dodge	7	Fortitude	8
Parry	5	Toughness	9/6
Will	8		

COMPLICATIONS

Insatiable Curiosity: Monk is eager to learn about anything and everything, especially if it's outside of the norm. He will take great risks to learn something new. It seems the only thing he doesn't care about learning is his own past.

Motivation—Acceptance: Monk just wants to fit in and prove his worth to the people around him, and society at large.

Power Points: Abilities 34 + Powers 16 + Advantages 23 + Skills 29 + Defenses 19 = 120 points

DR. MARTHA RODRIGUEZ

Female, 26, 5'6", 135 lbs., brown eyes, brown hair

A part of: the Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a museum curator

Active during: the Silver Age

Looks: Martha is a Hispanic woman in her twenties who wears her brown hair cut short, framing a round face and big chocolate brown eyes. She dresses professionally when not on the field.

Known History: Martha Rodriguez wasn't a stand-out in any of her classes at college and she held an unassuming job as a museum curator. What no one understood was just how brilliant and intuitive Martha truly was. She didn't do badly in college—she was so smart she was bored by it. Classes always started off strong but as Martha raced ahead, grades would drop off against the slower-moving class. When Martha finally began independent studies with her counselor's help, her strong performance brought her work at a history museum.

Martha wandered through life listless and bored, until Col. Whitehorse offered her the answer. She jumped aboard the Second Chance Squad wholeheartedly when they needed her expertise for a strange mystery involving a reanimated mummy; when the case was over, Martha refused to leave. Since then, she's made herself a valuable member of the team.

Psychology: Martha's mind wanders. A lot. At least she's thinking of political machinations in relation to trade patterns in the ancient world, rather than what she's going to do this weekend. Her mind is incredibly flexible when directed at a problem. She's quite personable and friendly, if you can get past her space-cadet nature, and the times she loses interest in what you're saying.

Known Abilities: Martha Rodriguez is a leading expert in history and archeology. That, her sheer brilliance and her inductive ability make her a valuable part of the Squad's investigations. Her knowledge skills are complemented by her connections in academia.

On the other hand: Martha could get tired of being taken for granted, considered sub-par for her expertise as well as her gender. This Martha could assemble the resources to hire a team of mercenaries to do her bidding. With her own counterpart to the Squad, this Martha begins to gather relics of power from throughout the ancient world that will give her the revenge and validation she needs.

Campaign Use

Martha is the resident historian and archaeologist for the Second Chance Squad, and flat-out the smartest of a smart group of people. She doesn't rely on step by step analysis, instead preferring a whole picture approach to problem-solving. She lacks genuine offensive power, but her ability to outsmart and evade the enemy makes her indispensable at setting up bad guys for her team-mates to knock down. Constantly having to prove her intelligence to naysayers, and her curious drive to press every button, give her many avenues to pursue in stories.

Adventure Seed

One of Martha's former professors believes he's discovered the hidden treasure of the Knights Templar, somewhere in the "New World". The several attempts made on his life are good evidence for it. Can Martha convince her teammates to help explore a mystery from the ancient world and save him? What dangers guard this treasure vault, and who is secretly trying to stop them?

Dr. Martha Rodriguez**PL 8/120 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	4	0	2	4	4	2

EQUIPMENT**Team Equipment** 1**Flashlight, multi-tool, camera, audio recorder, binoculars****SKILLS**

Acrobatics 3 (+7), Athletics 2 (+4), Expertise (Archaeology) 8 (+12), Expertise (History) 10 (+14), Insight 8 (+12), Investigation 6 (+10), Perception 10 (+14), Persuasion 6 (+8), Stealth 5 (+9), Technology 4 (+8), Treatment 6 (+10)

ADVANTAGES

Agile Feint, Close Attack 4, Connected, Contacts, Defensive Roll 2, Equipment 2, Fascinate (Persuasion), Improved Defense, Jack-of-All-Trades, Languages 4, Set-up 2, Skill Mastery 2 (Investigation, Treatment), Teamwork, Well-informed

OFFENSE**Initiative** +4**Close Combat** +6, Toughness DC 17**DEFENSE**

Dodge	10	Fortitude	8
Parry	7	Toughness	6/4
Will	7		

COMPLICATIONS

Curiosity: Martha has an insatiable curiosity for mysteries of the past, and often pokes into things that should best be left alone.

Motivation—Doing Good: With the Squad, Martha has a chance to do some real good with her intelligence and training, and is determined to prove her worth.

Power Points: Abilities 44 + Advantages 24 + Skills 34 + Defenses 18 = 120 points

THOMAS ALVIN WILSON

Male, 28, 6'3", 225 lbs., green eyes, red hair

Really: Thomas Alvin Wilson

A part of: the Second Chance Squad

Based out of: Dodge City, Kansas

Worked as: a stuntman

Active during: the Silver Age

Looks: Thomas is a tall, powerfully built man with great shoulders and a broad chest. He's got a shock of red hair at the top of his head, and freckles on his cheeks which add a boyish touch to his otherwise hard-hitting, bruiser appearance. He wears casual clothes at all times. Scars on his forearms, calloused fingers and creases on his young face show a life hard-lived.

Known History: Tom Wilson was born to monkey with devices. His parents had to keep a close eye on anything mechanical or electronic around their home, lest it be found disassembled. Despite their dismay at constantly replacing appliances, they were very proud of his aptitude.

Lacking the ability to pay for higher education, Tom enrolled in the Coast Guard, where he served as a machinist for several years. He eventually became a stuntman in Los Angeles. His large size and great shape made him perfect for the job, and he learned how to fall and take punches.

But Tom wanted more, so he took his savings and went to college at last. His professors were impressed by his grasp of engineering. Due to a physical altercation with a professor who stole his work, he found himself expelled and discredited, facing a jail term.

Fortunately his papers on the emerging field of robotics had not gone unnoticed, and Colonel Whitehorse came to offer him a place in the Second Chance Squad. In exchange for his participation, Tom's charges would be dropped, and he would access some of the world's most advanced technology.

Psychology: Tom Wilson is not what one expects from an engineering prodigy. Big and beefy, with a quick temper and quicker smile, Tom is an outgoing, energetic go-getter. He loves a good night at a bar, painting the town red, making friends and putting bullies in their place by word or deed.

Known Abilities: Thomas Wilson is a highly-trained engineer with no small measure of hand-to-hand combat prowess, and plenty of stuntman training.

On the other hand: There's a time where William Charlton got away with stealing Tom's ideas and technology. Incensed at the injustice of it all, he abandoned soft humanity and dubbed himself Robot King, believing that only artificial life could be trusted. He used the servants he built to rob and plunder, to expand his robot army and take over the world!

Campaign Use

Tom is the resident engineer and technical expert for the Second Chance Squad. He's a great back-up for the two combat-oriented Squad members, fighting as well as John and Monk. His temper can start trouble anywhere, or ramp up the difficulties on an adventure when he goes off. Tom's rival, Charlton, also provides an enemy ready-made for revenge.

Adventure Seed

An attack robot working under another villain turns out to have technology identical to BUB. The heroes can track the robot back to a shadowy company named Omega Technologies. Who has stolen Tom's designs and turn them to crime?

Thomas Alvin Wilson

PL 8/120 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	4	3	2	5	2	2	2

EQUIPMENT

Radio, Lock-release Gun, Multi-tool, Climbing Gear, Team Equipment 1

SKILLS

Acrobatics 8 (+11), Athletics 8 (+11), Close Combat (Unarmed) 4 (+9), Deception 6 (+8), Expertise (Engineering) 7 (+9), Expertise (Stunt work, Agl-based) 5 (+8), Intimidation 5 (+7), Sleight of Hand 7 (+9), Technology 6 (+8), Treatment 4 (+6)

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Close Attack 4, Defensive Attack, Defensive Roll 4, Equipment 2, Evasion, Fearless, Improved Smash, Instant Up, Inventor, Power Attack, Ranged Attack 4, Takedown, Taunt

OFFENSE

Initiative +3

Unarmed +13, Toughness DC 18

DEFENSE

Dodge	8	Fortitude	10
Parry	8	Toughness	8/4
Will	6		

COMPLICATIONS

Motivation—Doing Good: The Squad gives Tom a chance to put his fists where his mouth is, sticking up for the little guy and making the world a better place.

Temper: Tom has a hair-trigger for those things that upset him, mostly injustice and bullying.

Power Points: Abilities 46 + Advantages 26 + Skills 30 + Defenses 18 = 120 points

THE WATCHFUL GAZE

Moon Dog, Old Blue, Stitches, Aiyana Skydancer, Revenant (not pictured)

Leader: Revenant

History: An older Ghost Boy left the Vanguard of America, took to calling himself Revenant, and set out on the road to find himself. As a truck driver, the solitude of the blacktop gave him plenty of time to think about his place in the world. Edward still attracted spirits and other supernatural creatures during his travels; ghostly hitchhikers, or those who lurked in motels and rest stops on the roadways. Revenant realized that they needed help that only he could offer; only he could put their demons to rest, and only he understood the alienation of being apart

from humanity. Edward had lived his whole life with these issues, and finally understood how useful and well-appreciated he was.

In his travels, Edward collected allies. Aiyana Skydancer was the first, a medicine woman looking for the signs of her apocalyptic visions. She was followed by Old Blue, the battle-addled ghost of a Civil War soldier. Moon Dog the werewolf came shortly after, when Aiyana helped him make peace with the beast inside him. Finally came Stitches, their very own Franken-dog rescued from a mad scientist who tried to recreate life from discarded cadavers. Revenant christened them the Watch-



ful Gaze, dedicated to investigating weird crimes, exposing occult shams and facing down genuine supernatural threats across the country.

As their reputation grew, their exploits carried them across the globe. They revealed the truth behind the Knight Templar Ghost in Malta and helped Jill Jackson investigate reports of Spring-Heeled Jack terrorizing her relatives in England. Eventually, Revenant broke the group up when their fame overwhelmed their ability to work. Edward realized they were becoming targets, and he refused to put his makeshift family at further risk. Even though they're disbanded by the Bronze Age, they still keep in touch, meeting up occasionally to solve a particularly perplexing case.

Resources: The Watchful Gaze is a mobile group with no set headquarters. They operate out of Revenant's semi truck with a modified trailer. They have few resources to call upon but often get favors from other friendly supernatural beings, or mundane people caught up in strange events tormenting them. Mystics with a vested interest in particular cases will often provide other aid for their own purposes.

The Beacon (team vehicle)

Size Huge, Str 8, Spd 5, Defense 6, Toughness 10;
Features: Hidden Compartments, Living Space (10 pts)
Equipment 2

Stitches the Ragamastiff (team sidekick)

Str 2, Sta -, Agl 2, Dex 0, Fgt 3, Int -, Awa 3, Pre -
Powers: Undead, Immunity 30 (Fortitude effects);
Bite, Damage 2 (Str-based); Heavy Fur, Protection 4;
Canine senses, Senses 3 (low-light vision, acute olfactory, tracking)

Skills: Perception 4 (+7), Stealth 4 (+6)

Advantages: Close Attack, Improved Trip

Offense: Initiative +2, Unarmed +4 (Damage 4);

Defenses: Dodge 4, Parry 4, Fort-, Tough 4, Will -

Power Points: Abilities -10 +Advantages 2 +Skills 4
+Powers 39 +Defenses 3 (38 pts) **Sidekick** 8

Legacy: Thanks to the Watchful Gaze, the supernatural world learned that they weren't alone. There were people out there willing to help the troubled souls, and to oppose the wicked ones with teamwork and organization. These were things Revenant had learned from the Vanguard and brought to the normally-isolated members of the occult community. The idea was ground-breaking, and other groups sprung up in their wake with degrees of success. When things get really strange, people still turn to their members for help, which says everything.

Customization Notes

AIYANA SKYDANCER

Female, 19, 5'6", 125 lbs., black eyes, black hair

Really: Aiyana Skydancer

A part of: the Watchful Gaze

Based out of: the open road

Worked as: a medicine woman

Active during: the Silver Age

Looks: Aiyana is a thin nineteen-year old American Indian, with straight black hair and dark eyes. She keeps her hair long and tied in a simple tail, wears simple shirts and jeans when not doing her ritual work, and doesn't like makeup or jewelry. Her whole appearance is understated, and quiet, as opposed to her personality.

Known History: Aiyana was born under ominous signs, with a powerful thunderstorm bringing a flood to the land near her reservation. Her mother and grandfather sensed she'd been marked by the spirit world, and began training her in the old ways from an early age. When she reached puberty, she began to have visions of darkness on the horizon, a terrible evil slowly gathering power. It frightened her so much that she tried to run away more than once. Each time, she was brought back to her family and returned to her training. Each time too, she became more determined to get a grip on these dreams, and to never feel that fear again.

Eventually her training ended, and she was told to leave the reservation, to get out in the world and come to understand it better. She couldn't bring harmony to the living and spirit worlds if she didn't understand them both. She didn't exactly like what she found out in that living world; she knew of the history of the First Peoples of North America, and seeing the sterile, flattened, overbuilt world that had been built over that history made her angry. When she once got into a shouting match with a biker gang in a bar, she found support in the form of Rev-enant, and escaped mostly intact. With his help, and

the help of other lost souls they gathered along the way, Aiyana softened her anger, even found a certain peace regarding her visions. She still has her sharp edges, and prefers a simple life in the sparse areas of the country, but she's growing into the wise woman she needs to become.

Psychology: Aiyana is a strong-minded woman who dislikes not being in control of a situation. It's why she hated her visions scaring her so much when she was younger, and why she dislikes relying on her skin-walking magic. She can be judgmental about the excesses of the modern day, but also understands that not every advance is a terrible thing. She's an activist, standing up for minority causes and the oppressed wherever she finds them, and not backing down when it gets hard. Finally, she's a loyal friend, once you work past her hard exterior.

Known Abilities: Aiyana is a skilled medicine woman, beseeching the spirit world for aid her in times of need. She must regularly communicate with the spirits, maintain a friendly relationship with each one, and offer gifts and gratitude at auspicious times. If she maintains these relations, she can summon them with a dance and fetishes. Thunderbird rattles her enemies with a powerful clap of wind as it roars past; the Lightning Snake can spit fiery bolts of electricity; Baykok, a potent death spirit, can ravage the bodies of her foes; she can bring down the driving snows that make up the winter spirit Pamola; and Cetan can provide her with gifts of the hawk, including flight, speed and keen eyesight.

Aiyana's medicine bundle is another potent tool in her arsenal, containing the tobacco, special water and oils that enable her to reach the spirit world with her voice. These special ingredients also allow her to heal. Finally, within can be found the

animals skins with which she can use the dread “skin-walking” magic of native lore. She dislikes this art, as she feels the “red world of the predator” invade her thoughts when in animal shape. If she attempts it too often, or is not careful with her human thoughts, she risks being lost to this world.

On the other hand: Aiyana’s visions affected her terribly, driving her crazy and making her a herald of natural destruction. Her own people were the first to feel her wrath and soon she moved outward, terrorizing the local area with lightning, freezing cold and vicious animal attacks. She’s a force of nature in this timeline, an anarchist who thinks she’s serving the cause of justice against the White People. Really, it’s an excuse to create rivers of blood out of anyone in her way.

Campaign Use

Aiyana serves as the nature mystic, whose biggest advantage is her ability to commune with the spirits which are all around. Aiyana is the voice of balance among the Watchful Gaze and she is always sensitive to the needs and wants of the spirit world. She’s their voice to those who might be willing to help. Her stories involve the balance between those worlds, as well as her ever-present challenge to overcome the anger in her heart. In combat, her magic gives her potent ranged attacks and the ability to control the battlefield. She’s fragile if she’s hit, but her active defenses are strong, so she should always be on the move.

Adventure Seeds

Aiyana is trapped in her skin-walker magic as a wolf. It’s a big forest and time is running out to find her and snap her out of it before she does something she’ll regret. What if she’s found a wolf pack to run with, one that’s been terrorizing cattle ranchers? The ranchers have had enough and under the full moon, they’re hunting the predators. Unknown to the heroes, there’s one other complication: Aiyana’s not the only skin-walker in the pack! Is he behind her dilemma? Is there a deeper plot afoot? Or is this a

moonlight date with potentially fatal results?

The Sweetgrass Hills of Montana are calling to Aiyana, whispering dread secrets and hinting at answers to her visions. The whispers are only going to last through the current season though, and Revenant’s talking about a terrible zombie curse down in the Louisiana bayou. Which way does Aiyana go? What is the balance between the worlds for her? And the obvious question: is this a trap? Do Aiyana or Revenant have some sort of secret they hope to grab without the other present?

Customization Notes

Aiyana Skydancer**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	2	1	3	6	1

POWERS

Medicine Bundle, 15 pt. array, Activation-standard action, Removable -3

Skin-walking, Morph 3 (any non-human animal) (15 pts)

Medicine, Healing 5 (Restorative) (1 pt)

Beseech Spirit World, Comprehend 2 (supernatural creatures; Dimensional 2-mythic realms) (1 pt)

Spirit Dancing, 34 pt. array, removable -7

Thunderbird, ranged Affliction 10 (vs. Fort, Dazed/Stunned/Incapacitated; Area-line, Indirect 4) (34 pts)

Lightning Snake, ranged Damage 12 (Indirect 4, Split 1) (1 pt)

Baykok the Death Spirit, ranged Weaken 6 (Physical Abilities; Accurate 1, Affects Insubstantial 2, Broad, Incurable, Indirect 4, Reversible, Simultaneous) (1 pt)

Pamola of Winter Cold, Environment 5 (extreme cold) linked to Environment 5 (impede movement 2) (1 pt)

Cetan the Hawk, Flight 8, Speed 6, Senses 3 (extended 3 vision), Enhanced Defense 9 (Dodge 3, Parry 3, Defensive Roll 3) (1 pt)

SKILLS

Deception 8 (+9), Expertise (History) 7 (+10), Expertise (Magic) 10 (+13), Expertise (Medicine) 7 (+10), Insight 7 (+13), Perception 9 (+15), Ranged Combat (Magic) 6 (+8), Stealth 6 (+9), Treatment 6 (+9)

ADVANTAGES

Artificer, Fascinate 1 (Deception), Improved Defense, Languages 3 (Spanish, Algonquian, Navajo, Abenaki), Ritualist, Skill Mastery 2 (Deception, Treatment), Taunt, Trance, Team Sidekick 2

OFFENSE

Initiative +3

Death Spirit +10, Fortitude DC 16

Lightning Snake +8, Toughness DC 27

Thunderbird, Dodge DC 20 for ½ effect; Fortitude DC 20/15

DEFENSE

Dodge	12/9	Fortitude	8
Parry	11/8	Toughness	5/2
Will	12		

COMPLICATIONS

Motivation—Sense of Duty: Aiyana has a sacred duty to protect the planet and all its people from those who would despoil it, regardless of her opinions on the modern world.

Skin-walking: Aiyana is not comfortable with this dark art. She must wear the skin of the animal she will turn into, and risk the feral instincts of the creature overwhelming her human mind, trapping her in what she calls “the red world” of the animal. She has the Compelled condition unless she’s actively behaving like a predatory animal, until a successful Interaction roll is made against her or she is brought unconscious.

Spirit Relations: In order to call on the totem spirits and manitous for battle, she must maintain cordial relations with tempestuous creatures of higher planes. This means doing favors for them, offering them sacrifices, and being properly grateful for their help. If one of her spirits feels she has been neglectful, or insulting, it’s not unknown for the spirit to ignore her dancing.

Power Points: 36 + Powers 43 + Advantages 13 + Skills 33 + Defenses 25 = 150 points

MOON DOG

Male, 21, 5'7" (6'8" as wolfman), 180 lbs. (235 lbs. as wolfman), green eyes, dark brown hair

Really: James Fowler

A part of: the Watchful Gaze

Based out of: the open road

Worked as: a college student

Active during: the Silver Age

Looks: When he isn't wearing his fur coat, James Fowler is an average-sized kid with green eyes and brown hair. He wears ragged old clothes that he can collect from charitable organizations, but he most likes over-sized t-shirts and baggy pants. When transformed, Moon Dog has a slouched posture, elongated ears, and a slim muzzle with wicked-looking fangs, while his hands grow large and flat with a full set of claws over each fingertip. His fur is dark brown, short, thick and glossy.

Known History: As is the case of most people who have been infected with lycanthropy, there really wasn't any rhyme or reason to why James was singled out. He was just the average Joe who happened to be in the wrong place at the wrong time. I mean, nothing about his past made him stand out as a wolf's chew toy.

He muddled through high school with the only bright spot being varsity football. James really wanted to get out into the world and get a job, rather than sit in a classroom for another four years, but he managed to get a scholarship offer. So to please his parents, he took it, figuring he'd get to play football at least.

The team took their girls and their friends out into the woods to celebrate the end of James's junior year in style. The party was interrupted by a large wolf bursting into the midst of the revelers. Most stared dumbly at it, but James responded by pushing his dance partner away from the scene. Others began to run as the wolf chose its target; when it started for the girl James had been dancing with, the

drunken student leaped at the beast. James felt tearing, heard snarling and then everything went black. When he woke up a few days later, he'd seen how badly he was torn up by the wolf. But he recovered quickly, and things seemed back to normal; until the full moon rose up a month later, and James discovered the truth.

Fortunately, Revenant and Aiyana were in the area when this change took him over. They contained his rampage and Aiyana reached him, helping him to tame the raging beast and chain it within himself. With this power inside him, James couldn't stay in his small town and take up some blue-collar job for forty years. In gratitude (and lacking other options), he joined up with the two heroes and hit the road as Moon Dog.

Psychology: James Fowler is an easy-going guy, with a good sense of humor and a laid-back approach to life. He's responsible even when he doesn't seem it, and keenly aware that beneath his normal appearance lurks a powerful beast. He feels a special sisterly kinship with Aiyana, as she shares a similar fear of losing control to the animal. Usually the change is under his control, but in times of great stress, or when forced to be Moon Dog for a prolonged period, James knows he could go berserk and do serious harm.

Known Abilities: James is a lycanthrope, able to adopt the form of a humanoid wolf that grants him increased speed, strength and stamina, heightened senses and sharp claws. He can also regenerate his wounds quickly in this form, though silver-induced injuries must heal normally. Fowler's sense of team tactics from playing football blends well with a wolf's pack instincts, making him an exceptional team player.

On the other hand: if you've seen one werewolf movie, you've seen 'em all. One James did not get lucky enough to find Aiyana's help. He transformed into a bloodthirsty beast, and in the aftermath of the carnage, he had to go on the run. He tries to help as much as he can in between monthly rampages, working small jobs for enough money to survive. He's found hints that he might be able to remove his curse, but nothing definite yet. His conscience barely keeps this Moon Dog from killing people indiscriminately, but James is slipping into paranoia and desperation in this reality. Not a good mindset to keep on the right path, and it's only a matter of time before the beast takes him over fully.

Campaign Use

Moon Dog is the muscle of the Watchful Gaze. He's the centerpiece of an attack with his tremendous combat prowess and ability to avoid or shrug off damage, and heal whatever still gets through. As a result, he can be careless about his own safety in battle and just let himself go. He's also good at team tactics, willing and able to support others who are more effective. Moon Dog's niche for roleplay and stories involves the constant struggle to be more man than beast, his pack-like loyalty to the Watchful Gaze, and finding the werewolf that attacked him.

Adventure Seeds

Moon Dog decides to go off into the wild to enjoy a romp in his werewolf form. When he fails to return, and brutal attacks start to pile up, the group has to wonder if the beast has taken back control. Can they find their friend before the authorities find the killer? Has Moon Dog lost control? Or is it some other lycanthrope, or another evil altogether, who has Moon Dog prisoner and is framing him?

James Fowler has met a girl he really likes, but anytime he gets near her, he feels the transformation coming on uncontrollably. The group tries to uncover why this is happening, but strange crimes are putting the town on edge. As the situation

grows more tense, evidence piles up that the girl is a werewolf as well. Is she behind the strange crimes? Does she even know she's a werewolf? Is there some other criminal who knows the truth and is using it to their advantage?

Customization Notes

Moon Dog

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6/2	8/4	6	3	7/4	0	3	5/2

POWERS

Wolfman, Enhanced Traits (Str +4, Sta +4, Fgt +3, Pre +3; Advantages listed in italics below; Athletics +4, Perception +4; Permanent), Leaping 3, Regeneration 4 (Limited-not vs. silver), Speed 3, Senses 7 (accurate acute analytical scent, acute analytical taste, low-light vision) (51 pts)

Claws, Damage 4 (Penetration 4) (8 pts)

ADVANTAGES

All-out Attack, *Animal Empathy*, *Great Endurance*, *Improved Initiative 1*, Instant Up, Move-by Action, Power Attack, *Startle*, Teamwork, Uncanny Dodge, Team Sidekick 2

SKILLS

Acrobatics 3 (+9), Athletics 3 (+13/+5), Close Combat (Unarmed) 6 (13/+10), Expertise (Football) 6 (+6), Intimidation 6 (+11/+8), Perception 6 (+13/+9), Stealth 5 (+11), Vehicles 3 (+6)

OFFENSE

Initiative +10/+6

Unarmed +13/+10, Toughness DC 21 (DC 17 in human form)

Claws +13, Toughness DC 19, penetrating 4

DEFENSE

Dodge	12	Fortitude	12/8
Parry	10/7	Toughness	8/4
Will	6		

COMPLICATIONS

Loss of Control: While Aiyana helped him make peace with the beast, it still lurks underneath. At times, this monster can slip out and go into a terrible frenzy, which requires successful Interaction checks from his allies (or other responses) to bring James back out.

Motivation—Responsibility: Moon Dog didn't ask to be a werewolf, but as long as he's stuck with it, he might as well use his condition for good.

Werewolf: Moon Dog is a werewolf with control of his transformations under normal circumstances. When he is chained in silver, his beast is driven back under his human skin, depriving him of his powers. Depending on the campaign, the player and game-master can agree to one or more different methods of restricting/controlling the transformation, either traditional (such as wolfsbane), a variant of the traditional (perhaps a new moon), or original (a special sacred sign).

Power Points: Abilities 48 + Powers 59 + Advantages 8 + Skills 19 + Defenses 16 = 150 points

OLD BLUE

Male, Age N/A, 5'6", Weight N/A, blue eyes, blond hair

Really: Unknown

A part of: the Watchful Gaze

Based out of: the open road

Worked as: a soldier

Active during: the Silver Age

Looks: Old Blue is the specter of a young Confederate soldier, shot down early in the Civil War. His youthful face looks haggard and gaunt, his eyes are sunken and dull, and his whole body is pallid.

Known History: Most occult experts theorize that ghosts are leftover psychic energy, lingering past the person's death. If this theory is true, Old Blue is definitely one of the long ones. He remembers his death in April, possibly 1864. He doesn't remember his real name, or where he came from. So far, no one else has been able to find out either.

Old Blue caught a musket ball right in the heart, killing him so fast he didn't realize he was dead. When Revenant came across his spirit, he was stuck reliving the final moments of his life in a cow pasture. Revenant called him Old Blue, and coaxed him to leave the place of his demise.

Since then, Old Blue has served the Gaze with distinction. He's always ready with his trusty musket to defend his living friends and serves the group as an invaluable scout. It's a good afterlife, even if Revenant can't keep his Civil War colors straight.

Psychology: Old Blue no longer dwells in his past. He's a little unhappy that he can't remember who he was, but "Old Blue" is a name, and he has friends. He is always ready to crack a smile and is probably the most jovial of the Gaze. Revenant has become his personal mentor to the new world and he has a bit of a crush on Aiyana.

Known Abilities: Old Blue is a ghost and, like all ghosts, he is naturally invisible and incorporeal. This insubstantial nature gives him a certain amount of protection and he is virtually immune to physical damage. It also lets him fly even if he's not all that fast. He can move objects through apportation, even delicate work. Old Blue carried his weapons over into his spectral existence. They can still shoot and stab just as they did in life despite being ghostly.

On the other hand: Old Blue could have let decades of anger build up, watching his unburied body rot while the living blithely went on...well, living. Trapped in his death, unable to do anything, the furious ghost found the energy to escape when a group of amateur ghost hunters tried to contact him. Now the ghost of a skilled, murderous, angry Confederate soldier is on the loose, stalking those he views as the enemy.

Campaign Use

Old Blue is the anachronism of the campaign, the man out of time. He's all about gentlemanly manners and honorable behavior. The fact that he's a ghost provides tragedy-touched accents to romantic and family plotlines involving him. In combat, he's a nigh-unstoppable scout and a ranged expert with a low-power, but unusual attack.

Adventure Seed

Historians have uncovered what appears to be a forgotten battle of the Civil War. They are headed to the place Revenant found Old Blue. This could be the chance to learn who Old Blue really was, but disturbing his remains risks sending Old Blue into the afterlife. Is it the right thing to do even if they lose their friend? Will he want to go to eternal rest? Worse, what if it's all an elaborate trap?

Old Blue

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
—	—	2	3	2	0	0	2

POWERS

Apportation, perception range Move Object 1 (Precise, Subtle 1) (5 pts)

Ghostly Form, Invisibility (all Visual, Auditory; Precise), Insubstantial 4 (Innate, Precise; Permanent), Immunity 30 (Fortitude effects), Flight 3 (30 mph), Protection 8, Regeneration 1 (80 pts)

Musket, 22 pt. array

Musket Ball, ranged Damage 7 (Affects Corporeal 7, Subtle 1) (22 pts)

Bayonet, Damage 7 (Affects Corporeal 7, Alternate Resistance-Will, Insidious) (1 pt)

SKILLS

Close Combat (Bayonet) 6 (+8), Expertise (Soldier) 4 (+4), Intimidation 5 (+7), Persuasion 3 (+5), Ranged Combat (Rifle) 10 (+13)

ADVANTAGES

Accurate Attack, Close Attack 2, Improved Aim, Jack-of-All-Trades, Precise Attack 2 (Ranged Cover and Conceal), Startle, Team Sidekick 2

OFFENSE

Initiative +2

Bayonet +10, Will DC 22

Musket Ball +13, Toughness DC 22

DEFENSE

Dodge	8	Fortitude	—
Parry	8	Toughness	8
Will	8		

COMPLICATIONS

Honor: Old Blue was raised as a soldier in the days of personal honor and glory. He believes in a fair fight, mercy to surrendering enemies and respect for the fallen.

Motivation—Responsibility: Old Blue is grateful to the Watchful Gaze for freeing him from his imprisonment. He has dedicated the rest of his eternity toward their goal of protecting mankind against more malevolent supernatural things.

Power Points: Abilities -2 + Powers 108 + Advantage 10 + Skills 14 + Defenses 20 = 150 points

REVENANT

Male, 28, 5'6", 135 lbs., hazel eyes, brown hair

Really: Edward Ross

A part of: The Watchful Gaze

Based out of: the open road

Worked as: a truck driver

Active during: the Silver Age

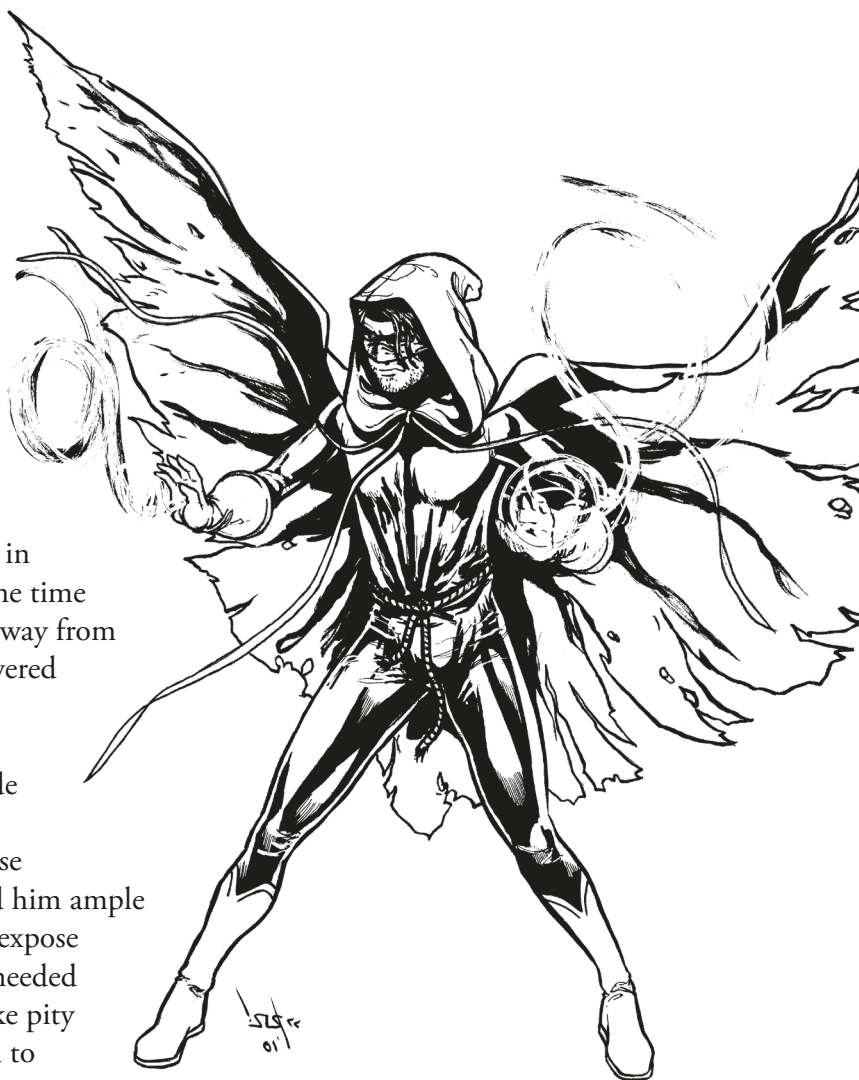
Looks: Revenant is Ghost Boy aged a few more years. Now in his late twenties, he is more confident in his abilities, and it shows. He's more filled out, never a big guy but in great shape, with wavy brown hair and hazel eyes. He's abandoned the old costume for a black mask and bodysuit with a grey hooded cloak and piece of old rope for a belt. Revenant plays up the "creature of the night" aspect of his appearance. While his powers have grown, intimidation is still a very powerful weapon in the right hands.

Known History: Ghost Boy managed to make it through the turbulent war years and his difficult youth with a growing respect for himself. He started to see the potential in his life, and realized he just needed some time on his own, learning about the world away from over-protective mentors and super-powered titans.

He rejected his uncle's fortune and took a job as a truck driver. The solitude of the open road suited him just fine. It also gave him time to think, and those times alone in the dark of night offered him ample opportunities to refine his powers and expose him to different ghosts. He no longer needed to plead with surrounding spirits to take pity on him; now he was able to draw them to

him and take advantage of their need for his help. He gained a greater appreciation for this need, and took on the responsibility of helping the lost souls and stopping the wicked ones.

Revenant became the scourge of criminals and the investigator of the weird. It wasn't long before he began to draw the attention of other like-minded, disaffected people to his side. Soon, he had his own makeshift family to care for and lead, and a group established to safeguard the innocent, living or dead, against the unknown.



Psychology: With age comes wisdom, and Revenant is beginning to understand just how unfounded his teen fears were. He is quite happy with his family of misfits. He still projects an aura of darkness but it's now an act. Revenant is quick to crack a sarcastic joke among the group and feels free to let down his hair and even have fun. He tends to avoid romantic entanglements, as Vivienne and Mariam haunt him in different ways. Otherwise, he's a well-adjusted man with a sense of adventure along with adult responsibility.

Known Abilities: Revenant's powers have become stronger since his Ghost Boy days. He can still see and communicate with spirits but his powers no longer require him to beg ghosts for help. Instead, he can directly tap their ethereal essence to go invisible, become incorporeal, and fly. Revenant has also discovered the ability to jump from shadow to shadow. He's a skillful unarmed fighter, and always has his trusty Frankendog Stitches to back him up.

On the other hand: Revenant could have found himself more alienated than ever after a couple of incidents with the Vanguard went poorly. He hit the road, cultivating his gloomy persona and a smooth oratory style to become a cult of personality. Now instead of finding damaged souls to save, he collects vindictive and petty creatures who serve a greater purpose. This Revenant and his family are a dangerous troupe of wandering sociopaths and occultists out to make the world pay for perceived grievances.

Campaign Use

Revenant is the father figure of the Watchful Gaze, the experienced hero with a host of useful crime-fighting skills to draw on. He still has to come to grips with some of his nature, and the ever-present demands of ghosts needing his help, but he's much more comfortable with it now, and teaches others how to adjust. In combat, he's a scout first, then quick backup with his flight, intangibility and teleportation. He can do okay in close combat, but he's better directing the more combat-oriented mem-

bers. Of course, Stitches can always provide him a little more punch when needed.

Adventure Seeds

A small town is being terrorized by dark forces, and the benevolent ghosts have asked Revenant for help. There's an army of demons building up beneath the township's bucolic facade, and the Gaze has only a short window of time to find the terrible secret at the community's heart and stop it before it starts!

As the group deals with a supernatural threat, Revenant finds he's fading away, unable to stay solid or visible without greater and greater effort. Is it related to the current case? Or has Vivienne finally passed onto death, and decided to draw her beloved to her once and for all with her magic?

Customization Notes

Revenant**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	5	5	2	5	2	4	2

POWERS**Ethereal Force**, 20 pt. array

Ghostly Defense, Insubstantial 4 (20 pts)

Shadow Walk, Teleport 6 (Accurate, Extended, Turn-about; Medium-shadows) (1 pt)

Invisibility, Concealment 4 (all Visual senses; Precise) (1 pt)

Ghost Travel, Flight 6 (Continuous) (1 pt)

Medium, Comprehend 2 (Spirits), Senses 3 (ranged Detect Ghosts, Visual Magical Awareness) (7 pts)**EQUIPMENT****The Beacon** (team van, 10 pts.)**SKILLS**

Athletics 4 (+5), Close Combat (Unarmed) 5 (+10), Expertise (Spirit World) 8 (+10), Insight 6 (+10), Intimidation 8 (+10), Investigation 4 (+6), Perception 5 (+9), Persuasion 5 (+7), Stealth 5 (+10), Vehicles 4 (+6)

ADVANTAGES

Close Attack 4, Contacts, Defensive Roll 4, Favored Foes 2 (Ghosts, Demons), Fearless, Hide in Plain Sight, Power Attack, Teamwork, Team Equipment 2, Team Sidekick 2

SIDEKICK**Stitches the Ragamastiff** (team mascot)**OFFENSE****Initiative** +5**Unarmed** +14, Toughness DC 16**DEFENSE**

Dodge	11	Fortitude	8
Parry	11	Toughness	9/5
Will	11		

COMPLICATIONS**Motivation—Responsibility:** Revenant has come to understand that he's one of the few standing between the living and the dead, and the evils that strike both worlds. He also feels a great weight for the family he's gathered together.**Past Love:** Revenant suffers an unusual love triangle. He still cares deeply for Mariam, but she's gone to raise her own family far away from the strange life her ancestor and Revenant indulge in. Vivienne still loves him, but can't overcome her malevolent desires. Whenever she returns to Revenant's life, he's left needing to return Mariam home, opening up further wounds in his heart.**Power Points:** Abilities 52 + Powers 30 + Advantages 19 + Skills 27 + Defenses 22 = 150 points

VILLAINS OF THE SILVER AGE

GOROG THE UNSTOPPABLE

Male, age unknown, 50' tall, 325 tons, red eyes, no hair

Really: is named Gorog

A part of: his own "star empire"

Based out of: outer space

Worked as: a warlord

Active during: the Silver Age

Looks: Gorog is a fifty foot tall alien overlord determined to conquer Earth. His red eyes are deep-set into a massive hairless physique with a stooped posture and hulking, oversized arms that almost drag on the ground. Despite this bestial appearance, Gorog is fully decked out in futuristic weapons and gear.

Known History: Not much is known about Gorog before his rise to power. No one can tell if his gargantuan size is natural to his species or his advanced technology is from his homeworld. Only Gorog knows for sure and he's not saying. All he cares about is fighting and conquering, not giving interviews.

What we do know is that Gorog seized power on his home world and then directed his people out to the stars. He spread his power over the nearby systems first, crushing all resistance and barely slowing down to absorb new territory into his kingdom. At some point, he realized that he did better leading the charge and conquering worlds than ruling, leaving trusted subordinates to do the bureaucratic work of merging governments and populations. When trusted subordinates ran out, Gorog just picked whoever hadn't angered

him and appointed him as regent. So long as he got his tribute, what did he care?

It wasn't until Gorog attempted to conquer the Earth that he tasted defeat for the first time. Gorog had never encountered superhumans before and it thrilled him. At last, a genuine challenge. He retreated to lick his wounds and to rethink his strategy. He established a hidden base in our solar system, and settled in for the long haul.



Psychology: Gorog is clever and cruel. He lives for conquest only, like an adrenaline junkie on an epic scale. If he cannot assert his dominance over an entire world, he is inadequate as a warlord. Earth itself is an affront upon his prowess!

Known Abilities: Gorog the Unstoppable is a fifty-foot-tall alien with immense strength and stamina backed by advanced technology. His whole body is built for battle with incredible durability, a damaging roar and punishing blows that can shatter like a rocket strike.

That's the good news. Now it gets bad. Gorog is thoughtful enough to wear a battle harness decked out with all kinds of high-tech weapons to help him deal with special problems (such as superheroes). These include a cellular destroyer that damages the molecular bonds of a person or object, and mega-blasters, beam weapons of incredible power. For stubborn obstacles like buildings and walls, he employs his earth-mover—a shimmering beam that rips away massive amounts of weight, and yet has incredible precision. Then there's his tech-burster, a kind of EMP weapon that depowers technology in a large area. The worst of the news: he is very skilled in all of these weapons at his disposal, and how best to utilize them. Pretty smart for a guy that strong.

On the other hand: Gorog could be something else entirely. If another conquering species found his race before he gained full use of his powers, it's conceivable they could see him as their ultimate weapon. With further genetic modification and judicious application of radiation, this Gorog could be a more mindless brute, perhaps even larger. Rampaging across the countryside as a terrifying spearhead with his impervious hide and a roar accompanied by a fiery blast or electrical force, the arrival of this Gorog means that there's an invasion on the way, making for a really bad one-two punch.

Campaign Use

Gorog is a pretty straightforward villain; he's all brute strength backed up with powerful weapons. His physical prowess has made him lazy and he really doesn't plan a first outing, counting on his strength to bulldoze all opposition. If engaged in combat, he will release his tech-burster to nullify technological opponents, then go in fists swinging for ground strikes and deafening roars. If this fails or isn't fast enough, he'll drop back to using his blasters and cellular destroyer. The key to Gorog is that he's smart; if that first outing falters, he knows to retreat and make plans. When he comes for a second round, the heroes had better be prepared, because this time he knows what they can do and has an ace or two up his sleeve.

Adventure Seeds

Gorog has gotten tired of Earth. If he can't conquer it, he'll destroy it. He launches several heavily-armed drilling missiles from orbit that will bore into the Earth's crust, then detonate near the core. The heroes must work against his latest rampage while seeking out the missiles and shutting them down!

Gorog never intended his conquest of Earth to take so long. The power supplies for his base and gear are running low and he needs more radioactive isotopes to recharge. He can't just charge into an atomic generator though, so he instead hires other villains to do the job for him while he acts as a diversion!

MINIONS

Lakai-290, a.k.a. Mel (PL 4/55 pts)

Lakai-290 is a metamorphic organo-droid Gorog took into his service some time back. The synthetic being offered up its services in return for its continued existence, and has since discovered it enjoys its work. It adopts the shape of the dominant life-form of a planet and reports back to Gorog if the world meets the bare minimum challenge he requires. In these alternate forms, it usually uses a variant of Mel for a name, being a surprisingly common collection of sounds across the galaxy. Use the Criminal Informant stats with Expertise: Scout and Expertise: Outer Space instead, and add Morph 4.

Gorog the Unstoppable**PL 14/216 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
12	15	1	4	3	4	2	6

POWERS**Battle Harness**, 33 pt. array, removable -7

Cellular Destroyer, ranged Weaken 8 (vs. Stamina; Progressive, Reversible) (33 pts)

Earth-Mover, Move Object 16 (Precise) (1 pt)

Mega-Blasters, ranged Damage 15 (Split 2) (1 pt)

Tech-Burster, Nullify 8 (Technology; Area-burst, Broad, Simultaneous) (1 pt)

Deafening Roar, Affliction 12 (vs. Fort, Hearing Impaired/Hearing Disabled/Hearing Unaware; Area-cone) (24 pts)**Giant Monster**, Growth 12 (permanent, innate), Immunity 8 (Critical Hits, Environmental conditions, Unaging) (33 pts)**Groundstrike**, Affliction 12 (vs. Fort, Vulnerable/Defenseless; Area-burst x2; Limited-targets and Gorog must be on the same surface, Limited to Two Degrees) (12 pts)**Massive Blows**, Area-burst Strength Damage 12 (12 pts)**ADVANTAGES**

Accurate Attack, Close Attack 3, Daze (Intimidation), Great Endurance, Improved Grab, Inventor, Jack-of-all-Trades, Languages 3 (pick 4), Leadership, Minions 4, Ranged Attack 2, Startle, Takedown 2

SKILLS

Expertise (Space) 4 (+8), Expertise (Tactics) 6 (+10), Insight 3 (+5), Intimidation 4 (+16), Perception 5 (+7), Ranged Combat (Energy Weapons) 4 (+8), Technology 6 (+10), Vehicles 4 (+8)

OFFENSE**Initiative** +1**Unarmed**, Reflex DC 22 for ½ effect; Toughness DC 27/21**Cellular Destroyer** +12, Fortitude DC 18 (progressive)**Deafening Roar**, Reflex DC 22 for ½ effect; Fortitude DC 22/16**Groundstrike**, Reflex DC 22 for ½ effect; Fortitude DC 22/16**Mega-Blasters** +12, Toughness DC 30**DEFENSE**

Dodge	2 (8*)	Fortitude	15
Parry	4 (10*)	Toughness	15
Will	8	* Reduced for Growth	

COMPLICATIONS**Enormous**: Gorog is 50' tall. If you can't figure out how that's a complication, you're just not trying hard enough.**Motivation—Conquest**: Gorog is an intergalactic warlord who lives for conquest.**Wanderlust**: He rarely remains on the worlds he conquers, usually leaving a regent to govern in his place. Rarely do these regents remain truly loyal to Gorog, and more rarely does he even care. For him it's the conquest that matters, not the ruling.**Power Points**: Abilities 46 + Powers 110 + Advantages 22 + Skills 18 + Defenses 20 = 216 points

INDRIK

Male, 41, 7'1", 325 lbs., hazel eyes, chestnut mane

Really: Rodia Fyodorovich Tomich

A part of: no organization; often used by the KGB

Based out of: Putorana Plateau in Siberia

Worked as: an agent of destruction when ordered by the KGB; living in isolation

Active during: the Silver Age

Looks: Indrik was a tall, massively-muscled beast of a man. He was an artificially-mutated human, turned into a version of the indrik of Russian myth. This left him about seven feet tall, with 325 pounds of pure muscle and an obscenely over-developed look. His head was vaguely bull-like, with a prominent brow to protect against damage to his brain from one of his primary sources of attack: his "alicorn," the large thick horn that protruded from his head. He had shaggy chestnut hair all down his thick neck and broad shoulders, giving way to short, curlier human-like hair over the rest of his body. He lived a simple existence in the wild, with rough, ragged clothes to cover him.

Known History: Rodia Tomich is one of many sad casualties of the Cold War and its superhuman arms race. The Soviet Union funneled money into a project based around stolen vitolite technology, hoping to make a physical match for American heroes like Radar Man and Redeemer. What they got was poor Rodia. When Soviet spies made off with the secrets of vitolite treatments, they didn't find (or bother to steal) the safety measures included. Rodia became a monstrous bull-man, but his government masters didn't want to give up on him immediately. After all, he was chock full of that raw physical power they wanted.

His first mission of sabotage failed after a hard-fought battle with the Radar Family, and Indrik was

shipped back home. They sent him on a second mission that ended pretty much the same way. For all his power, Indrik wasn't that fast, making it easy for heroes to ping him. Plus, while Rodia wasn't dumb, he wasn't the brightest bulb in the floorshow either, and wasn't given a lot of special training to make up for it. So the KGB cut the guy loose, and he found his way into the wilderness of his homeland to forge a life for himself. Well, until the Soviet Union tried to assemble a team of agents to accomplish some cunning plan. When that fell apart, Indrik went back to his little shack and settled back into his routine: the recurring cycle of KGB recruitment, slugging it out with a superhero, and back to his isolated home. A routine life, but a sad one for a poor guy caught up in global games of politics and war.



Psychology: Rodia Fyodorovich Tomich was a decent enough guy doing his part when he was plucked out of the Communist worker machinery as a fit test subject for dangerous radiation. Rodia became a physical powerhouse of monstrous form. He was more confident in his prowess, but he still felt alone, quiet, and a part of a much larger machine. Rodia was a patriot, it has to be said. He felt the weight of the millions who had died in the Great Patriotic War, so how could he deny his fellow workers the power to keep their homeland strong and safe? Despite his bestial appearance, Rodia is surprisingly calm. He fights, and fights hard, when he has to. In the end, he's a decent guy who loves his country, and enjoys the simple life.

Known Abilities: Indrik is incredibly strong, regularly lifting upwards of 50 tons. His physique is amazingly dense, providing him a decent amount of protection; most firearms are unable to even bruise him. His sense of smell is very acute, able to track people and identify them quickly. But his most potent power is the alicorn on his head. When charging with it, he can do tremendous amounts of damage and shake off recoil. Somehow, he can also project a potent blast of heat from his alicorn.

On the other hand: I've stumbled across two different turns for Indrik in my research. In one branch, the project's scientists were more cautious, more detail-oriented in their efforts. This Indrik was provided a method to transform back to normal. Rodia was given much better training as a spy, sent out to wreak havoc on capitalist foes. Indoctrination and field experience harden this Rodia, who comes to enjoy the life of espionage. [Add a rank of Metamorph, and give Rodia a set of espionage agent stats that make him a dangerous foe as well; or apply a Complication that reduces his stats, and add ranks of Expertise, Stealth, and Combat to make him more effective in normal form.]

The other branch finds a more monstrous Indrik, one that thinks and acts like the beast he appears to be. This form of Indrik never returns to the Soviet Union after his first failed mission. Being more

powerful and savage, Indrik begins a global stomping that brings him into conflict with agencies and heroes all across the world. This Indrik is occasionally incarcerated or contained in high-powered cells, but always escapes somehow; often working with a super-villain happy to have a mindless walking mountain of muscle. [This version remains the same unless the Adjustments below are taken advantage of, but change his Complication from Patriotism to Destruction or a similar concept; consider decreasing his Intellect if a more mindless beast is desired.]

Campaign Use

Indrik is a powerhouse for the heroes to fight, with a couple of neat tricks to keep them on their toes. High Strength and Toughness make him able to stand up for a while in a fight, and his ranged attack and powerful physical blows can be quite fearsome if they land. He's a Communist foe who makes a great bodyguard/thug, and his background makes it easy for other masterminds to recruit him for muscle.

Indrik does have something that helps set him apart from some other brick villains: he's a decent guy. True, he's not big into the western nations, but he can be reasoned with, and he could accept a sincere offer to cure him. On a related note, it's possible to convince him that there's a greater threat that all the supers have to work against; or that perhaps his current superior is a really bad man without Russia's best interests at heart. He's not a fool and he's not irrational either.

Adventure Seed

Indrik is on the attack in a major American city, and the local heroes come to respond. Who sent him and what do they want? Is it the KGB? If so, then there's espionage or sabotage afoot. Is it some other villainous schemer out for himself? Then is this just a diversion, or is Indrik after a key element of the mastermind's plan? Could this be Indrik on his own for some reason? He is a regular guy, and regular guys have wants and desires. What could Indrik want?

Indrik

PL 12/153 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
11	10	1	1	4	0	4	6

POWERS

Alicorn, 21 pt. array

Bio-Thermal Blast, ranged Damage 10 (accurate 1) (21 pts)

Battering Charge, Damage 4 (Str-based; Penetrating 8, Immune to Own Slam Attack; Limited-Must make a Slam Attack maneuver) (1 pt)

Tunneling, Burrowing 7 (1 pt)

Legendary Form, Impervious Toughness 10, Movement 1 (Trackless), Sense 5 (acute tracking scent-rapid, extended 2), Speed 2 (19 pts)

SKILLS

Close Combat (Horn) 4 (+8), Close Combat (Unarmed) 2 (+6), Expertise (Survival) 4 (+4), Intimidation 8 (+14), Perception 6 (+10), Ranged Combat (Thrown) 6 (+7)

ADVANTAGES

All-out Attack, Favored Environment 2 (Forests, Mountains), Startle, Takedown

OFFENSE

Initiative +1

Unarmed +6, Toughness DC 26

Bio-thermal Blast +9, Toughness DC 25

Horn +8, Toughness DC 26 (DC 31 with Slam Attack)

DEFENSE

Dodge	6	Fortitude	16
Parry	8	Toughness	10
Will	6		

COMPLICATIONS

Monstrous: Indrik is a massive, bull-headed, uni-horned beast-man of tremendous proportions.

Motivation—Sense of Duty: Despite the horror he was put through to become Indrik, Rodia is loyal to his country out of a sense of duty to the millions who died in the Great Patriotic War, and will serve his Soviet Masters in their name.

Power Points: Abilities 74 + Powers 42 + Advantages 5 + Skills 15 + Defenses 17 = 153 points

MATADOR

Male, 33, 5'8", 155 lbs., black eyes, black hair

Really: Santiago Vargas

A part of: no criminal organization

Based out of: El Paso, Texas

Worked as: a television host

Active during: the Silver Age

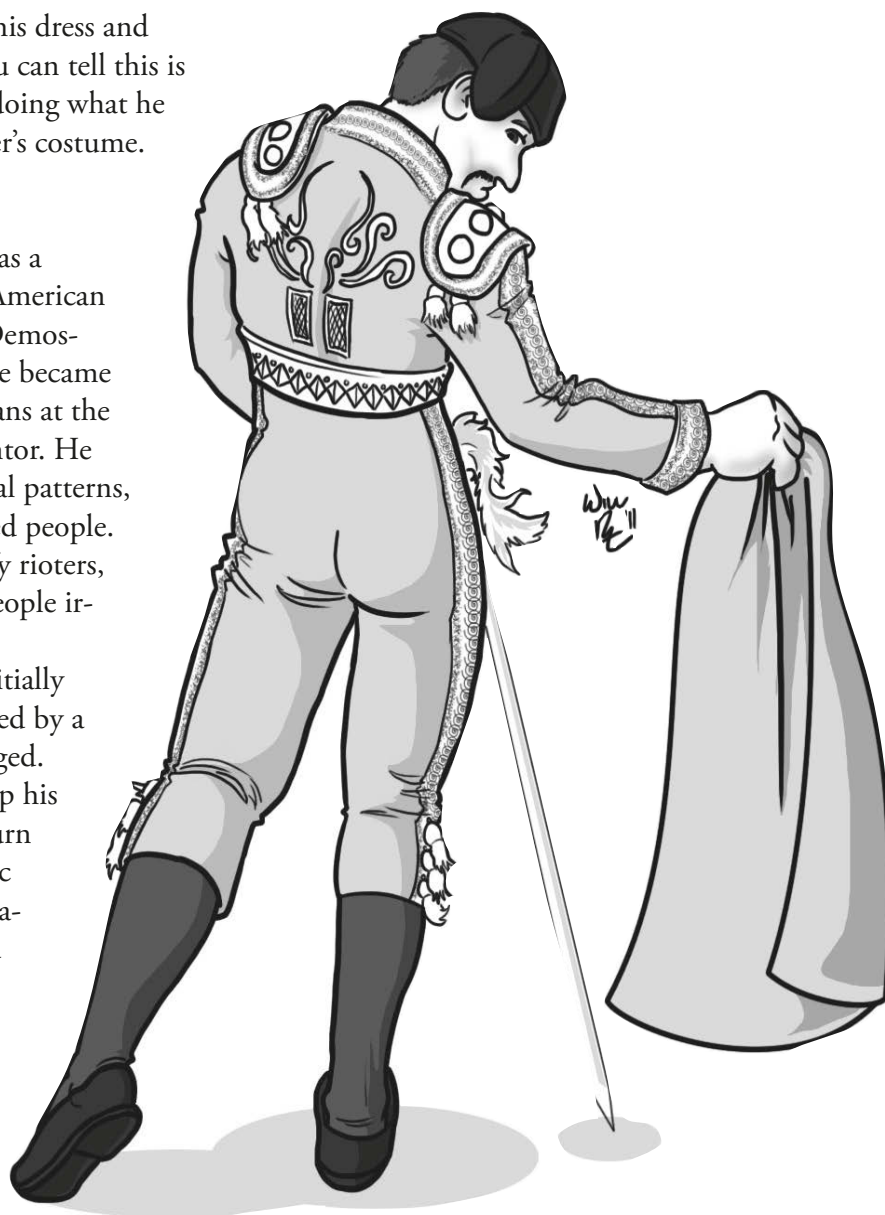
Looks: The Matador is a proud man with aristocratic bearing and smooth, graceful movements. His black hair is immaculate and sleek, his dress and mannerisms are impeccable, and you can tell this is a man used to getting his way, and doing what he wants. He wears a stylized bullfighter's costume. He's all about the style.

Known History: Santiago Vargas was a minor television personality in the American Southwest on the very popular La Demostración Grande. During this time, he became acquainted with one of the technicians at the studio, a tinkerer and amateur inventor. He showed Santiago his work with visual patterns, and how they subconsciously affected people. He hoped to create a device to pacify rioters, but so far his attempts only made people irrationally violent.

This intrigued Santiago, but he initially put it out of his mind. When replaced by a younger man, however, things changed. He paid off the technician to develop his research into a hypnotic fabric, to turn into a costume. Inspired by Hispanic tradition, he adopted the name Matador. He intended to win respect and fear as he began a campaign of revenge against his usurper, expecting a better reaction in the States to his tassels and tights.

Imprisoned at last and his reputation destroyed, Santiago

devoted himself to improving his gear and techniques, and proving once and for all that he was indeed a fearsome villain. And the more acclaim he got, the harder he pushed for more.



Psychology: Santiago is smart and cunning, able to develop sound, if elaborate, criminal plans. But his pride is his weakness, having been raised on the concept of machismo. Any insult against his manhood immediately has him seeing red, and he isn't so smart when he gets mad enough.

Known Abilities: Santiago relies on his hypno-cape to inspire riots and violence among the people in a crowd who can see him, which creates a diversion for him to go about his business. In addition to the cloth's hypnotic abilities, the Matador can use the versatile crimson fabric to disarm, trip, parry and bind an enemy's weapon. If everything else fails, he's a capable swordsman, with minions close by to back him up.

On the other hand: the Matador was born in a mid-life crisis for Santiago, rising up against the young man who stole his job, but somehow his dashing flair made him a popular star in Mexico. His fame made him confident enough to cross the border, striking at rebels and criminals and defending the poor as a Hispanic Robin Hood. Stolen loot from the States ended up in the hands of the Mexican peasantry and continued to boost his fame. Eventually, this Matador became the national champion of Mexico. A very strange timeline indeed, if you think too much about it.

Campaign Use

The Matador is a classic example of the Silver Age gimmick criminal. He has his own little twist on the swashbuckling melee fighter, with a cape that can turn a ring of innocent bystanders into a raging horde. He's suave, a classic smooth operator who views women as potential conquests and men as measuring sticks. In combat, he'll rely on the diversions his cape can make, and his minions to supply support while he goes for a finishing blow. If out-classed, those diversions allow him to escape with his minions covering for him.

Adventure Seeds

The Matador instigates a riot at an art gallery. He hopes that the high society types tear into each other tooth and nail while he makes off with several valuable paintings. Of course, it also happens to be a charity event with several of the heroes' friends and contacts in attendance, forcing them to be even more careful in stopping him. Even worse, what if some of the heroes are there in the crowd in their secret identities when he strikes?

The Matador threatens to strike at New Year's Eve, in the biggest city in the country, making the largest riot he's ever made. How does he intend to do this, since he's only one small person in the middle of New York City? The heroes must determine if the threat is legitimate, and how he intends to pull it off!

Customization Notes

Matador**PL 9/128 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	3	8	3	6	1	2	4

POWERS**Capote de Paseo**, 16 pt. array, removable -3

Frenzy, Affliction 8 (vs. Will, Entranced/Compelled/Controlled; Area-burst, Progressive; Limited to "Rage against everyone else in the area but me", Sense-Dependent:

Visual) (16 pts)

Cape-fighting, Enhanced Trait 10 (Improved Disarm with Reach, Improved Trip with Reach, Weapon-Bind with Reach, Parry 4), Damage 3 (1 pt)

OFFENSE**Initiative** +12**Frenzy**, Dodge DC 18 for half effect, Will DC 18/14 to resist Frenzy**Estoque** +12, Toughness DC 19, 19-20 critical**Cape** +13, Toughness DC 19**DEFENSE**

Dodge	12	Fortitude	8
Parry	12/8	Toughness	7/3
Will	5		

EQUIPMENT**Estoque**, Damage 3, piercing (critical 19-20)**SKILLS**

Acrobatics 8 (+16), Athletics 5 (+6), Close Combat (Cape) 4 (+10), Close Combat (Swords) 3 (+9), Deception 6 (+10), Insight 7 (+9), Perception 5 (+7), Sleight of Hand 4 (+7)

ADVANTAGES

Agile Feint, Assessment, Close Attack 3, Daze (Deception), Defensive Attack, Defensive Roll 4, Equipment 1, Evasion 1, Fearless, Improved Initiative, Instant Up, Minions 5, Power Attack, Uncanny Dodge

MINIONS**Banderilleros** (2)

Str 2, Sta 0, Agl 2, Dex 1, Fgt 2, Int 0, Awa 0, Pre 0

Equipment: Padded costume (+1 Toughness), light pistol, Banderillas (knives)**Advantages:** Equipment 2**Skills:** Athletics 4 (+6), Close Combat (Banderillas) 4 (+6), Expertise (Streetwise) 5 (+5), Expertise (Current Events) 4 (+4), Perception 4 (+4), Technology 5 (+5), Vehicles 4 (+5)**Offense:** Initiative +2, Unarmed +2 (Toughness DC 17), Banderillas +6 (Toughness DC 18, Critical 19-20), Pistol +1 (Toughness DC 18)**Defense:** Dodge 3, Parry 4, Fort 2, Toughness 1/0, Will 0**Power Points:** Abilities 14 + Powers 0 + Advantages 2 + Skill 15 + Defenses 5 = 36 (PL 4)**Power Points:** Abilities 56 + Powers 14 + Advantages 23 + Skills 21 + Defenses 14 = 128 points

MOTHER BEAR II

Female, 19, 5'8", 160 lbs. green eyes, black hair

Really: Dominika Alikichna Petrovich

A part of: the KGB

Based out of: Moscow, Russia

Worked as: an espionage agent

Active during: the Silver Age

Looks: Mother Bear is an attractive young woman with straight black hair and sea-green eyes. When not undercover, she prefers austere clothes with a militaristic tone. She keeps a holstered pistol at her side at all times, or nearby in sleep. Her pale features are sharp, her dark coloration stark against the hard, disciplined posture she always maintains.

Known History: Mother Bear II is the daughter of Kiska Egorovna Petrovich, the original Mother Bear. She was given into the care of the Soviet government when Kiska began in her mission, and indoctrinated in the Communist philosophy. When her mother perished during the drive on Berlin, the Kremlin saw it as a golden opportunity to create the true Soviet champion. Dominika was placed into the care of the state, and her training in life of a spy began in earnest.

During this upbringing, Dominika was rewarded for lying, theft and anything else that would have gotten other students into trouble. Further, she was instructed in her mistakes and shown how to refine her techniques. At puberty she was taught to use her charms and wiles in new ways, and put through intensive combat training.

Dominika was sent out into the field on several trial missions, each of which she accomplished coldly and quickly. Thus she earned her mother's title of Mother Bear, and became the champion of the Soviet Union. She used everything she'd been taught to acquire power greater than her handlers were prepared for, and within only a couple of years, she controlled her entire program, and worked on

whatever projects she wanted. There were a few who could stand up to her within the Kremlin, and by and large, she was as terrifying an enemy to her own government as she was to the "decadent western democracies" she despised.



Psychology: Mother Bear is cold-hearted and ruthless, and rewards the same in her underlings. She expects this from everyone she meets, meaning usurpers don't last long, and sincerely charitable and selfless people unnerve and confuse her. She's not paranoid; her own stolen power is fragile and leaves her open to attack from allies as well as enemies. Her environment is one of the deadliest "games of spies" and that leaves her unwilling, if even able, to soften her icy shell. Proof of excess or weakness in the Communist way of life also leaves her momentarily unsure, devoted as she is to the Soviet principles. She's young, arrogant and sure of her abilities, and hard as nails.

Known Abilities: Mother Bear has no superpowers, but she is one of the world's deadliest espionage agents, a master of deceit and combat. She also has access to a vast array of weapons, devices and personnel.

On the other hand: Dominika Alikichna Petrovich realized that being a spider in a fragile web, surrounded by vicious power-mongers, meant a very short life expectancy. So when she'd acquired as much as she could, she defected to the United States. With their help, she weakened the Soviet efforts, before turning on her new patrons. Now a freelance operative, she remains one of the most skilled and best-equipped spies and terrorists in the world, a danger to everyone anywhere. With a philosophy dominated by being her own boss, she is secure and very, very comfortable.

Campaign Use

Mother Bear is the ruthless enemy superspy. She is as cold as ice and willing to use her power, lies and feminine wiles to accomplish her mission. Unlike most female spies of the Silver Age, she is not predisposed to turning on her Soviet masters (being one of them herself). This doesn't preclude the standard romance angle, but Mother Bear will take more work to reach that point, and it's unlikely she'd ever leave Russia. If anything, the heroes could

turn her more into her mother, a genuine hero. She prefers to be prepared for a combat, setting the field in advance and luring heroes into places where she's got the advantage. She starts off with grenades and similar weapons, before closing to her hand-to-hand expertise. If she's caught off-guard, she prefers retreat, sacrificing anyone and anything to stay free and get her revenge later.

Adventure Seeds

Mother Bear is in a terrible bind. After very publicly betraying her Soviet superiors and stealing vital space program technology, she's hunted by her own people, and forced to flee to the United States. But when she arrives, she reveals that she's being framed, and would never betray her homeland! Is this the truth? Did she steal the technology for some deeper scheme? Is this a ruse to sneak her into the States? If she is being honest, who is the fake Mother Bear?

Polkovnik Oktober has called on Mother Bear for assistance in breaking into a top secret US Army research facility. They know a secret weapon is being developed within, but he's been unable to get inside. With her help, they gain access and come across a rogue organization backed by a powerful villain (perhaps Operative F, or Golden Age survivor Von Ärger). As the alert goes out to the heroes, they must contend with multiple factions battling for a dangerous mystery weapon that could easily get set off accidentally, and become the real threat!

Customization Notes

Mother Bear II

PL 10/171 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	6	6	6	3	4	2

EQUIPMENT

Baton, Damage 2, Critical 20**Heavy Pistol**, Ranged Damage 4, Critical 20**Knives**, Ranged Damage 1, Multiattack, Critical 19-20**Sleep Grenade**, Area-Cloud Sleep 4, Dodge DC 14**Smoke Grenade**, Area-Cloud Concealment, Dodge 14**Whip**, Str-based Damage, Improved Grab, Improved Trip, Reach 3, Critical 20

23 points in Vehicles and Bases as needed

SKILLS

Acrobatics 8 (+14), Athletics 6 (+8), Close Combat (Knives) 6 (+12), Close Combat (Clubs) 6 (+12), Close Combat (Whip) 4 (+10), Deception 8 (+10; +12 with Attractive), Expertise (Espionage) 7 (+10), Expertise (Life Sciences) 5 (+8), Insight 4 (+8), Investigation 4 (+7), Perception 6 (+10), Persuasion 8 (+10; +12 with Attractive), Ranged Combat (Knives) 6 (+12), Ranged Combat (guns) 6 (+12), Sleight of Hand 6 (+12), Stealth 9 (+15), Technology 4 (+7), Treatment 5 (+8)

ADVANTAGES

Accurate Attack, Agile Feint, Assessment, Attractive 1, Benefit 1 (KGB Security Clearance), Close Attack 4, Connected, Defensive Attack, Defensive Roll 4, Equipment 8, Evasion 1, Fascinate 1 (Persuasion), Favored Foe (Spies), Improved Initiative 1, Instant Up, Languages 2 (English, French), Prone Fighting, Uncanny Dodge, Well-Informed

OFFENSE

Initiative +10**Baton** +16, Toughness DC 19**Knives**, +16, Toughness DC 18**Heavy Pistol** +12, Toughness DC 19**Whip** +12, Toughness DC 17, Trip or Grab, reach 3 (15')**Unarmed** +10, Toughness DC 17

DEFENSE

Dodge	12	Fortitude	6
Parry	12	Toughness	8/4
Will	8		

COMPLICATIONS

Dogmatic Training: Mother Bear's training borders on brainwashing, which gives her trouble sometimes with situations that are grayer than the "good vs. evil" philosophy she's been raised under. Trauma can also lead her to flashback to her training, reducing the maturity of her thinking for a time.

Motivation—Zealous: Patriot Mother Bear believes it is her mission in life to ensure that Communism becomes the dominant form of government in the world, with the Soviet Union leading the way.

Power Points: Abilities 66 + Advantages 33 + Skills 54 + Defenses 18 = 171 points

OPERATIVE F

Male?, Age N/A, ~5', weight unknown, purple eyes, silver hair

Really: Unknown

A part of: Faerie

Based out of: Faerie

Worked as: Unknown

Active during: the Silver Age

Looks: Operative F is slim and short, with a pale complexion and a shock of bright silver hair, all coming together to give an alien look to his human shape. He falls back on tinted sunglasses and black suits, and is never without his cane. He gives only slight, wry grins from time to time to break the normally solemn face he shows the world.

Known History: As a rule, the realm of Faerie prefers to isolate itself from humanity. There are, of course, accounts of abductions and other mischief throughout humanity's early history. The Fey enjoyed drawing on mortal dreams and flights of fancy, but kept to themselves, and relied on the veil between worlds to keep the mortals from learning more. That changed with the development of atomic weapons, a terrible power that frightened the people whose dreams drove the fey engines. Ripples were sent across the land of Faerie, and both courts agreed that this was a serious threat to their isolation.

Outright war was not an option; in the decades since humanity forged cold iron weapons, they grew more numerous and technological, and despite their great powers, the Fey knew direct confrontation would lead to destruction. Besides, out and out warfare didn't suit most of them, with their preference for deception and glamour. They sent infiltrators to work against the rise of atomic power in any capacity, but surprisingly, most found themselves unable to be effective. The humans had become so much more paranoid with their "Cold War" that many fey tricks were revealed, sometimes within hours.

Operative F is the dangerous exception. Behind those purple eyes lurks a cunning mind. Operative F has discovered how much fun it is to bedevil the mortal mind. Even with more of his lords and ladies deciding that atomic power isn't the cataclysmic threat they feared, Operative F continues his work, choosing to believe in the threat and further his play. Neither court seems in any haste to curtail his "fun", for whatever inscrutable reason.



Psychology: Operative F kept a solemn, stoic demeanor at all times, even when he was doing the equivalent of sticking his tongue out. He had a sharp, wicked sense of humor that he enjoyed unleashing on people, especially those heroes who tried to stop him. He often seemed a mere prankster, but if something endangered Faerie, he could become a ferocious opponent loyal to his realm. Beyond this, he was much like the rest of his people: strange, inscrutable and unknowable to the human mind.

Known Abilities: As one of the Faerie, Operative F wields the power of glamour. This is an ability to create illusions so involved they are effectively real; right down to increasing his very presence to superhuman levels, entrancing the average mind. Even when penetrated, the illusions persist. Their main vulnerability is cold iron, although what this is exactly is a mystery. Sometimes, I've seen it as metal mined from meteorites. Other times, it's cold-forged iron; other times it's just plain old iron. I guess it depends on the exact timeline, but it pops glamour like a soap bubble. To defend himself, Operative F has a sword-cane pistol, which is what it says on the tin: a rapier with a pistol concealed in the hilt. Being of fey manufacture, it can affect incorporeal beings and ignores and prevents any but natural recovery.

On the other hand: Operative F decided that his power put him above the humans. Being so mighty on Earth, if he helped their efforts, he could use the weapons to wipe out his people, and then the power of glamour would be his alone. This genocidal maniac is still solemn and calm, with that wicked sense of humor, but applies it to the blackest of endeavors, and has no loyalty to anyone save himself.

Campaign Use

Operative F is a combination of two classic Silver Age archetypes: the foreign spy and the magical prankster. He can provide a neat "gotcha" moment when the heroes corner the man they believe to be a normal spy, only to have him suddenly exhibit

unreal abilities. Or, they can believe they're being bedeviled by an imp with random mischief only to discover it's a ruse to steal atomic secrets. If engaged in combat, Operative F will use his glamour to summon up appropriate allies or environments, or turn the surroundings against the heroes, while poking at them with his sword-pistol. When it's time to flee, he's not hesitant about dashing into Faerie.

Adventure Seeds

Operative F has decided that one of the greatest threats to his people is the Plutonium Man. In trying to lure him to his death, the Operative has truly awakened his rage, and now the heroes have to put an end to an epic battle between brain and brawn!

Operative F has become aware of a group of mystics drawing close to Faerie. He's worried they have dark motives to seize the power of glamour for themselves, but they've warded themselves carefully with spells and cold iron, so he turns to the closest things to allies he has: the heroes! They have already been approached by the mystics, however, warning them that Operative F is on the loose and appears to be out to get them! Who's telling the truth? Who should the heroes help?

Cold Iron?

Each and every time classic Irish and western European fairies are brought up, cold iron is close behind, but what is it?

Cold iron could be iron objects made by some esoteric "cold forging" process. It could be a special iron alloy joined to a metal from space, or a mineral liberated from the Land of Fey itself. It could be that cold iron is specially blessed or enchanted to hurt the fey, thus "cold-hearted" to their perspective. Cold iron could be any number of things in your campaign, but the GM should be sure to choose the definition early on. He doesn't have to let the players know right off.

Operative F**PL 11/249 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	3	7	6	6	2	6	9/4

POWERS**Faerie Glamour**

Shape Reality, Illusion 10 (all sense types; Independent; Limited-destroyed by contact with "cold iron") (50 pts)
Remake Self, Morph 3 (any humanoid shape; Resistible by Will, Limited-immediately reverts to natural shape with contact to "cold iron") (9 pts)

Radiant Aura, Enhanced Presence 5 (Resistible by Will) linked to Affliction 10 (vs. Will, Entranced; Area-burst; Limited to one degree) (10 pts)

Fey Step, Movement 4 (Dimensional travel 1- Faerie Realm; Sure-Footed 3) (8 pts)

Swordcane Pistol 20 pt. array, easily removable -8 Pistol, ranged Damage 8 (Accurate 1, Affects Insubstantial 2, Incurable 1) (20 pts)

Sword, damage 10 (Affects Insubstantial 2, Incurable 1, Penetrating 5, Reach 1) (1 pt)

Cane Scabbard, Enhanced Parry 4 (1 pt)

SKILLS

Acrobatics 8 (+15), Athletics 6 (+7), Close Combat (Swords) 4 (+10), Deception 10 (+14/+19/+23), Expertise (Espionage) 6 (+8), Expertise (Faerie) 8 (+10), Insight 6 (+12), Investigation 6 (+8), Perception 4 (+10), Persuasion 8 (+12/+17/+22), Ranged Combat (Pistols) 4 (+10), Sleight of Hand 12 (+18), Stealth 10 (+17)

ADVANTAGES

Agile Feint, Assessment, Attractive 2, Benefit 1 (cipher), Close Attack 2, Daze 1 (Deception), Defensive Attack, Defensive Roll 5, Evasion 1, Fascinate 1 (Deception), Improved Critical 1 (18-19 with Swords), Improved Initiative 2, Instant Up, Ranged Attack 2, Quick Draw, Skill Mastery 3 (Acrobatics, Deception, Persuasion), Taunt, Ultimate Deception

OFFENSE

Initiative +15

Aura, Affliction Will DC 20 for ½ effect; Will DC 20/15 to resist or remove

Pistol +12, Toughness DC 23

Sword +12, Toughness DC 25 (Penetrating 5)

DEFENSE

Dodge	10	Fortitude	8
Parry	12/8	Toughness	8/3
Will	10		

COMPLICATIONS

Motivation—Responsibility: Operative F has been given a mission by the faerie court and it is his duty to see it through to the end.

Weakness—Cold Iron: Operative F loses his ability to shape reality and remake himself if he comes into contact with cold iron. He has an aversion to the substance, and tends to avoid it if he sees it.

Power Points: Abilities 70 + Powers 91 + Advantages 28 + Skills 46 + Defenses 14 = 249 points

PLUTONIUM MAN

Male, 28, 5'9", 250 lbs., yellow eyes, grey-black hair

Really: Robert Atkinson

A part of: no criminal organization

Based out of: no fixed location

Worked as: a soldier

Active during: the Silver Age

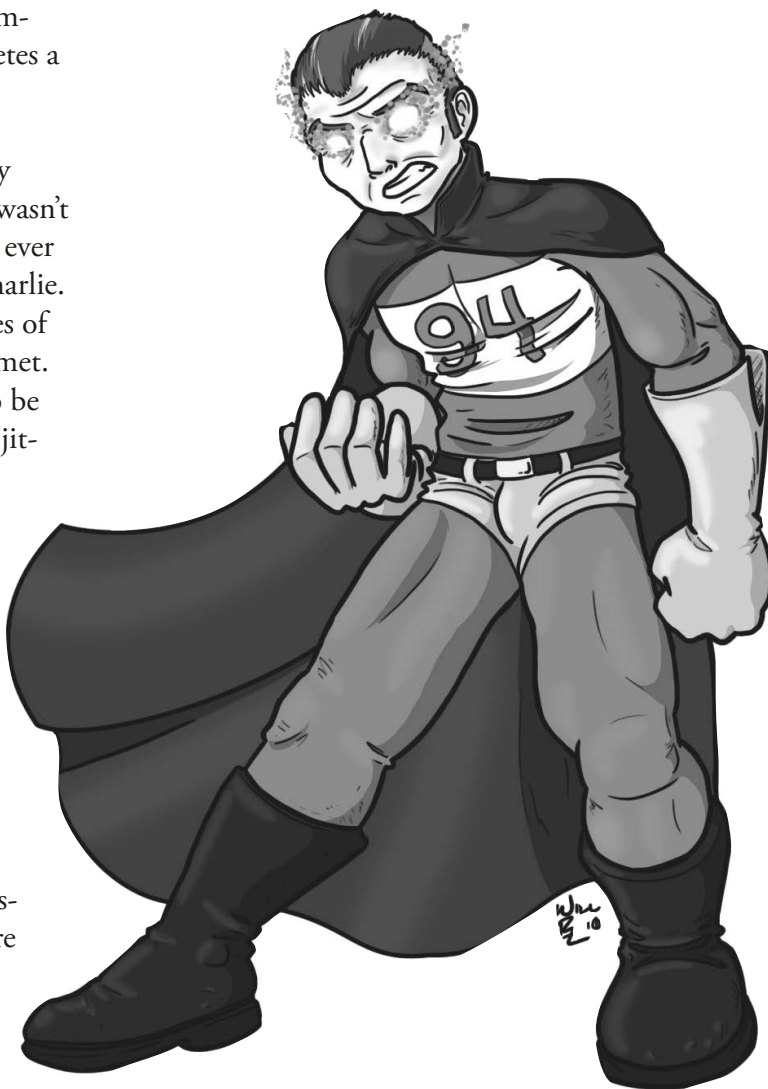
Looks: Plutonium Man is a bald male in his late twenties of average height and build. His eyes are those of a blind man, milky white, but when he's using his ocular powers, they glow bright yellow. Plutonium Man wears a red full body costume, with a wide white band running around his torso emblazoned with a red "94." A black cape completes a classic supervillain look.

Known History: Robert Atkinson was nobody special. He didn't have the best grades and he wasn't an athlete. The most exceptional thing that he ever did was join the Army just like his brother, Charlie. He came back from Europe with plenty of tales of the things he had seen and the people he had met. Robert got out of basic training just in time to be shipped off to Korea, lucky him. Anxious and jittery, wondering what battle would be like, he learned firsthand about the long periods of boredom, substandard living arrangements, and hellish weather. As a front-line infantryman, Robert got to see the chaos of war up close.

At least, until a mortar shell exploded too close to him and took his sight. Robert was honorably discharged and shipped back home, another sad statistic in a war that people were destined to forget about. He took his disability hard until someone at the VA hospital told him about an experimental procedure to restore eyesight at a local medical college. It was too early for human trials, but he volunteered and they took him anyway.

Robert was exposed to concentrated radiation in the hopes that the plutonium isotope rays would stimulate his optic nerves. It worked at a terrible cost: Robert got his vision back, but his body was over-dosed. It warped his mind and mutated his body to generate its own radiation. In a psychotic rage, Robert blasted his way out of the lab and escaped into the night.

Since then, the Plutonium Man (as the media dubbed him) has been causing destruction and mayhem across the United States.



Psychology: Plutonium Man's brain was warped by the radiation as much as his body. He's usually lucid, able to plan robberies and keep himself under cover when not on a job. But any sort of sudden jolt to his senses can set him off in a nuclear-fueled rage. Almost by necessity, these instances occur on a job, and thus his best-laid plans careen into mayhem and violence.

Known Abilities: Plutonium Man projects radiation from his eyes in potent blasts that defy normal regenerative techniques. Robert can release larger amounts of power to sweep an area, but it drains him briefly. By far though, his nastiest attack is an "x-ray laser" that penetrates just about anything and is completely undetectable. Fortunately, it has a shorter range than his other attacks. The experiment also granted him immunity to radiation, aging, extreme pressure and disease, and increased his vision so that he can see into the infrared and ultraviolet spectrum as long as lead does not block his gaze.

On the other hand: Plutonium Man absorbed even more power, further increasing his strength and stamina, and made further mutations to his brain. Brilliantly insane, this Plutonium Man doesn't have self-control problems. He doesn't think like a human at all anymore, nor does he consider other humans worthy of his notice as he prepares for... something. Something grand and epic, but no one can figure it out.

Campaign Use

Plutonium Man is a good symbol of the atomic scare. The man is a walking nuclear weapon with an itchy trigger finger. He might be calm and move on, or he might go off and start destroying everything in his path. If engaged in combat, he will cut loose with eye blasts first and keep on blasting with his highest damage attack. He will use the x-ray blast if grappled, and the nuclear blast if he is being attacking from multiple sides.

Adventure Seeds

Plutonium Man freaks out while pulling a job at a small town fair. An already difficult fight is made worse by the presence of atomic waste being moved through the area, empowering him more than ever. The power he's drawing on is too much for his body, though, and if he isn't stopped soon, Plutonium Man will hit critical mass and detonate!

Can the heroes convince Plutonium Man to help them stop a power plant meltdown? What will he want in return? How will this affect him, and can the heroes handle the results?

Customization Notes

Plutonium Man

PL 12/ 165 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	8	2	3	5	0	2	4

POWERS

Nuclear-powered Physique, Immunity 8 (Radiation effects, Aging, High Pressure, Disease), Protection 6 (Impervious Toughness 14), Senses 4 (Infravision, Ultravision, Vision Penetrates Concealment-not vs. lead) (32 pts)

Ocular Attacks, 29 pt. array

Eye Blasts, ranged Damage 14 (Incurable) (29 pts)

Nuclear Blasts, ranged Damage 9 (Area-burst x2, Incurable; Tiring) (1 pt)

X-Ray Blasts, ranged Damage 7 (Incurable, Insidious, Penetrating 7, Secondary Effect, Subtle 2; Diminished Range 2, Inaccurate 1) (1 pt)

SKILLS

Athletics 4 (+9), Close Combat (Knives) 6 (+11), Close Combat (Unarmed) 5 (+10), Expertise (Soldier) 8 (+8), Intimidation 6 (+10), Ranged Combat (Firearms) 4 (+7), Ranged Combat (Ocular Attacks) 4 (+7), Vehicles 5 (+8)

ADVANTAGES

All-Out Attack, Daze 1 (Intimidation), Great Endurance, Power Attack, Ranged Combat 2

OFFENSE

Initiative +2

Eye Blast +9, Toughness DC 29

Nuclear Blast, Dodge DC 19 for ½ effect; Toughness DC 24/20

X-Ray Blast +7, Toughness DC 22 (Penetrating 7)

Unarmed +10, Toughness DC 20

DEFENSE

Dodge	6	Fortitude	14
Parry	8	Toughness	14
Will	6		

COMPLICATIONS

Crazy: Plutonium Man is just nuts.

Radioactive: While the radiation that powers Plutonium Man is relatively contained and not dangerous to other people in the short-term, long term exposure can be. Geiger counters can detect him, and be used to track him if he's been in the area recently (within Time rank 8). This rank is increased for each day he's been in an area (one hour after a day in the same area; 2 hours after 2 days; etc.)

Power Points: Abilities 58 + Powers 63 + Advantages 6 + Skills 21 + Defenses 17 = 165 points

POLKOVNIK OKTOBER

Male, 28, 6'2", 240 lbs., brown eyes, brown hair

Really: Alik Karlovovich Popov

A part of: the Komitet Gosudarstvennoy Bezopasnosti (KGB)

Based out of: Moscow, Soviet Union

Worked as: an espionage agent

Active during: the Silver Age

Looks: Popov's real appearance is unknown. His covers were held to the highest levels of classification; even the collapse of the USSR only served to bury them forever. He was meant to be the champion of the faceless Kremlin authority, and few ever saw his real face. It's reported he was in his late twenties at this time, tall with brown hair and eyes. His public appearances have been documented as a tall man wearing a red hood and military style garb.

Known History: Polkovnik Oktober was classified as one of the most dangerous men alive. His exploits were legend among the espionage community and his reputation was no less deadly. Alik Popov was a dedicated and loyal agent of the KGB, and faithfully served Mother Bear's instructions. He commanded Soviet espionage operations inside the United States and was on the FBI's and CIA's most wanted lists.

Popov started out in the Army and was one of the few recruits to easily pass the grueling commando training program. He proved especially skilled at hand-to-hand combat and quick kills. While killers are easy to come by, Popov had a head on his shoulders and was smart enough to use it. It wasn't long before he was recruited out of his unit by the division's political officer and recommended for KGB training, where he further excelled at espionage work.

The following years found Popov's star rising, becoming known as the man to call on when you needed the impossible done. Alik Popov's career took a major leap forward with his transfer to

Moscow to serve under Mother Bear, along with a promotion to Colonel. His reputation for brutality and Mother Bear's ruthless efficiency meshed well. Soon Popov was groomed for operations in the United States, with rigorous crash courses on Western cultures and a series of ingraining covers. The final touch was the creation of his alias, to make him an icon feared by enemies and cheered by Soviet citizens (that latter never worked out). He made his way into the U.S. as Polkovnik Oktober and took control of the spy network in place. He achieved many successes, earning him the enmity of America's intelligence agencies and bringing the superheroes down on his operations. But he continued to elude them and menace the country, building this up into a foundation of favors and successes for a later political career.



Psychology: Alik Popov is an opportunist, one who can kill a man with barely an effort, but an opportunist nevertheless. He pushes himself hard at his work under order to make sure that he gets noticed for the future. When in cover, Oktober can be charming, assertive or anything else required of his role as long as the job gets done. Making generalizations about this multi-faceted man is often perilous to those who get in his way. The only hard truths are his murderous tendencies, and hatred of capitalist societies.

Known Abilities: Polkovnik Oktober has no super powers but is extremely skilled in weapons and espionage. He's a master of disguise, with a large number of prepared aliases to lose himself in. He is a talented athlete, has knowledge of current technology and vehicles, and is ready to learn anything that he needs to in order to accomplish his tasks.

On the other hand: Polkovnik Oktober could come to enjoy the luxuries available in his American post. Derailed from his Soviet loyalty, this Colonel October starts to sell his own people out for the extra capital needed to go freelance, becoming an invisible killer, lurking in the shadows and striking for the proper amount of money from anyone. If he stays cunning enough, he could even keep his KGB masters believing he's on their side, continuing his potential rise in the political ranks.

Campaign Use

Polkovnik Oktober is the master spy, the spider sitting in the center of a web of intrigue. Unlike Mother Bear, he doesn't use calculated charm, honey traps or betrayals, but relies instead on efficient, cold-blooded blackmail and killings to achieve his successes. He's the mundane master of disguise, who could show up anywhere, being anyone to achieve his aims, then become anyone else to get away. He's a chess master, and if the heroes suspect he's behind a plot, they should be getting worried, even if he does lack superpowers.

Adventure Seeds

Polkovnik Oktober needs to break into a high-security safehouse to eliminate a captured Russian spy before vital secrets can be acquired. The best way to do that is to be one of the beloved heroes, who needs the information to save hundreds of innocent lives! When the FBI does a routine check with the hero's friends, the duplicity is revealed and the race is on to save the spy and capture an even more powerful agent!

A Russian defector alerts the heroes to the fact that Mother Bear is in America to meet with Polkovnik Oktober. A Communist sympathizer still friendly to one of the heroes says that it's a bluff to lure them into a trap. Now the heroes have to figure out who is telling the truth, and who is using who. This can't just be to play games with the heroes, so what do the Russian agents hope to accomplish while sending the group into a confusing puzzle?

Customization Notes

Polkovnik Oktober**PL 12/ 195 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	6	5	6	7	0	2	2

EQUIPMENT

Concealable microphone, parabolic microphone, camera, audio recorder, lock release gun, binoculars, night vision goggles, flashlight, rebreather

Weapons Locker, array

Tear Gas grenade, ranged area-cloud Affliction 4
Smoke grenade, ranged area-cloud Concealment attack 4
Sniper Rifle, range Damage 5 (19-20 critical)
Heavy Pistol, ranged Damage 4
Pernach, Damage 3 (Russian flanged mace)
Knife, Damage 1, Critical 19-20

Vehicles (15 points) and **Headquarters** (10 points) as needed for the mission

SKILLS

Acrobatics 4 (+9), Athletics 6 (+9), Close Combat (Unarmed) 4 (+11), Close Combat (Mace) 4 (+11), Close Combat (Sword) 4 (+11), Deception 14 (+16), Expertise (Espionage) 12 (+12), Expertise (Politics) 8 (+8), Insight 6 (+8), Intimidation 6 (+8), Investigation 9 (+9), Perception 7 (+9), Ranged Combat (Archery) 5 (+11), Ranged Combat (Guns) 5 (+11), Ranged Combat (Thrown) 5 (+11), Sleight of Hand 4 (+10), Stealth 5 (+10), Technology 7 (+7), Vehicles 5 (+11)

ADVANTAGES

All-out Attack, Benefit 4 (Alternate Identity x3, KGB Agent), Chokehold, Close Attack 3, Contacts, Defensive Attack, Defensive Roll 4, Equipment 11, Grabbing Finesse, Improved Aim, Improved Disarm, Improved Trip, Improvised Weapon 3, Languages 2 (English, French; Native—Russian), Minions 5, Power Attack, Precise Attack 4, Ranged Attack 3, Takedown, Weapon Bind

MINIONS 75 points for multiple minions as needed for the mission

OFFENSE**Initiative** +5**Heavy Pistol** +15, Toughness DC 19**Pernach** +14, Toughness DC 21**Sniper Rifle** +15, Toughness DC 20 (critical 19-20)**Unarmed** +14, Toughness DC 18 (DC 20 with Improvised Weapons)**DEFENSE**

Dodge	12	Fortitude	10
Parry	14	Toughness	10/6
Will	7		

COMPLICATIONS

Military Man: Polkovnik Oktober is not just a codename. Alik is a polkovnik (the equivalent of a colonel in English terms) in the Russian military. This gives him command authority, but also makes him very visible to the top brass in Moscow.

Motivation—Power: Polkovnik Oktober is in this for the political power his fearsome espionage reputation can provide. He won't be Mother Bear's inferior for long.

Vicious: Oktober is a brutal man. It's very easy for him to lose control in a situation while exercising his physical power. This can result in dead prisoners, rebellious minions, and other similar complications from letting it get the better of him.

Power Points: Abilities 62 + Advantages 50 + Skills 60 + Defenses 23 = 195 points

RIDERS OF THE NIGHT

Dutch Fontaine, Kane, Shell Mitchell, Spanner, and assorted other bikers in the background.

Leader: Kane

History: The Silver Age saw an explosion of biker gangs out on the highways and byways of the United States, roaming the land in search of a freedom all their own. That freedom was more about bullying, looting, vandalism and many other petty crimes terrorizing rural America.

But none of them were like the Riders of the Night Over Day. They weren't just criminals, they were vicious. Their acronym, ROT in NOD, is a not-so-subtle reference to leaving their enemies in a hellish wasteland to die. They indulged in dark crimes, bloody attacks that left scarred towns and a body of tales about their cruelty.

The Riders of the Night were brought together by the being called Kane. He did claim a demonic heritage however, and he lived up to it. He gathered bikers who could match his hungers, taught them black magic rites, and led them out into the country. There was a plan behind this effort, but who can say for sure what it was? It might have been as simple as spreading fear on a new scale, but most of the people who opposed Kane and his Riders doubted that. Whatever the "grand design" might have been, their smaller plans were thwarted often enough by various heroes, most commonly the Watchful Gaze.

Resources: ROT in NOD were even more nomadic and less anchored than other bike gangs of their time. They had only their motorcycles, their leathers, weapons, and each other, and it was all they wanted. While Kane gathered a core group of disciples, there were many "grunts" who supplied more muscle for their efforts. Kane left various branches of the Riders across the country, to be called on if he needed, and otherwise spread their specialized brand of fear. This was probably ROT in NOD's most valuable asset, and typical members look like this.

ROT IN NOD BIKER, PL 6

Abilities: Str 1, Sta 3, Agl 2, Dex 3, Fgt 2, Int 0, Awa 1, Pre 1

Defenses: Dodge 5, Parry 5, Fortitude 6, Toughness 5/3, Will 4

Equipment: Weapons (typically one melee and one ranged), Jacket (Protection 2), Motorcycle

Skills: Athletics 3 (+4), Close Combat (Choose one) 4 (+6), Expertise (Magic) 2 (+2), Expertise (Motorcycles) 5 (+5), Intimidation 3 (+4), Perception 2 (+3), Ranged Combat (Choose one; typically Handguns) 4 (+7), Vehicles 3 (+6)

Advantages: Close Attack 2, Equipment 5, Grabbing Finesse, Ranged Attack 2, Set-up, Startle, Teamwork plus one of the following: All-out Attack, Chokehold, Defensive Attack, Improved Hold, Power Attack

Offense: Initiative +2, Melee Specialty +8, Ranged Specialty +9

Power Points: Abilities 26 + Advantages 14 + Skills 13 + Defenses 12 = 65 points

Legacy: The Riders of the Night continue on after the Silver Age. They retain their fearsome reputation, with succeeding leaders maintaining the regular magical rites established at their founding. Over time, these ceremonies became less about advancing dangerous plots, and more about keeping people afraid. Some members kept the sorcerous knowledge alive though.

Campaign Use

The Riders of the Night are a classic gang of mean criminals with a slight twist. They actually are a Satanically empowered biker gang. They can provide for two very different, very classic sort of adventures: gritty, street-level crime stories of rampaging outlaws, or a magical cult with dark desires. Their best use will come from blending these two aspects.

KANE

Male, age unknown, 6'6", 275 lbs., golden eyes (Black in human form), No hair (Red in human form), copper skin

Really: not revealed. If he has a real name, or a "True Name" as the magical people like to put it, I've never found it.

A leader of: the Riders of the Night Over Day, the outlaw bikers he founded

Based out of: nowhere. They were true nomads

Worked as: trouble. Nothing but trouble

Active during: the Silver Age

Looks: Kane is a burly, hairy man with a fearsome face and leathery skin. He has magnetic black eyes that suck in your gaze, and shaggy red hair covering his head. He is dressed like the archetypal (some might say stereotypical) biker. When in his demon-form, his hair vanishes and he gains an inch or two, reaching over six and a half feet tall. He's nearly three hundred pounds of muscle, and his bronze skin takes on an almost reptilian feel, leathery, smooth and dry. What's scary, though, is the magnetism that draws people (men and women alike, he doesn't seem to care) to him, regardless of the shape he wears.

Known History: Kane kept his past to himself, much like his name and his purpose. He came to the mortal world during the Silver Age to tempt, lure, and corrupt, playing in a time of conformity and bland courtesy. He desired to undo what he called the "veneer of harmony" layered over this period in time. He set about that in record time, quickly gathering his disciples, founding the Riders of the Night, then setting out into the countryside to torture and pillage. He was unprepared to deal with the band of misfits that made up the Watchful Gaze however, and over time, the two groups became fierce foes.

Eventually, Aiyana and Revenant would stumble over the notion that Kane was one of the Nephilim,

and make use of this knowledge to stop him for good. Whether or not they succeeded, his appearances peter out near the end of the Age, though his Riders would carry on in his name.



Psychology: Kane is a fascinating combination of tempter and brute. He's the bad boy who draws women, and pushes good men to do bad things. He delights in schemes, with a mind like a labyrinth, if that labyrinth were also the sewer system of a major metropolis. He enjoys seduction, the soft sell of corruption over time, and brutal acts of sudden violence, apparently in equal measure. No one can be sure when he arrives if he's there for the slow burn, or the fiery-hot flameout.

Known Abilities: Kane is a physically powerful man with superhuman strength and resistance to damage. He can lift around three tons, and shrug off most small arms fire and hand weapons with little more than a bruise. His other power is the ability to shift his shape from his natural, demonic body into a more normal-looking human. Otherwise, he's a skilled ritualist with extensive knowledge of demonology and the occult, and a master of seduction.

Campaign Use

Kane is a brute, a fearsome opponent in combat, able and willing to rend an enemy without hesitation. He's an intelligent leader, directing his biker gang in a military campaign of wickedness. Worse, he enjoys the temptation of good people. He can be very suave and calm when he wants to be. As they say, "he cleans up real good." This makes him a worse threat than just some hard-hitting punk, as he can convince unsuspecting marks that he's the good guy and the heroes are persecuting him unnecessarily. All while setting up the mark to take the fall for the heroes' injuries or deaths, or manipulating him into trying to kill the heroes personally. He's a master villain, with a "grand design" behind some, if not all, of his plots, left deliberately vague so the GM can tailor it to fit his campaign needs.

Adventure Seeds

A self-professed witch hunter has come to a small town to intercept the Riders of the Night and put an end to Kane once and for all. When he arrives, he learns that Kane is already present, lurking

somewhere in the vulnerable community. Now the hunter is seeking him out, while burning out all that he's corrupted. The heroes are in a bad place, trying to figure out what Kane is up to while preventing the hunter from killing innocent civilians caught up in a war.

One of Kane's rituals has succeeded on a large scale, and now the heroes are trapped in an isolated truck stop out in the American West, and all the people that were trapped with them. Surrounding them is a portion of Hell, and the Riders are transformed into demons, with Kane more powerful than ever. Their hunt for the heroes is on, and they must fight to survive and protect the innocents! But is this a portion of Kane's home? Can the quick-witted heroes turn the tables on Kane by learning his closely-guarded secrets here, and maybe discern his true goals at last?

Customization Notes

Kane**PL 10/132 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
7	6	3	3	5	2	1	4

POWERS

Extra-dense Hide, Damage 5 (Str-based), Protection 6 (11 pts)

Hidden Serpent, Morph 1 (a specific human shape) (5 pts)

EQUIPMENT

Battleaxe, Damage 3

Hellmount (Motorcycle, 14 pts)
Size M, Str 2, Spd 7, Def 10, Tough 10

SKILLS

Athletics 3 (+10), Deception 7 (+11, +13 with Attractive), Expertise (Demonology) 6 (+8), Expertise (Magic) 5 (+7), Intimidation 6 (+10), Persuasion 5 (+9, +11 with Attractive), Vehicles 12 (+15)

ADVANTAGES

All-out Attack, Artificer, Close Attack 3, Equipment 4, Power Attack, Ritualist, Startle, Attractive

OFFENSE

Initiative +3

Battleaxe +8, Toughness DC 25

Unarmed +8, Toughness DC 27

DEFENSE

Dodge	8	Fortitude	11
Parry	8	Toughness	12
Will	7		

COMPLICATIONS

Demonic Appearance: While he can maintain his human shape for as long as he is awake, his concentration can be shaken and his true form revealed. Coming into contact with sacred or holy power can do the same. For example, being touched by a holy symbol, splashed with holy water, or forced onto sacred ground all can force his reversion to his demonic shape. The specific belief or religion is irrelevant, only that there is actual consecration.

Motivation—Spreading Evil: Kane claims to be a demon. Even if he's just a superhuman with a nasty appearance, his heart is demonic. While there might be a grand plan in his head, at his very foundation is a desire to spread evil and compel others to join him. Bringing another down to his level, turning an otherwise good person to doing evil, is his true desire.

Power Points: Abilities 62 + Powers 16 + Advantages 13 + Skills 22 + Defenses 19 = 132 points

DUTCH FONTAINE

Male, 37, 5'8", 200 lbs., black eyes, salt-and-pepper hair

Really: Victor Fontaine

A part of: the Riders of the Night; once a leg-breaker for the Mafia

Based out of: nowhere. Like his fellows, he's a wanderer

Worked as: an outlaw biker. Before that, he was a soldier for a Mafia family in New Jersey

Active during: the Silver Age

Looks: Dutch is a big guy, not quite six feet tall, but thickly-built. His hair is salt-and-pepper, and he's got shaggy coat of hair over pretty much all of his body. He's got scars and tattoos all over, and he enjoys adding more as time goes on.

Known History: "Dutch" Fontaine is a mad dog, a pit bull of a man who likes to make people bleed. Raised in Newark, New Jersey, he worked for various crime groups, including Chucky Tervil's crew back before the Jumping Jacks. His willingness to get dirty would seem to make him an excellent soldier for the Mob, but he was too much for even them. He didn't understand the difference between peace-time and war-time, nor did he get the idea of leaving certain people alone.

So after one wrong beating, Dutch was on the run, and eventually found by Kane. It didn't take much persuading to get Dutch up onto a motorcycle and into the ROT in NOD philosophy. Surprisingly, he took to magical learning the best of Kane's disciples, maybe because he got to carve symbols onto victims' bodies. Dutch was the guy who held the group together when Kane would go off on his temptation missions, or disappeared altogether at the end of the age.

Psychology: Dutch has two overriding principles: making people bleed, and being loyal to people who let him indulge in making people bleed. With Dutch it's literal bloodlust, not just hurting people. He doesn't break legs, he carves people up. It's the blood that makes him happy. The fact that the Riders of the Night provide him with ample opportunities to inflict this bloodshed means that he will never let anything happen to his crew.

Known Abilities: Dutch is a capable fighter, good with his fists, and a decent shot. He became knowledgeable in the occult under Kane's tutelage (a fact that even surprised Dutch) and he often assisted Kane in magical rites. When Kane was gone, Dutch was able to continue this aspect of the Riders.

Customization Notes

Dutch**PL 7/100 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	3	2	4	3	1	2	2

EQUIPMENT**Baseball Bat**, Damage 2**Chain**, Damage 2, Improved Grab, Improved Trip, Reach 2**Light Pistol**, ranged Damage 3**Heavy Leathers**, Protection 3**Motorcycle****SKILLS**

Close Combat (Unarmed) 3 (+6), Deception 7 (+9), Expertise (Criminal) 6 (+7), Expertise (Magic) 5 (+6), Perception 5 (+7), Persuasion 4 (+6), Ranged Combat (Guns) 4 (+8), Sleight of Hand 5 (+9), Vehicles 5 (+9)

ADVANTAGES

Close Attack 3, Defensive Attack, Equipment 6, Improvised Weapons 4, Languages 2 (French, Spanish), Precise Attack 1 (Ranged Cover), Ranged Attack 2, Ritualist

OFFENSE**Initiative** +2**Baseball Bat** +6, Toughness DC 20**Chain** +6, Toughness DC 20**Light Pistol** +10, Toughness DC 18**Unarmed** +9, Toughness DC 18 (DC 21 with Improvised Weapons)**DEFENSE**

Dodge	7	Fortitude	7
Parry	8	Toughness	6/3
Will	6		

COMPLICATIONS

Motivation—Bloodlust: Dutch enjoys making people bleed. Joining the Riders gives him the chance to do that on a regular basis, and it makes him very loyal.

Rage: Dutch is quick to lose his temper; any little frustrations can set him off. In this way, he's actually more violent than Kane, and not so happy about a "slow burn" anything.

Power Points: Abilities 40 + Advantages 20 + Skills 22 + Defenses 18 = 100 points

SHELL

Male, 21, 5'5", 185 lbs., brown eyes, brown hair

Really: Sheldon Mitchell

A part of: the Riders of the Night

Based out of: the highways as a biker outlaw

Worked as: a criminal

Looks: Shell's of average size and build, a young man in decent shape with a haunted look in his brown eyes. He has his ROT in NOD biker jacket, but otherwise prefers to wear ragged survival clothing.

Known History: Shell doesn't have much history. He was an angry kid who joined the Army when America entered the Korean Conflict to escape his two-bit town. He came back from his tour hav-

ing seen ugliness and brutality that soured him on humanity forever. He hid out in the wilderness after failing to hold down a job making guns. On a trip to pick up supplies, he met Kane, who showed him the truth about the end of the world. Kane offered him a place in the Riders to make the end work for him, and Shell signed up.

Psychology: Shell's actually an introverted individual. He can drink and cuss with the best of the Riders, but he prefers to let others do all the "fun stuff," and his best friends do his talking for him. No, not people in the group. Shell's best friends are his guns. He loves his guns, talks to his guns, and gets along better with his guns than with any actual person.

Known Abilities: Shell's a crack shot with just about any firearm he puts his hands on. He's a trained sniper, able to sneak into a position and stay waiting for hours for the kill.

Shell

PL 9/100 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
4	6	3	6	2	0	3	0

EQUIPMENT

Knife, Damage 2 (19-20 critical)

Heavy Pistol, ranged Damage 4

Holdout Pistol, ranged Damage 2

Shotgun, ranged Damage 5

Leather Jacket, Protection 2

Motorcycle

SKILLS

Expertise (Firearms) 8 (+8), Expertise (Magic) 4 (+4), Intimidation 4 (+4), Perception 8 (+11), Ranged Combat (Guns) 6 (+12), Stealth 6 (+9), Vehicles 4 (+10)

ADVANTAGES

Close Attack 4, Equipment 5, Improved Aim, Improved Critical 2 (with Handguns), Precise Attack 2 (Ranged, Cover and Conceal), Quick Draw

OFFENSE

Initiative +3

Knife +12, Toughness DC 21, 19-20 Critical

Pistols +12, Toughness DC 19 (heavy pistol), Toughness DC 17 (Holdout pistol), 18-20 Critical
Shotgun (Shot) +13, Toughness DC 20/DC 18 vs. Protection

Shotgun (Slug) +12, Toughness DC 20

DEFENSE

Dodge	8	Fortitude	12
Parry	7	Toughness	8/6
Will	4		

COMPLICATIONS

Motivation—Survival: Shell believes that the world is coming to an end. Shell intends to walk out alive and make his own world.

Power Points: Abilities 48 + Advantages 15 + Skills 20 + Defenses 17 = 100 points

SPANNER

Male, 32, 22, 6'2", 175 lbs., blue eyes, black hair

Really: Ricardo Spano

A part of: the Riders of the Night

Based out of: the road, roaming the country

Worked as: a career criminal

Looks: Spanner has lived a hard life and looks it. He has a gymnast's build, slender but muscled, and a little over six feet in height. He has black hair and likes to wear it very short.

Known History: A bad man from a bad neighborhood, trained to hurt people and take things from them, there's not much more to say about Spanner. He did a stint in the Army and was stationed in Japan where he picked up some karate. He eventu-

ally returned to his bad people in the States, and applied what he learned to the street trash available to him. He developed quite the reputation with his weapons, and one day, Kane came by to test Spanner out; when all was said and done, ROT in NOD rode out of the city with a new member.

Psychology: Spanner likes to take things easy. He uses weapons because they're easier on his hands; he likes to steal because it's easier than hours of daily toil; he likes to follow others because it's easier than having to work all that stuff out for yourself. He likes to hurt people, and if they could stand up for themselves, then they'd deserve the stuff he takes from them.

Known Abilities: Spanner is a skilled martial artist, who prefers to use weapons when fighting. He's very good at using available items as various martial arts weapons, and is never his machete.

Spanner

PL 8/100 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	5	2	4	0	2	0

EQUIPMENT

Machete, Damage 3 (19-20 critical)

Throwing Knife, ranged Damage 2

Motorcycle

SKILLS

Acrobatics 4 (+9), Athletics 5 (+7), Close Combat (Clubs) 6 (+10), Close Combat (Short swords) 4 (+8), Close Combat (Unarmed) 4 (+8), Deception 5 (+5), Expertise (Criminal) 5 (+5), Expertise (Magic) 3 (+3), Perception 4 (+6), Ranged Combat (Thrown) 4 (+6), Stealth 5 (+10), Vehicles 7 (+9)

ADVANTAGES

All-out attack, Close Attack 2, Defensive Attack, Defensive Roll 3, Equipment 4, Improved Trip, Improved Initiative 1, Instant Up, Language (Spanish), Ranged Attack 2, Teamwork

OFFENSE

Initiative +9

Machete +10, Toughness DC 20 (critical 19-20)

Throwing Knife +8, Toughness DC 19

DEFENSE

Dodge	10	Fortitude	7
Parry	10	Toughness	6/3
Will	5		

COMPLICATIONS

Motivation—Follower: Spanner is a born follower, eager to please, eager to prove his loyalty, and happiest when he's a cog in a bigger wheel, living high off another's leadership.

Power Points: Abilities 36 + Advantages 18 + Skills 28 + Defenses 18 = 100 points

THE BRONZE AGE TONE

While the Silver Age had propelled superheroes out into space, other dimensions and strange worlds, the Bronze Age brought them back down to earth, often hard. Heroes now dealt with injustice, environmentalism and social issues while also contending with super-powered villains. These comics were a reflection of the civil rights movement, the rise of counterculture, and disapproval of the actions of the government, namely war and political corruption. It was a statement of the times that a tenant slumlord could be just as hated as a villain who shot fire out of his hand and torched whole city blocks. One reaction to the negative aspects of the time was the rise of the peace and love movement among the young people of the nation. This was largely expressed in a younger generation of heroes, who rose to protect others who believed as they did from the prejudice and prosecution of the older generation. This era also saw the return of the street-level hero protecting the normal citizenry from ordinary threats, rather than spending their time fighting alien invasions. The Bronze Age was characterized by the radical change the old systems and traditions were resisting, and the younger generation grew increasingly disenfranchised. Racism was a fact of life during this time; GMs should debate whether this will add to the game, and again, be sure the other players are on board for exploring such themes.

As relevance stormed the Bronze Age comics, it brought about a new sense of realism for its characters. Heroes would suffer defeats, or be unable to immediately unseat villains and their power bases. We see two distinct chapters to the Bronze Age, for relevance reached a crescendo that resulted in the death of a major character in one fictional universe and the reshaping of two heroes in another. In the wake of such events, relevance started to fade into the backdrop, but more heroes struggled harder, and

saw some of their victories fall short of real triumph. Stories gained more depth, with multiple layers achieved through more than one threat at a time or more complex intrigue. The Bronze Age stories slowly matured along with their creators, as former super-hero fans started to become current super-hero writers, artists and editors. Boundaries were pushed, experimental comics published in mainstream and independent markets, and just about everything was tried.

Deus ex Historica handles this two-part age by using its super-group to focus on each section in turn. The overall narrative sees one team of heroes, with members coming and going, showcasing the varying focus. Characters are built on the default PL 10/150 point campaign, but powers are more prevalent and varied, with unique effects tailored firmly to the characters. We start with a team of “relevant” heroes, idealistic and hopeful, defending an incoming age of harmony. They become a team of heroes that must deal with tragedy staining that optimism, making them come to terms with the realities of battling super-villains and struggling against tremendously powerful social forces. Groups can choose to start at the very beginning and take the Aquarians in whatever direction they desire (and ignore the later story points), or start with the Torchbearers, and use the Aquarians period as back-story for their launch. Ambitious groups can even prepare to play out the whole narrative, examining in detail the changes these characters will go through as they face triumph and tragedy.

THE AQUARIANS

Black Hammer, Golden Dawn, Greenway, Maiden of the Mist, Spring-heeled Jill

Leader: None really. That is, they never were that organized, working more like a Silver Age family.

History: Golden Dawn arrived in the United States and found her father's old van in storage. Tremendous conflict over civil rights, a brutal undeclared war and the protests against it, and dangerous government corruption around the world never dimmed her perception of an Age of Aquarius that would change the world.

In her father's van, The Beacon, she took to the streets of America, eventually meeting Greenway and Maiden of the Mist. The three mystically-inclined heroes felt good together, like they could do great things if they remained allied. Entanglements with the alchemical drug lord Angeldust brought the trio into contact with Spring-heeled Jill. She then joined them as they investigated a series of peaceful protests that turned violent, leaving several badly-injured people in their wake. They teamed up with Black Hammer and exposed the machinations of the Warmonger. Defeating these threats, they realized they could do a lot of good as a team. Being the defenders of the incoming age of peace, they named themselves the Aquarians.

Their political leanings and interracial makeup left many people in the government very uncomfortable. That they preferred to roam the country rather than settle down, and interfered when the authorities tried to maintain law and order, just made these powerful people more anxious. But FBI agent Jerrold Perlman, the grandson of Haymaker Jake Pearl, saw a symbol that could unite the country in this time of strife, and covertly supplied aid in the form of threat reports or advanced warnings. With this support the Aquarians became the heroes they hoped to be.

Resources: The Aquarians didn't have a lot going for them aside from each other, the Beacon, and Agent Perlman. They gained supporters who believed in their cause, often offered shelter, supplies, and information.

The Beacon is the same van that once housed the Watchful Gaze under Revenant, but with upgrades provided by Hammer, Jill and Golden Dawn.

The Beacon II (team base, 8 pts)

Size Tiny, Toughness 12; Effects: Defense 8, Speed 6; Features: Dual Size (Fine outer size), Library, Living Space, Power Supply

Special Agent Jerrold "Jerry" Perlman (team Minion, 60 pts) (Use the Government Agent stats from the main rulebook)

Jerry Perlman grew up with the stories of his grandfather's exploits, and his father was a New York City police officer. This inspired him to work hard to make it into the FBI. He met the Aquarians and became their biggest supporter. This also hindered his career, but the relationship would come to fruition a few years down the road.

Team Equipment 2, Team Minion 4

Legacy: The Aquarians brought back the idea of the super-hero team in all its glory, and even though their time under this name would be brief, they would offer inspiration to the future. Other super-hero teams would see that it didn't have to be only about super-villains, but could extend to something more fundamental. Not only that, but their relationship with Agent Perlman (and other sympathetic federal and local officers) proved that even in a climate of seeming corruption, it could be possible to work with the law, not against it.

BLACK HAMMER

Male, 23, 6'2", 285 lbs., brown eyes, black hair

Really: Jackson Daws

A part of: the Aquarians

Based out: of Washington D.C.

Worked as: a bouncer

Active during: the Bronze Age

Looks: The first thing you think when you see Jackson Daws is "big". Over six feet tall, almost three hundred pounds, and not a spare ounce of fat on him, he's a real bruiser. He doesn't do the costume thing much, dressing instead in a pair of tough coveralls, a red t-shirt and steel-toed boots. Despite looking scary, he's got a great smile and when he's relaxed, he turns into a big (if over-muscled) teddy bear.

Known History: Jackson Daws was always large, and made use of that as an offensive tackle in football from Pop Warner through high school senior year. He moved on to bouncing at the Sundown Cafe after high school, admitting that he liked getting hit—it made him feel stronger each time. This was when he was nicknamed "The Hammer" because of how those on the receiving end of a Daws hit called it "The Hammer," and Jackson kept the name. He made decent money bouncing and at other local odd jobs, where his size and strength helped him excel. It was an easy life until the night at the Cafe when some wiseguy pulled a gun and shot him. Jackson thought he was a dead man, but the bullet dropped away from his chest and his strength increased dramatically. The wiseguy didn't last long after that.

Jackson's mother convinced him that this was a true blessing in a turbulent time. The civil rights struggle raged throughout the country, and with her help, Daws realized his powers meant more than beating up drunks. His activities protecting the freedom walkers from Warmonger brought him

into contact with the Aquarians. He joined the team to do even greater things, and the media immediately renamed him "The Black Hammer." He was frustrated by this blatant racism. But it was a minor irritation in the long run, when he was framed for murder and railroaded by government enemies.

In jail, Jackson continued his crusade for civil rights, and even studied law, eventually earning his degree. Meanwhile, he watched as the Aquarians turned into the Torchbearers, who cleared his name. As a free man, he eventually hung up his superhero career for good to become a lawyer and continue to fight for civil rights on a different battlefield.



Psychology: Hammer has come far from his listless early days. Inspired by the speeches of Dr. Martin Luther King Jr., he believes that the only way the nation will move ahead is for everyone to be equal under the law and in each other's eyes. Peaceful protest is the best way to achieve this, and Jackson would give his life for that ideal. He's an activist, but his teammates are used to it, and he knows they've got good hearts. Despite his raw power, he prefers to find alternatives to throwing down these days, but still enjoys the power rush he finds from getting hit.

Known Abilities: The Hammer is not one of those guys you ever want mad at you. You see, Jackson Daws gets stronger the more punishment he takes. He absorbs kinetic energy directed at him and uses it to boost his already impressive physical prowess. He can also redirect some of that power for a kinetic-assisted leap that can carry him over tall buildings in a single bound. Jackson can use the same kind of trick to create a shockwave by slamming his hands together, but it uses up his current store of energy. The man can take a cannon-shot to the chest, but clapping his hands tucks him out. Nobody ever said superpowers had to make sense.

On the other hand: there's a world where Jackson Daws happened to be in Memphis on the wrong day and failed to save Dr. Martin Luther King, Jr. All his power, all the efforts of his team-mates, meant nothing in the long run, and his ideals turned into bitterness over time. As the murder rap started to tighten around him like a racist noose, Hammer grew angrier. Eventually, this anger exploded from him like one of his shockwaves, destroying the Beacon and injuring the Aquarians before he disappeared into the urban wilderness of America. On his own, he has become a dangerous domestic terrorist, viciously attacking anyone and anything he sees as keeping his people down.

Campaign Use

The Hammer is the brick for The Aquarians, with a couple of twists to make him stand out. In combat,

he takes to the front of the battle and draws the fire so he can fully power up and keep more fragile members protected. He's a savvy, skilled fighter, becoming the tactical leader in a tough fight. For story purposes, he's the activist, devoted to civil rights. Even more so than the rest of the team, The Hammer is concerned with the equality of man and their human rights. Most of the others have loftier dreams of an age of peace, but Hammer is a down-to-earth sort with street level experiences and real grit under his nails. This is important, as it helps ground the team in the actual troubles of the day and keeps them on point.

Adventure Seeds

A protest march has been threatened by a supervillain with powerful air abilities. Hammer is determined that the rally will go on as scheduled, and the race is on to figure out how to protect the people and to shut down the villain. Why is he threatening them? Is that a key to stopping him? Or is it a lead to a bigger threat lurking in the shadows?

Hammer responds to a request for aid from an old girlfriend, who feels threatened by supremacists terrorizing a rural community. As the team investigates, the local newspaper starts to smear Hammer, while the attacks pile up and the team can't figure out how the supremacists are getting away so easily. Why is the paper's editor after Hammer? Is he a bigot, or is there some other grudge at work? How exactly does Hammer's old flame tie into this?

Customization Notes

Black Hammer

PL 10/ 150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
11/4	12	2	3	4	1	3	3

POWERS

Kinetic Absorption, 32 pt. array

Super-Charged Physique, Enhanced Strength 7 (Reaction, Fades), Impervious Toughness 12 (Reaction, Fades), Leaping 6 (500'; Reaction, Fades) (32 pts)
Shockwave, Damage 10 (Area-line, Reaction, Fades, Tiring) (1 pt)

Superhuman Physique, Immunity 4 (Critical Hits, Disease, Poison) (4 pts)

SKILLS

Athletics 6 (+17/+10), Close Combat (Unarmed) 2 (+6), Deception 3 (+6), Expertise (Civics) 4 (+5), Expertise (Streetwise) 5 (+6), Intimidation 6 (+9), Investigation 4 (+5), Perception 3 (+6), Ranged Combat (Thrown) 6 (+9), Vehicles 5 (+8)

ADVANTAGES

Accurate Attack, Close Attack 3, Connected, Improved Hold, Improvised Weapons, Interpose, Minion 1, Power Attack, Takedown 2

MINIONS

1 rank in the **Team Minion**

OFFENSE

Initiative +2**Unarmed** +9, Toughness DC 19/26**Thrown Objects** +9, Toughness DC 19/26

Shockwave, Dodge DC 20 for ½ effect, Toughness DC 25/20

DEFENSE

Dodge	8	Fortitude	12
Parry	8	Toughness	12
Will	8		

COMPLICATIONS

Motivation—Responsibility: Inspired by Dr. Martin Luther King, Jr., Hammer feels a sense of duty to put his abilities toward the cause of civil rights and social justice.

Prejudice: Despite the advances in civil rights, Hammer is still seen as the “Black” Hammer, even among supporters. In less enlightened places, this leads to fear and suspicion.

Public Identity: Though he wears a mask, Hammer doesn't hide who he really is, making things hard for loved ones and family.

Power Points: Abilities 64 + Powers 37 + Advantages 12 + Skills 22 + Defenses 15 = 150 points

GOLDEN DAWN

Female, 25, 5'4", 135 lbs. brown eyes, brown hair

Really: Gail Lenoir-Ross

A part of: the Aquarians, then the Torchbearers

Based out of: the Beacon II

Worked as: a magician

Active during: the Bronze Age

Looks: Golden Dawn is a woman in her twenties with pale skin, straight brown hair and dark brown eyes. She's got that odd combination of plain-Jane and cute working for her, and downplays her looks with old jeans, t-shirts, and tattered sandals. She does love her ornate bracelets, though, for wrists and ankles. She wears flowing, dull gold robes slit and pleated for mobility in a very stereotypical wizard's costume. On her brow is a thin golden circlet with a purple gem that vaguely looks like an eye.

Known History: Golden Dawn was born Gail Lenoir-Ross, the daughter of the hero Revenant and Mariam Lenoir, the former host of Vivienne of Aquitaine. Gail was introduced to the surviving members of an order of the Rosicrucians called the Rosae Rubeae et Aureae Crucis to help her understand her natural talent for magic and protect her from Vivienne's machinations. Between her "uncles" and Revenant, she learned of the responsibility involved in wielding magical secrets and using them properly.

Thanks to this natural talent, Gail learned as much mystic lore as her mentors could teach her. With the Order's help, she acquired other magical tomes and developed greater command over the "elemental forces" that are the source of a magician's power. She exceeded the Order's capabilities, becoming one of the last true wizards. A few of the Order even showed her their greatest relic, the Circlet of the Third Eye, which would offer her those secrets of the universe that no one else could activate. When she experimented with it, she briefly sensed

a terrible threat at the very edge of her awareness, something powerful and malicious. She had to learn about this threat, and stop it, but even her skills might fall short. She'd need help, she'd need friends. Gail broke out her father's old van and hit the road.

She found the Maiden of the Mist and Greenway, giving them a purpose to their wandering, then added Spring-Heeled Jill and Hammer to form the Aquarians. Together, they fought against villains and social injustice in equal measure. When the Aquarians were shattered by the events surrounding Spring-Heeled Jill and Hammer, it was Gail who kept them together and convinced them to become the Torchbearers at Agent Perlman's suggestion. She's a foundation of the group, even when she takes time away.



Psychology: Golden Dawn puts on a good front, a source of comfort and cheer to her friends, but beneath that exterior she feels a tremendous weight of responsibility for her destiny. This leads to her second-guessing her actions, especially when initial plans don't work out. However, she knows that magic is fueled by belief, and even at her lowest moments she'll find the reserves to keep on fighting, and encourage those around her to rise above their situation. She doesn't know if Vivienne could possess her like her mother, but if she could be used for a host, the combination of their magic would make the dangerous combination she fears the most.

Known Abilities: Golden Dawn is a Hermetic wizard with great command over the "magical elements," able to bend them to her will with specific words and gestures. These commands make her astoundingly versatile, with a number of magical attack forms: able to insert commands into the mind of others through the wind, drawing objects out of the fiery forge of creation itself, granting life to objects, casting her astral form out of her body to survey an area, and even more. With her grimoire, she can develop other spells as demanded by the situation, given enough time.

Finally, she wears a circlet of platinum that helps open her psychic third eye, allowing her to see magical forces and guard her mind from psychic attacks.

On the other hand: Vivienne's spirit entered the child as she was born. She had to put up with all the growing pains associated with childhood, but she was careful and hid the truth from her parents. When she reached puberty, she manipulated the foolish old men of the order to restore her power, steal their Grimoire and Circlet and begin her conquests anew. As the villainess Golden Dawn, Vivienne is one of the great threats of her age.

Campaign Use

Golden Dawn is a take on the classic four-color wizard superhero. She has a wide array of magical spells with powerful effects, but is weak in a physical

confrontation. With her Grimoire she's even more versatile, and makes a great character for players who enjoy having many choices. In combat, she'll hang back, take cover and attack at range, or make the terrain work against the team's enemies with Create, Move Object and her Concealment attack.

She has a wide range of story options as well. She's a legacy heroine, her father being a Golden and Silver Age hero, and her great-uncle being one of the great Pulp era adventurers. The threat of her ancestor Vivienne hovers in the background, and the shadowy world of secret societies threatens to erupt whenever it would make for a good story. Her sense of destiny and responsibility is a classic angle of the comic book wizard. Finally, there's the threat she sensed when she got the Circlet; is it the same one that Skydancer sensed back in the Silver Age?

Adventure Seeds

An anonymous patron has donated an opal necklace from the Aquitanian region to a museum's collection of priceless artifacts. It's too obviously a trap for Golden Dawn by Vivienne, so what does she do when the museum is robbed, including the necklace? Is it all part of the trap? Can she risk any exposure to Vivienne's possession? Or is it a bluff to keep her at bay while the thieves get away with the crime of the century? If it's a hoax, who would know how to make one that works so perfectly against Gail?

A vocal televangelist denounces occult heroes as agents of the Devil, using their powers to entice young people into lives of sin. This speaker singles out Golden Dawn as the prime example, and convinces his followers to rise up against her. Is it just another way of spreading the hate dividing America in a vulnerable period, or some greater danger? How can the heroes counter his dynamic oratory, and if he is secretly a villainous, or demonic, force out to destroy Earth's magical guardian, how can they get to him without hurting his deluded followers?

Golden Dawn**PL 10/ 150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	3	2	3	4	5	2	2

POWERS**Circlet of the Third Eye**, removable -1

Magic Awareness, Senses 4 (acute analytical ranged Magical Vision) (4 pts)

Mental Shield, Enhanced Trait-Will 5 (5 pts)

Grimoire of the Cardinal Guardians, Variable 3
(Slow, Easily Removable -6) (12 pts)**Hermetic Magic**, 24 pt. array

AIR - Call Lightning, ranged Damage 10 (Accuracy 1, Indirect 2, Split 1) (24 pts)

Whispers in the Air, ranged Affliction 7 (vs. Will, Entranced/Compelled/Controlled; Concentration, Reversible 1, Subtle 1; Quirk-Must speak the commands into the air) (1 pt)

EARTH - Immobilize, ranged Affliction 12 (vs. Fortitude, Hindered/Immobilized/Paralyzed) (1 pt)

Mend, Healing 7 (Affects Objects, Restorative, Stabilize; Distracting) (1 pt)

FIRE - Blazing Speed, Super-Speed 5 (Affects others) (1 pt)
Forge of Creation, Create 5 (Continuous; Permanent) (1 pt)

WATER - Mobilize, Move Object 7 (Subtle 1) (1 pt)
Shroud of Fog, ranged Conceal 6 (Auditory, Visual; Area-cloud, Attack) (1 pt)

Æther - Astral Projection, Remote Sensing 20 (Auditory/Visual; Dimensional 2-Mystic planes, Subtle 1; Concentration, Feedback) (1 pt)

EQUIPMENT

2 ranks in the **Team Base**

SKILLS

Deception 4 (+6), Expertise (Magic) 10 (+13), Expertise (Secret Societies) 10 (+13), Insight 7 (+12), Perception 5 (+10), Persuasion 6 (+8), Ranged Combat (Hermetic Magic) 6 (+8)

ADVANTAGES

Artificer, Connected, Equipment 2, Favored Foe (Wizards), Inspire 1, Languages 3 (Egyptian, French, Gothic, Latin), Ritualist, Trance, Ultimate Effort (Expertise-Magic), Well-informed

Power Points: Abilities 42 + Powers 52 + Advantages 13 + Skills 24 + Defenses 19 = 150 points

OFFENSE

Initiative +4

Call Lightning +10, Toughness DC 25

Immobilize +8, Fortitude DC 22

Whispers in the Air +8, Will DC 17

DEFENSE

Dodge	10	Fortitude	5
Parry	8	Toughness	2
Will	10		

COMPLICATIONS

Motivation—Sense of Duty: Golden Dawn is descended from a legacy of magical guardianship, heroism and power corrupted, making her aware of how important it is to defend the world.

Power Loss: Golden Dawn needs her hands and voice free to cast her spells. If she's unable to do either, she loses access to the Hermetic Magic.

Secret Society: Golden Dawn is one of the last upholders of the order she draws her name from. A few still remain and the tangle of rivalries, promises, alliances and antagonism between members and similar other secret societies can draw her in when she's least prepared.

GREENWAY

Male, 41, 5'6", 160 lbs., brown eyes, pale blond hair

Really: Doctor Henry Simms

A part of: the Aquarians, then the Torchbearers

Based out of: the Beacon II

Worked as: a professor of botany

Active during: the Bronze Age

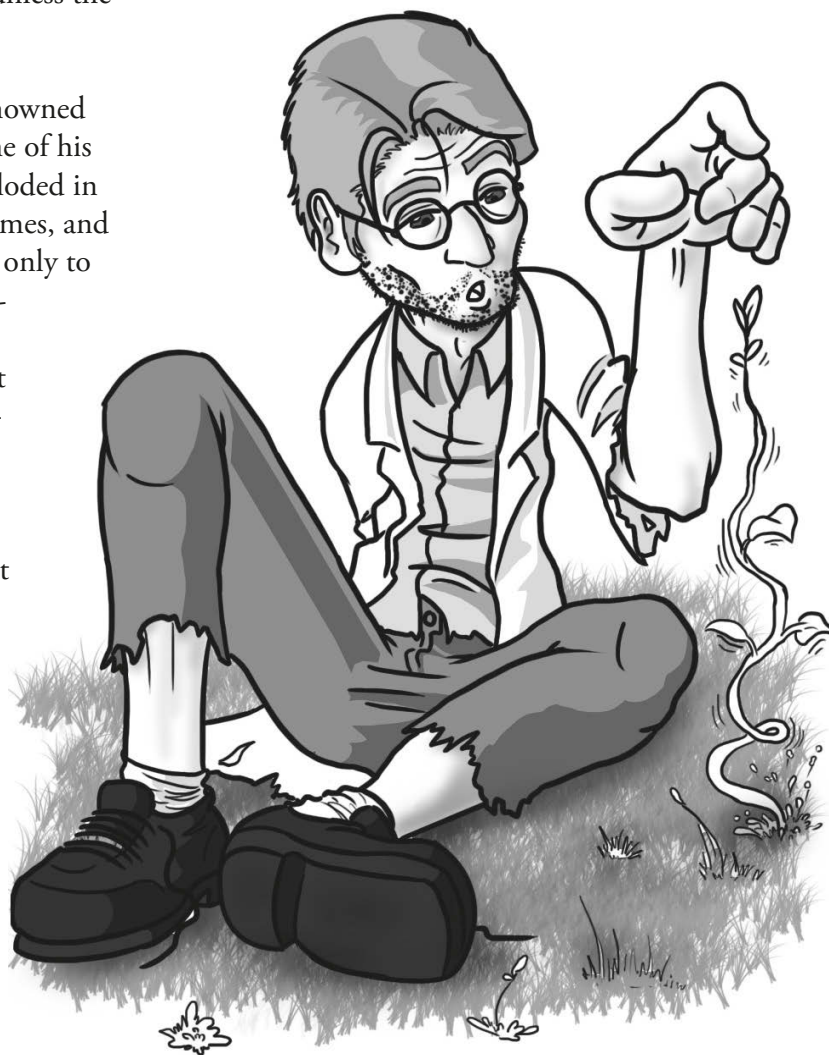
Looks: Greenway looks less like a super-hero and more like an acid band's roadie. He's a scruffy man in his forties with dilated eyes covered by rose-tinted glasses, dressed in shabby clothes gathered from donation bins. His shock of white hair hasn't seen a comb in years, and he's often barefoot unless the others tell him to put shoes on.

Known History: Greenway was once renowned botanist Doctor Henry Simms, before one of his students' experimental narcotics trial exploded in his face. His body reacted badly to the fumes, and Simms stumbled away from the accident only to crash into the botany department's greenhouse. When rescue workers found him, he was unconscious and mumbling about "the green way." He recovered in the hospital but then wandered away, with the plants' help to evade security and bring him out into the wide world.

The good doctor's mind changed how it processed information. It operates on a whole different plane of thought, aided by the way the plants whisper to him, and look out for him. He does occasionally have moments of lucidity, but they're out of his control. Even when he has human intelligence, it's so far advanced that he just talks in scientific jargon anyway. So really, six of one, half-dozen of the other.

Greenway (as people called him

from the few comments he spoke that made any sense) was led by the floral whispers to the Maiden of the Mist. The complementary beings wandered the countryside getting into trouble as they tried to help, until found by Golden Dawn. With Dawn's help, Greenway found enough coherence to join her efforts and reach out to make a few friends. Greenway finds the group's dedication to peace and love appealing and has resolved to be there until the natural world compels him otherwise.



Psychology: Greenway's brain operates on a totally different level from most people. He senses things and reacts to stimuli that others don't even know exist. This makes him ramble, muttering nuggets of wisdom in between strings of gibberish. Most of the time he's like a child, attracted to something that grabs his attention, then quickly flitting on to something more exciting. He doesn't view people the same way anymore, beyond Golden Dawn and the Maiden, but he does have an innate care for all living things, flora and fauna (in that order). Somewhere down deep, Dr. Simm's brain still operates. When his rational mind intersects with his ephemeral awareness, he becomes startlingly brilliant, more like his old professorial self.

Known Abilities: Greenway can communicate with and control plant life in an area, hear and touch plant life miles away, and comprehend the natural world and its workings. This perception of the world makes him incredibly hard to hit when he's paying enough attention, protecting him from attacks. Greenway can exert control over his green friends, using branches and vines as crude limbs with full sensory connection, and can use them to create a large field of brambles. Greenway can also unleash a torrent of allergens to bring on fits of sneezing, watery eyes and skin rashes. And you thought hayfever was bad.

On the other hand: Greenway could have gone mad at his transformation when he first heard the Earth crying in pain. This Greenway would go on a rampage, raising up the local plant life to destroy those who hurt it. This initial attack lasted until the plants warned him away from arriving authorities. Now, Greenway wanders the United States causing damage wherever he finds people callously harming the environment.

Campaign Use

Greenway's a space cadet who thinks completely differently than everyone else. Greenway normally works on an instinctual level, understanding who

his friends are and protecting those too weak to protect themselves. He's a challenge for an experienced roleplayer seeking a different kind of story and power set. He's the child-like idiot savant with tremendous insight into a greater reality, whatever that means for both player and campaign.

In combat, he's another ranged attacker, able to pin down enemies for his team-mates, and make potent direct attacks of his own. He has a couple of interesting defensive powers and sensory tricks, offering plenty of different kinds of actions on the field, and in quieter moments.

Adventure Seeds

In the middle of a slugfest against the villains, Greenway wanders off, after hearing something that calls him away. Can the heroes afford to follow him? Has he found a special insight into defeating the bad guys? Or is it completely unrelated? If he leads them astray, will they be able to depend on him again in the future? Then there's the worst possibility: the villains have found a way to offer him false whispers through his "green way," and now have an insidious, subtle method to sow confusion in the group!

Greenway and a group of protesters picket a logging company clear-cutting a pristine section of forest. The company has a list of equipment that he's sabotaged and injuries he's caused, demanding the authorities step in or they'll hire someone to protect them. Someone like the MIA perhaps, or Black Mamba or Brother Bola, or maybe some other mercenary with fire powers. The real problem: Greenway's busy with the Aquarians on the other side of the country, so who's rousing the protesters? Why is the company so quick to hire super-criminal protection? What is really happening here, and who's this fake Greenway?

Greenway

PL 10/ 150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	1	2	1	5/-2	8	-1

POWERS

Botanical Nightmare, 40 pt. array, Standard activation -2

Allergens, ranged Affliction 10 (vs. Fortitude, Physically Impaired/Physically Disabled/Incapacitated; Progressive) (40 pts)

Entangling, ranged Affliction 10 (vs. Dodge, Hindered and Vulnerable/Defenseless and Immobilized; Area-burst, Cumulative, Extra Condition, Selective; Distracting, Limited to Two Degrees) (1 pt)

Surrogate Limbs, Move Objects 10 (Damaging, Indirect 4, Precise; Feedback, Medium-large plant-life), Deflect 8 (Redirect; Feedback) (1 pt)

Friend to the Flora, Comprehend 2 (Plants), Remote Sensing 10 (Audio/Tactile; Simultaneous; Feedback, Medium-available plant-life) (14 pts)

Higher Awareness, Protection 10 (Sustained), Senses 5 (extended 4 Nature Awareness) (15 pts)

Lucid Moments, Enhanced Intellect 7 (Uncontrolled) (7 pts)

SKILLS

Expertise (Botany) 9 (+7/+14), Expertise (Pharmacology) 7 (+5/+12), Insight 6 (+14), Perception 7 (+15), Persuasion 5 (+4), Ranged Combat (Botanical Nightmare) 8 (+10), Technology 6 (+4/+11), Treatment 4 (+2/+9)

ADVANTAGES

Improvised Tools, Inventor, Luck 2, Minion 1, Ultimate Skill (Perception)

MINION

1 rank in Team Minion

OFFENSE

Initiative +1

Surrogate Limb +10, Toughness DC 25

Allergens +10, Fortitude DC 18

Entangling, Dodge DC 20 for half effect; Dodge DC 20/15 to avoid, Damage or Sleight of Hand DC 20/15 to escape

DEFENSE

Dodge	6	Fortitude	6
Parry	6	Toughness	12/2
Will	14		

COMPLICATIONS

Burnout: Greenway's mind has permanently "expanded", giving him a superhuman awareness of the natural world and its place in the greater scheme of things. But his intelligence is unable to convey this to others, making him seem child-like and rambling. Even when he can think straight, he's too intelligent to connect with average people.

Motivation—Responsibility: Greenway feels a strong kinship to the natural world, and a deep compulsion to use his abilities to guard that which can't defend itself.

Power Points: Abilities 22 + Powers 76 + Advantages 6 + Skills 26 + Defenses 20 = 150 points

MAIDEN OF THE MIST

Female, age unknown, 30', 25 tons, sea green eyes, sea-foam white hair

Really: that's pretty much who she is. Being a nature spirit, if she's got a "real" name, it's not one we can use.

A part of: the Aquarians, then the Torchbearers

Based out of: the Beacon II

Worked as: a nature spirit, it's what she is and does

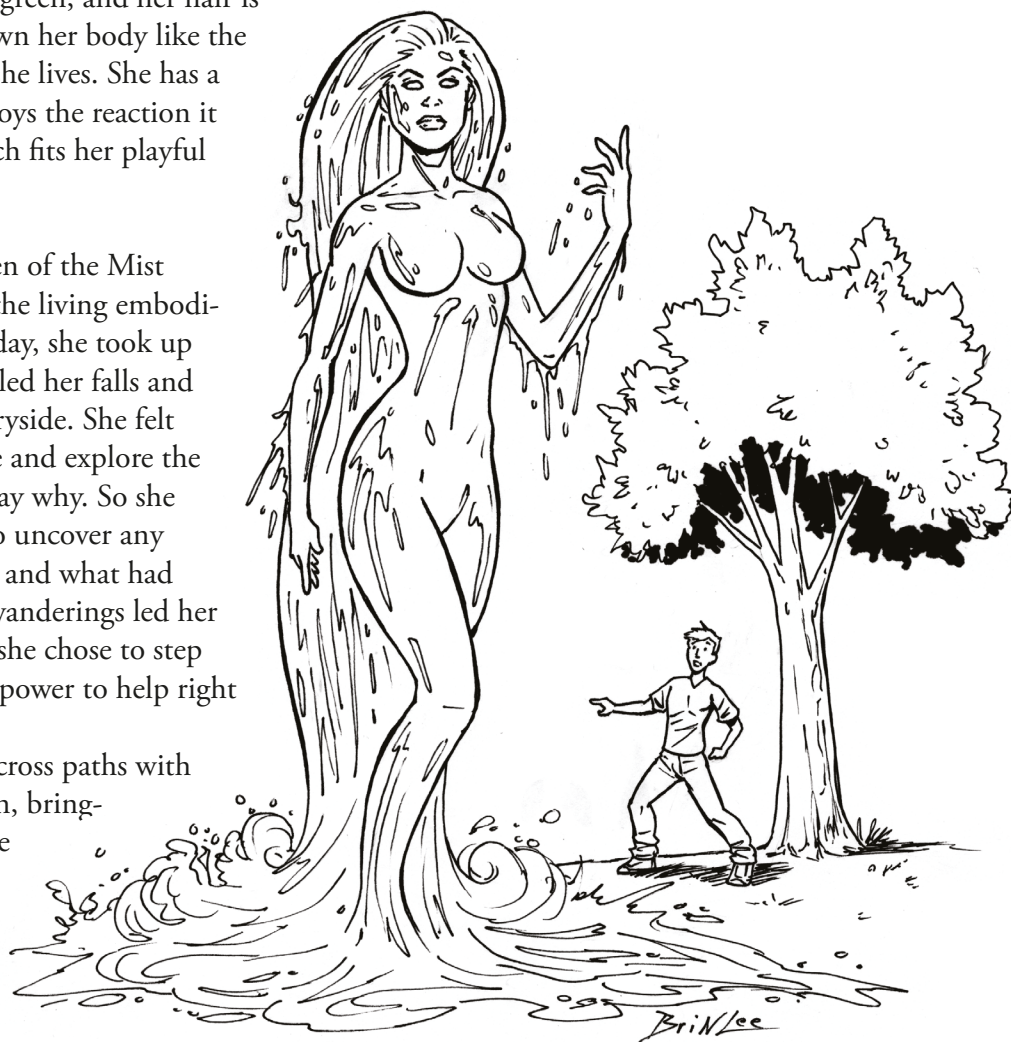
Active during: the Bronze Age

Looks: Maiden of the Mist is a female-looking water elemental, normally some 30' in height, though she can shrink herself to a more human-interactive six feet tall. Her eyes are sea-green, and her hair is sea foam, and it cascades down her body like the waterfalls of Niagara where she lives. She has a lush womanly form, and enjoys the reaction it gets from the men folk, which fits her playful nature.

Known History: The Maiden of the Mist claims to be a nature spirit, the living embodiment of Niagara Falls. One day, she took up the name of the ship that sailed her falls and wandered off into the countryside. She felt compelled to leave her home and explore the world, though she couldn't say why. So she wandered aimlessly, trying to uncover any reason she'd been awakened, and what had called her forth. When her wanderings led her to various people in trouble she chose to step in, lending her considerable power to help right wrongs and restore balance.

Eventually, this led her to cross paths with Greenway and Golden Dawn, bringing them together to stop the machinations of Doctor December. They stayed together at Dawn's suggestion to tour the United States, working toward

social justice and universal harmony. The Maiden continued to wonder what had called her forth, but settled on the idea that this Age of Aquarius mindset had done the trick. I don't know myself, but it made things more peaceful for her, and that's what mattered. She stuck it out with Greenway and Golden Dawn even through the tragic end of the Aquarians and into their rebirth as the Torchbearers, a mainstay of the tight-knit core of the group.



Psychology: The Maiden of the Mist is not human, that has to be clear. She's a nature spirit and Golden Dawn refers to her as a water elemental. Either way, she doesn't understand humans, but is much more in tune with the natural world around her. While traveling around the countryside in a van doesn't bug her too badly, she never did learn to enjoy the cities. Of course, knowing that at any lapse of focus she'd "geyser" out to her normal thirty-foot height couldn't have made hanging around cramped buildings and narrow streets all that exciting. She's usually calm, sweet and compassionate, but like the water that composes her body, she can roar into a frothing fury at injustice. She is playful and silly often times, and indulges in the way men react to her killer body. In the end, she's a sweet young lady who just happens to understand plants and rocks more than she'd ever get humans.

Known Abilities: Can we say that a water elemental has superhuman powers? Well, let's just say she's got an arsenal of paranormal abilities, and leave it at that. She's composed of water, making it hard to hurt her, especially with physical force. She doesn't need to breathe, eat, or sleep, all very convenient things, especially that last one. She's normally thirty feet tall, but she can shrink herself down as small as six feet in height. The catch is, she only stays that way while able to think about it. When she's full-sized, she's very strong, and even more resistant to damage. She can talk to other spirits, as long as they're not undead, talk to plants, and to other natural objects like rocks. She seems to be immortal; even if her form is destroyed, she's often back to full watery fury within four hours. One of her most interesting abilities can erode objects by touch, forcing her watery form into them and wearing them away like the sea erodes the beaches. Thank goodness it doesn't work against living beings.

On the other hand: there's at least one timeline I've witnessed where the Maiden of the Mist knew what had wakened her. On this world, she was called Niagara, and she was full of righteous fury against the humans who tortured and poisoned her

mother, Gaia. That's what called her out, the world itself, and she swore to cleanse her mother's wounds with the pure water of her body. This Maiden, this Niagara, didn't worry about being able to shrink. Instead, she could get larger if she stood in bodies of water, making her stronger and harder to hurt. She could start tsunamis, and by hurling water into the air, she could start powerful thunderstorms. [Niagara should have Innate Permanent Growth, as well as extra ranks of Growth with Limited—Only while in large bodies of water. Add Environment 9 or 10, for Impede Movement and Visibility to represent the storms. Finally, have Erosion affect beings as well, instead of only objects.]

Campaign Use

Maiden of the Mist is one of the bricks for the Aquarians and Torchbearers. She's secondary in this role to Black Hammer, able to back up his position while adding a few tricks of her own, such as her growth and weaken powers. When the Aquarians become the Torchbearers, she becomes the primary brick. She lacks raw strength but again, her tricks make up for that lack. She's also an alien outlook character, more in tune with nature, magic, and a less advanced world, but her sweet nature makes it more of a gentle innocence.

Adventure Seed

Dearly beloved, we are gathered here to bring this water spirit and this earth creature together in the bonds of holy matrimony. Maiden of the Mist encounters a representative of Mother Earth, who insists the spirit of Niagara Falls must wed a spirit of the land (perhaps the embodiment of the Catskills or similar mountainous region) to bring balance back to the world. Golden Dawn is suspicious of a trick, particularly when Greenway is prevented from communicating with the regional flora. What's the truth behind the New Age marriage of the decade?

Maiden of the Mist**PL 10/ 150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8/0	12/4	1	2	2	1	3	0

POWERS

Erosion, Weaken Toughness 8 (Affects Only Objects, Progressive; Side Effect-rebounds on her if she fails to affect material) (16 pts)

Essence of Niagara Falls, Comprehend 6 (Objects, Plants, Spirits-no undead), Growth 8 (Speed +1, Size +2; Quirk-Normal size is 30' tall, and her smaller heights are Sustained duration), Immortality 8 (4 hours), Immunity 10 (Full Life Support), Insubstantial 1 (Fluid; Innate), Movement 2 (Environmental Adaptation-Aquatic, Water-Walking) (63 pts)

ADVANTAGES

Diehard, Eidetic Memory, Favored Foe (Elementals), Improvised Weapon, Minion 1, Takedown 2

SKILLS

Close Combat (Unarmed) 6 (+8), Expertise (Spirit World) 8 (+9), Insight 4 (+7), Intimidation 6 (+10*/+6), Perception 5 (+8), Persuasion 5 (+5), Ranged Combat 6 (+8)

MINION

1 rank in Team Minion

OFFENSE

Initiative +1

Unarmed +8, Toughness DC 23

DEFENSE

Dodge	4*/8	Fortitude	12/4
Parry	4*/8	Toughness	12/4
Will	8		

* at giant size

COMPLICATIONS

Giantess: The Maiden is a thirty-foot-tall water being, and must shrink herself to fit into the human world. If she can't take a free action to sustain a smaller height, she reverts to her full size.

Motivation—Justice: Maiden of the Mist has stepped onto the Material World to tip the scales of justice back from the corrupt corporations and governments that poison the world.

Nature Spirit: The Maiden is a creature of the spirit world, and doesn't understand modern life, nor does she fully comprehend the human mind. Human actions arouse her anger when it seems they hurt Mother Earth.

Power Points: Abilities 26 + Powers 79 + Advantages 7 + Skills 20 + Defenses 18 = 150

SPRING-HEELED JILL

Female, 37; 5'7", 155 lbs., brown hair, brown eyes

Really: Jennifer Jackson

A part of: the Aquarians; former member of the Vanguard of Justice

Based out of: the Beacon II

Owned: a junk shop

Active during: the early Bronze Age

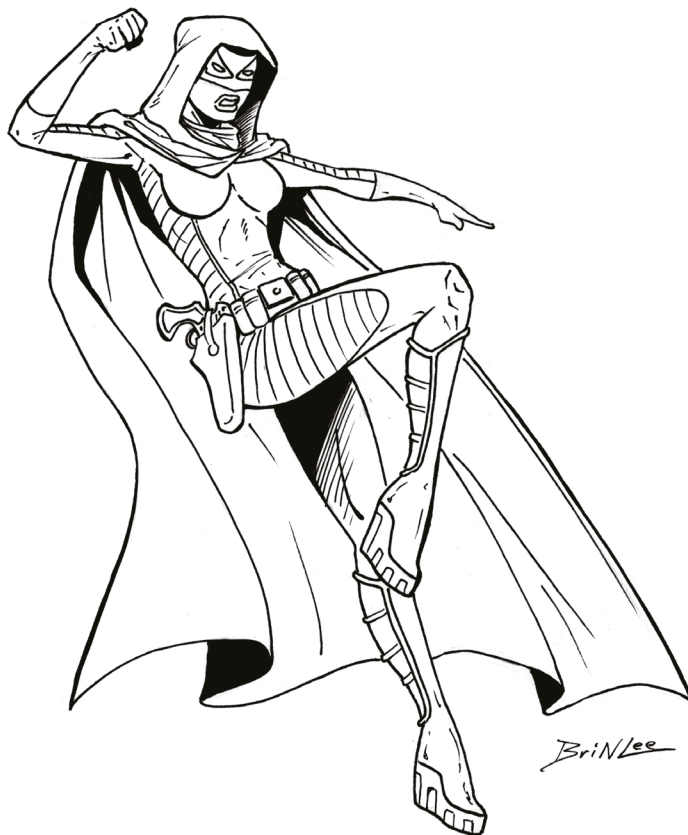
Looks : Jenny is older now, in her mid-thirties when she takes up her new identity. She's still in great shape; a little curvier maybe, but strong and sturdy. She dyes her brown hair to keep the gray strands out of sight, and she uses a bit more makeup to hide some of those wrinkles, but her smile and energy are as youthful as ever. Her new costume is based off the old story of Spring-Heeled Jack, with a silvery bodysuit and flowing black cloak, a dark hood, and bright red eyes on her mask. It's a surprisingly creepy design, especially when she's hurtling out of the night sky thanks to those jump boots of hers.

Known History: Jenny Jackson missed the excitement of bounding across city rooftops, and the joy of helping people in need. She longed for the days of the Golden Age, when she was one half of the Jumping Jacks, and approached her twin brother John at several family gatherings to discuss going back into action. John turned her down each time, quite happy to be a father, husband and local businessman, but the bug just wouldn't leave Jenny. She saw herself in the mirror each morning: a little grayer, a little older, a little less important. If John wouldn't join her in the Jumping Jacks again, she convinced him to at least help her redesign their gear for the modern day so she could go out on her own. John didn't like the idea, but he could rarely tell her no.

Jenny took to the streets as Spring-heeled Jill, modeling her new identity and gear after the Victorian London urban legend, Spring-heeled Jack. Her

startling appearance and evocative name soon made headlines, and she was wrapped in adulation again. When she met up with the Aquarians, a strong connection was forged. She joined their ranks, even though she didn't wander quite as much as they did. Her heart was in New Jersey, but she never ignored a call for help from her new team-mates, and traveled with them from time to time.

Spring-heeled Jill became very protective of her super-hero family as the years wore on. This would lead the Aquarians into their darkest period, but the legacy of heroism Jenny left in her wake would see the team through it even without her, and her star shone bright throughout the Bronze Age.



Psychology: Jenny Jackson retains an upbeat, vibrant personality, a combination of swashbuckler and big sister that helped keep the Aquarians motivated early in their history through bumps and personality clashes. Having given custody of her son to her ex-husband, Jenny has adopted the team as her surrogate family, becoming their mother figure. Despite experience and age, she never fully embraces caution and patience, hurtling into each case eagerly. She enjoys her limelight, but like when she was Jumping Jill, it's all to give her a better chance to help people who really need her aid.

Known Abilities: Spring-heeled Jill draws all of her abilities from the gear John developed. Jenny is an excellent combatant, and a decent investigator from years of practice. As an acrobat and gymnast, there are few her equal, even at her age. But she's just a normal person, and she relies on her special equipment to give her the edge over criminals.

This special gear includes a flowing cloak that is particularly tough and pliable, something she's become very skilled in using to entangle a foe, or divert their attacks away from her actual body. Her jumping boots are now much better-designed jump jets, and can propel her five hundred feet at a leap. Finally, there's her fire gun, which can belch a stream of flame at an enemy, or release a quick burst that can dazzle a person's eyes, blinding them temporarily.

On the other hand: it's very easy for a woman like Jenny Jackson to feel under-appreciated. It's been quite a long time since the Jumping Jacks were discussed with awe, or even just discussed. With more eye-catching heroes from the past like Radar Man and Redeemer, it's easy to forget two super-normal leapers and their clunky boots. When she's made to look like a bad mother in the divorce, and loses custody of her son (something almost unheard of in this age), one can see this Spring-heeled Jill becoming much more like her namesake in personality. Frivolous, scary, inscrutable, this Jill could be out for any action at all. Stopping criminals, tangling with the law, battling the Aquarians if they "invade

her turf" – all these things can lead to a wildly out-of-control woman with no connections, no allies, and an increasing alienation from even her brother.

Campaign Use

Spring-heeled Jill is a mobile character, designed for fast movements and strikes. She's built to work well on her own or with a team. As long as she's in costume and keeps moving, she's difficult to fight. She's meant to be a classic swashbuckler, with plenty of mobility and ready quips, prepared to perform fun tricks and maneuvers to add panache to a battle. She's also got more classical four-color hero traits, with a great concern for her team-mates and innocent bystanders, and these blend into a fun character to role-play. She's one of the last original links to the early eras of a campaign world, being a teenager in the Golden Age and learning from some of the first masked heroes, earning her stripes at their side.

After the Aquarians nearly break up, and turn into the Torchbearers, Spring-heeled Jill plays the valuable campaign roles of turning point and cherished icon. From her death on, she is held as a standard of heroism, the person who knew the costs of her identity but willingly paid them for her friends' lives and the good of the world. That's the moment that everyone realizes for good that heroes and villains aren't just a game, if they ever were.

Adventure Seed

How far will Spring-heeled Jill go to protect her son when she learns about criminal elements surrounding him? Drugs and gangs were relevant in the time, and relevance is the buzzword in the super-hero stories of this period. Now it's Jenny's turn to face the dark forces that haunt the streets and endanger her family. Worse is the foreshadowing that could be used, when the trail of crime leads back to the drug lord Angeldust.

Spring-Heeled Jill

PL 10/ 150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	6	5	6	5	3	3

POWERS

Fire Gun 16 pt. array, Easily Removable -6

Fire Beam, ranged Damage 8 (16 pts)

Fire Burst, ranged Affliction 8 (vs. Fortitude, Vision

Impaired/Vision Disabled/Vision Unaware; Cumulative;

Limited to one sense) (1 pt)

Jump Jets 8 pt array, Removable -1

Powered Leap, Leaping 6, Movement 1 (safe fall) (8 pts)

Powered Kick, Damage 8 (1 pt)

Padded Costume, Protection 4 (removable -1) (3 pts)**Trick Cloak**, 4 pt array, removable -1

Divert Attacks, Enhanced Parry 4 (4 pts)

Blend into the Background, Concealment 4 (normal and low-light vision; blending) (1 pt)

All Wrapped Up, Affliction 6 (vs. Dodge/Fortitude, Physically hindered + dazed; Alternate Resistance-Dodge then Strength, Extra Condition, Concentration, Reach 2; Grab-based, Instant Recovery, Limited to one degree) (1 pt)

SKILLS

Acrobatics 8 (+14), Athletics 6 (+8), Close Combat (Cloak) 6 (+12), Close Combat (Unarmed) 8 (+14), Insight 5 (+10), Intimidation 4 (+7), Investigation 4 (+6), Perception 7 (+12), Ranged Combat (Fire Gun) 4 (+9), Sleight of Hand 6 (+11), Stealth 6 (+12)

ADVANTAGES

Agile Feint, Assessment, Close Attack 2, Grab Finesse, Improved Initiative 1, Improved Smash, Improved Trip, Minion 1, Move-By Action, Ranged Attack 3, Teamwork

MINION

1 rank in Team Minion

Power Points: Abilities 64 + Powers 27 + Advantages 14 + Skills 32 + Defenses 13 = 150 points

OFFENSE

Initiative +10**Entangling Cloak** +14, Dodge DC 16 to avoid, Strength DC 16 to recover**Fire Beam** +12, Toughness DC 23**Fire Burst** +12, Dodge DC 18 to avoid, DC 18 Fortitude to recover**Powered Kick** +8, Toughness DC 23**Unarmed** +16, Toughness DC 17

DEFENSE

Dodge	12	Fortitude	5
Parry	12/8	Toughness	7/3
Will	8		

COMPLICATIONS

Family Ties: Jenny is closest to her brother John, and is a treasured aunt and sister-in-law to family. She was married briefly, but they divorced shortly before she returned to being a super-hero. Jenny leaves her son with her ex-husband, though this pains her. She loves her son greatly, and still respects and likes her ex-husband; family is family.**Motivation—Thrills:** As Jenny grows older, and notices a gray hair here or there and a laugh line creeping along her eyes, she longs for the days when she was idolized, and battled evil-doers to great acclaim. She renovates and revamps the old Jumping Jill costume and goes back into action to feel young and alive again.**Secret Identity:** Jenny keeps her activities secret from everyone, even most of her family (all except her brother John). She's even reluctant to share her name with her fellow Aquarians.

THE TORCHBEARERS

Alpha Agent, Golden Dawn, Greenway, Lone Jack, Maiden of the Mist, Windstorm

Leader: The group held regular leader elections, rotating command of the team over the years.

History: The Aquarians came to a sad end despite the optimism of their mission, and the public's positive reaction. A concerted effort by Special Agent Worthen and the Warmonger led to Black Hammer being framed for murder, a crime so excellently crafted that the hero was found guilty and sent to prison. As the team reeled from this development, another old foe, Angeldust, launched the attack Golden Dawn believes she had foreseen. The team was unprepared due to Hammer's trial when Angeldust struck, capturing Dawn and the Maiden in a plan to sacrifice them and use their essence. The ritual would capture the potential in the Age of Aquarius, giving him an "Age of Alchemy" and the world, but Spring-heeled Jill sacrificed her own life to thwart this plot.

The dual blow sealed the end of the Aquarians, and they drifted apart after Jill's funeral. Other forces were at work that would bring the separation to a surprising end. The FBI Director stepped down at long last, and the official view of the Aquarians started to change with the new director. Agent Perlman offered a suggestion: bring them together, with some new heroes, and have the team officially deputized to battle threats beyond the abilities of law enforcement. With Perlman as the liaison, the suggestion was accepted, and Jerry worked hard to convince the Aquarians that this was a chance to do everyone good. With his support, they could even work toward clearing Hammer. The FBI wanted a member of their own on the team and the Alpha Agent was developed to fill the role. They rescued Jenny's brother, who'd become Lone Jack in a failed attempt to get revenge on Angeldust. Eventually, Windstorm was brought on board at Alpha Agent's recommendation. Everyone agreed that the baggage

of the Aquarians needed to be left in the past. Since the idea was a team modeled after the legacy of the Vanguard, they selected the name Torchbearers. A fitting "passing of the torch", as well as the light of hope that the Beacon was meant to be for the old team.

There were initial difficulties. The older members had trouble adjusting to the more organized nature of the Torchbearers; there was friction from having Alpha Agent foisted on them; and grief weighed the former Aquarians down. But they would rise up and meet these challenges, and the Torchbearers would succeed in the long run.

Resources: The Torchbearers rely on the classic super-team trappings, including a base, a jet, and support staff to maintain their complex. The team is much more individual than the Aquarians (and the Silver Age groups), usually only gathering for meetings and missions, making these resources vital links as well.

The Beacon III (team base, 20 pts)

Size Large, Toughness 12, Features: Communications, Computer, Fire Prevention System, Gym, Garage, Hangar, Infirmary, Laboratory, Library, Personnel, Power System, Security System 2 (Technology DC 25)

Torchwing (team vehicle, 20 pts)

Size Gargantuan, Str 14, Spd 10, Def 6, Tough 13, Features: Navigation system, Total Life Support

40 total points, **Equipment 8**

Note: Greenway and Maiden of the Mist have a rank in Minion as Aquarians; for a Torchbearers campaign, adjust this to Equipment 1

Special Agent Jerry Perlman (Connection, 0 pts)
With Alpha Agent as a member, Agent Perlman no longer needs to provide an active role in group activities, removing the need for Team Minion

T.Z. Jones (Personnel, 0 pts)
Thea Zoe Jones (T.Z. to her friends) is a vibrant and cheery young woman who needed a job to make money for college. She became a civilian administrator for the FBI in their New York office, and it was there she came to the attention of Agent Perlman. Despite a bit of klutziness, she was eager, bright and trustworthy, so when it came time to outfit the newest Beacon, he asked her if she wanted a better job. She could do something that would serve her country's interests much better than filing and making coffee. She was in it for the paycheck at the start, but came in short order to love the Torchbear-

ers. They came to enjoy her presence, and she threw herself into her duties. When she earned enough to go to college, T.Z. stayed at her post instead. She takes night classes now, but she learns much more keeping the team organized, the base humming and the Torchwing at the ready.

Legacy: The Aquarians provide an interesting footnote to superhero groups, but the Torchbearers generate more significant history, despite being largely the same group with the same purpose at their core. The Torchbearers will exist past the end of the Bronze Age, and become a standard for hero teams in the decades to come. More heroes will be honored with membership, but only the most prestigious get to join. They prove that private vigilantes and the government can work hand in hand (no matter how strained) for the common good.



**Spring-Heeled Jill (variant costume),
Alpha Agent, Windstorm**

ALPHA AGENT

Male, 28, 6'0", 215 lbs., green eyes, dark red hair

Really: Gregory Kirkland

A part of: the Torchbearers; also a Special Agent of the FBI, and Bureau liaison to the team

Based out of: Washington, D.C.

Worked as: a Special Agent of the FBI

Active during: the Bronze Age

Looks: Gregory Kirkland is six feet tall, in great condition, always working out to keep as fit as possible. He's normal without his super-suit, and that knowledge concerns him. He's got great green eyes, dark red hair, and pale skin with just a few freckles. I think it's adorable; he's annoyed they detract from his "agent look". When in FBI offices, he wears the standard dark business suit, while at home he likes to be relaxed, dressing down and very, very casual. I can dig that. As Alpha Agent, he wears his super-suit, all dark colors of the flag, reds and blues, with white accents. He certainly cuts a dashing figure in it.

Known History: Gregory Kirkland was born into a family of service and politics. Three generations of the family tree wrapped its branches around the different parts of Washington, D.C.; lawyers, politicians, criminologists, judges, and more. So it was no surprise he'd find his way into public service, in his case by joining the FBI. He wanted to follow a political track eventually, and most of his efforts in the Bureau were put toward making connections across the capital while diligently pursuing his caseload. When newly-promoted Special Agent Jerrold Perlman convinced the Aquarians (still reeling from their recent losses) to accept the Department's backing for a new team, Kirkland's opportunity came. His record, and family influence, lifted his name to the top of a list of candidates for new Constable, but Kirkland wanted something more American-sounding. I'm not sure Alpha Agent succeeds, but it

fit his personality.

Kirkland got the job over two other qualified candidates, and everyone (including Kirkland) believes it was his family connections that won him the role. This would come back to haunt him and his new team during the years to come. The renamed team, now called Torchbearers, didn't see much reason to trust the agent foisted on them, but their long-time friend Perlman gave him the okay, so they gave him a chance.

Kirkland struggled hard against injustice at his team-mates' sides, despite his career-centered objectives. He put his keen mind and powers at their service, and in time, became a valued cornerstone of the Torchbearers. He grew close to them as well, and when those opportunities he'd sought earlier in life cropped up, he never leaped at them; instead, he weighed them against the hard-won loyalty of the Torchbearers, and their fight for justice.

Psychology: Alpha Agent is a blend of careerism, opportunism and genuine belief in justice. He is law and order, but not to the exclusion of all else. The time he spends as a masked hero fighting alongside more idealistic team-mates brings into question his quote: "the laws exist for a reason; if they don't work, try to repeal them, never ignore them." He is loyal, to the Bureau and to his fellow Torchbearers, but most of all to the Kirkland family and their generations of service to the country. He throws his all into any project he's involved in, and is savvy about public perceptions and the press. But despite the good he does as Alpha Agent, and a Special Agent of the FBI, Greg's ultimate goal is still to win a seat in Congress down the road.

Known Abilities: Greg Kirkland is a trained investigator with the FBI, with knowledge of law enforcement, criminal investigation, hand-to-hand

combat and firearms. He's developed a solid reputation of solved cases and professionalism, though becoming Alpha Agent has weakened this among his fellow agents.

As the Alpha Agent, Kirkland wears a costume that generates low levels of vitolite radiation, providing him with some superhuman strength and increased durability. He can leap great distances, nearly two hundred feet at a shot, and his eyesight and hearing are more sensitive and accurate over a greater distance. The hope was that making the suit the source of the energy would avoid the issues that poor Constable faced from direct absorption of vitolite. As the Justice Department's super-heroic face, Alpha Agent is often armed with advanced, even prototypical, devices useful against specific threats.

On the other hand: Alpha Agent could have used this position to work a much darker scheme. Taking advantage of the abilities given him by the government, this Alpha Agent stockpiled embezzled devices and cash, and made secret arrangements with captured criminals of all stripes. He's building a well-armed force of super-villains for his inevitable attempt to win the "big" political office by non-voting methods. And by working with the Torchbearers, subverting their efforts, winning their trust and stealing their innovations, Alpha Agent in this timeline is in a frightening position to launch this takeover with the Torchbearers' deaths. [For this version, other than taking advantage of the increased PL discussed below, and making an array of gadgets to arm his super-villain followers with, there isn't much to change.]

Campaign Use

Alpha Agent is the government go-to guy of the group, providing martial combat expertise blended with a solid foundation of investigatory skills. He dovetails with Windstorm and Lone Jack, by providing a more powerful hand-to-hand punch along with a low level of versatility in his gadgets. On the other hand, he doesn't supplant the two bricks of the team, Black Hammer and Maiden of the Mist,

instead providing a bridge between them, supporting both roles. On a roleplaying level, Alpha Agent is more law and order than pure justice, offering the team a level of official presence and direction for detective work. He also collides easily with members who are less government-oriented. There's a level of ambition that is lacking in super-heroes in general; this is a stepping stone for him, and that's a motivation that offers a number of different story angles.

Adventure Seeds

Alpha Agent has to deal with a united front when Special Agent Worthen (one of the three finalists for the role of Agent) makes contact with the third finalist. The two of them work a dangerous two-front scheme, in the world of superhumans as well as the administrative labyrinth of the Bureau, to expose the Agent as a fraud and frame him for corruption. Has Kirkland won enough respect from his teammates (or the other heroes he might turn to) to help him?

Ghosts of past indiscretions by Agent Perlman and the Aquarians start to come to light. Their fugitive status has been scrubbed, but could it come back and ruin the Torchbearers anyway? A reporter has been receiving classified documents from a source deep inside the Bureau, and the first few articles threaten to "blow open the truth about our so-called heroes!" Can they figure out who is leaking the information? Is it the Alpha Agent? Is he willing to help stop it if it isn't? Is the information accurate, and if it is, should it be stopped? Who is hero, who is villain, and how can the heroes resolve the situation without making the Bronze Age even more cynical?

Alpha Agent**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6/2	9/5	3	3	4	1	3	1

POWERS

Vitolute Suit, Enhanced Abilities 8 (Str +4, Sta +4; permanent), Damage 3 (Str-based), Leaping 5 (200'), Regeneration 3, Senses 7 (rapid extended 2 vision, low-light vision, accurate extended hearing) (Removable -6) (28 pts)

R&D Support, Variable 2 (Slow, easily removable -4) (8 pts)

EQUIPMENT**Utility Belt**

Tear gas, ranged area-cloud Affliction 4
Flash-bang grenade, ranged area-burst Dazzle 4
heavy pistol, ranged Damage 4
handcuffs, master keys, portable radio

Cruiser (13 pts)

Size Large, Str 6, Spd 6, Def 8, Tough 9, Features:
Alarm, Navigation system

2 ranks toward **Team Equipment**

SKILLS

Close Combat (Unarmed) 5 (+9), Deception 6 (+7), Expertise (Law Enforcement) 7 (+8), Expertise (Politics) 4 (+5), Intimidation 5 (+6), Investigation 7 (+8), Perception 7 (+10), Persuasion 6 (+7), Ranged Combat (Guns) 5 (+8)

ADVANTAGES

All-out Attack, Benefit (FBI Agent), Close Attack 2, Connected, Defensive Roll 2, Equipment 9, Fast Grab, Improved Hold, Power Attack, Precise Attack 2 (Ranged Cover and Conceal), Ranged Attack 2, Takedown, Well-informed

Power Points: Abilities 44 + Powers 36 + Advantages 25 + Skills 26 + Defenses 19 = 150 points

OFFENSE

Initiative +3

Unarmed +11, Toughness DC 24 (in suit)

Heavy Pistol +10, Toughness DC 19

DEFENSE

Dodge	9	Fortitude	11/7
Parry	9	Toughness	11/9
Will	9		

COMPLICATIONS

Aspirations: Alpha Agent desires to become a politician, aiming for Senator, and maybe even the White House. To this end, he does what he can to make connections that will help him in the future.

Motivation—Helping Others: Alpha Agent believes in doing the most good for the most people, giving them strength and protection when they lack it in the face of great danger and vicious criminals.

LONE JACK

Male, 47, 5'7", 185 lbs., brown eyes, brown hair streaked with white

Really: John Jackson

A part of: the Torchbearers; former member of the Vanguard of Justice as Jumping Jack

Based out of: Newark, New Jersey, and operates from the Beacon III

Worked as: a mechanic and part-time inventor

Active during: the Bronze Age

Looks: John's looking good, but looking his age. In his late forties, his brown hair is streaked with gray and receding, and there are laugh lines at the corners of his mouth. He's in great shape, if a bit bulkier than in his youth. He still dresses down, still has that blue-collar look and way of talking, and when not in costume or on a case, is most comfortable with a greasy rag in his back pocket, a tool in his hand and grubby fingers in need of a good wash.

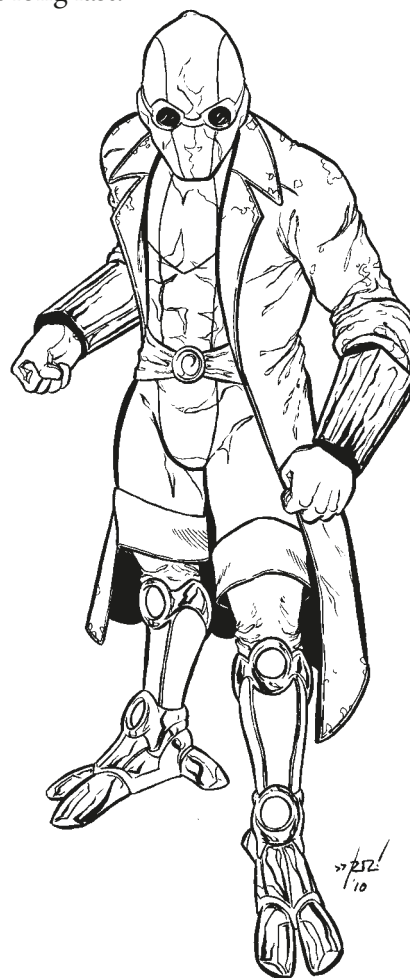
Known History: John Jackson had been happily retired since the end of WWII and the conclusion of the Golden Age. He was a mechanic with a thriving chain of garages around his New Jersey home. He was relaxed, had a wife and two lovely children, and life couldn't be better. He'd often provided technical help or lessons from his own past to newer heroes from the Silver Age; he'd even helped repair the Beacon once or twice for Revenant. Aside from those brushes though, John was well and truly done with the super-hero world.

Until one tragic day when the news broke of the death of Spring-heeled Jill, saving her comrades and defeating the criminal mastermind Angeldust. John was devastated at the loss of his twin sister Jennifer, then outraged when Angeldust evaded punishment for the murder. Despite his wife trying to restrain him, John was inconsolable. He pulled out his old equipment and reworked it all, focused on his need to bring justice to this killer. He failed in his first outing, alone against Angeldust's organization, and

with Lone Jack out of practice and feeling his age.

The Aquarians had reconstituted as the Torchbearers, and they arrived in time to save Lone Jack from retribution. Reluctantly, he joined their team, a move that upset his wife, and would result in their divorce. She loves him, but can't be married to him if he's risking his life at his age, and with children to care for.

Now, Lone Jack is the veteran of the team, the cynic, and the one most dedicated to bringing down Angeldust. Although the Torchbearers can't be focused on hunting down one person, he battles all their villains in order to get his chance to avenge his sister at long last.



Psychology: There's still some of the younger John left in Lone Jack. He's the big brother that several of the Torchbearers never had. He's thoughtful and quiet, and still enjoys his engines, most comfortable in his garages. He's a caring family man, concerned for blood and "adopted" family in equal measure. He was hesitant about joining the 'Bearers, but he's become close to them anyway.

But there's a greater sadness in him that colors his life. It hurt his relationship with his wife, it keeps some of his teammates at bay, and keeps him away from the public eye when the crowd offers deserved accolades and adulation. His spirit is tarnished by the knowledge that he wasn't there for Jennifer. When his twin sister was awash in pain and fear, and needed him the most, she died alone. This tears him up inside, and as much as he seems to hate Angeldust, it's pretty obvious that fury pales against the anger he holds against himself.

Known Abilities: John remains a premier engineer and mechanic, as well as a skilled combatant. He's a decent investigator, from his many years in action and helping novice heroes to learn. Other than the high degree of skill in these areas, John possesses no innate powers.

Instead, he has advanced gear that provides him with a powerful edge in his masked career. His jump jets are his greatest innovation, potent devices that enable him to leap up to five hundred feet at a shot. He has nightvision goggles and an armored costume as well as his gauntlets. These fire a variety of the old battle discs from his Jumping Jack days, upgraded to do greater damage, explode, or release a cable net. There's also a compressed charge of air that can knock people and objects back. These more than make up for any loss of combat prowess from his age.

On the other hand: Lone Jack could have become unhinged by the loss of Spring-Heeled Jill. Instead of trying to bring Angeldust in for justice, Lone Jack could be hunting down the criminal like a dog, eager to get blood for blood. This Lone Jack could see anyone trying to get in his way as a minion of An-

geldust, or foolish and naïve tools of a society that no longer works. Regardless, all would be greeted by the same level of viciousness and obsession. This Lone Jack will take no prisoners, and who knows what will drive him next should he achieve his goal. But it's safe to assume that he will find some new evil to pursue, now that he's lost all perspective.

Campaign Use

Lone Jack is the veteran hero of the team, having worked with Golden Dawn's father in the Golden Age. He's the father figure, and a steady rock of knowledge and wisdom. Sometimes, he might be the out-of-date old man too, which could be amusing, but he provides technical innovation and know-how as the rest of the world is threatening to move ahead without him. In combat, he moves fast, and has a decent ranged attack that can keep enemies off-balance. His mechanically-oriented attacks provide a nice descriptor difference from Golden Dawn and Maiden of the Mist's ranged attacks, and his movement-oriented, bar brawl style of combat compliments the more refined martial arts skills of Alpha Agent and Windstorm.

Adventure Seeds

Spring-Heeled Jill lives! Lone Jack throws caution to the wind to welcome back his twin sister, but the other Torchbearers are suspicious. When she betrays the team to her murderer Angeldust, those suspicions seem confirmed! Is she Jennifer Jackson? Is she an alchemical construct? Is she something far worse? And regardless of the truth, can Lone Jack's sanity survive?

Jumping Jack is back on the streets of Newark! Lone Jack's not pleased to discover his son has found his obsolete gear and taken on the old identity. Can he convince the teenager to give up a life of thrills and excitement? Is Lone Jack about to get a sidekick in an age when such quaint notions seem destined to end in tragedy? And of course, Mom's out there, and there's not a villain that can hold a candle to an angry mother. What will she do to end this?

Lone Jack

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	2	4	5	8	2	4	3

POWERS

Armored Costume, Protection 6 (Removable -1) (5 pts)

Jump Jets, Leaping 6 (500'), Movement 1 (Safe Fall) (Removable -1) (7 pts)

Nightvision Goggles, Senses 2 (Infra-red vision, low-light vision; Removable -1) (1 pt)

Gauntlets 22 pt. array, removable -5

Razor Discs, Ranged Damage 8 (Penetrating 6, Multiattack; Unreliable-5 shots) (22 pts)

Blast Discs, Ranged Damage 10 (Area—Burst; Unreliable-5 shots) (1 pt)

Air Blast, Move Object 10 (Damaging; Diminished Range 3-20'/50'/100', Limited Direction—Away) (1 pt)
Capture Net, Ranged Affliction 10 (vs. Dodge/Fortitude, Physically Impaired + Hindered/Physically Disabled + Immobile; Extra Condition; Limited to two degrees) (1 pt)

EQUIPMENT

1 rank in **Team Equipment**

SKILLS

Acrobatics 5 (+9), Athletics 6 (+7), Expertise (Engineering) 6 (+8), Investigation 6 (+8), Perception 5 (+9), Ranged Combat (Throwing) 5 (+10), Ranged Combat (Gauntlets) 5 (+10), Stealth 4 (+8), Technology 8 (+10), Vehicle 4 (+9)

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Attack, Equipment 1, Favored Enemy (drug dealers), Instant Up, Inventor, Move-by Action, Power Attack, Skill Mastery (acrobatics), Skill Mastery (technology)

OFFENSE

Initiative +4

Air Blast +10, Toughness DC 25

Capture Net +10, Reflex DC 20

Blast Discs, Dodge DC 20 for half damage, Toughness DC 25/20

Razor Discs +10, Toughness DC 23 (penetrating 6)

Unarmed +12, Toughness DC 17

DEFENSE

Dodge	10	Fortitude	5
Parry	12	Toughness	8/2
Will	9		

COMPLICATIONS

Enemy—Angeldust: Lone Jack is obsessed with bringing his sister's murderer, Angeldust, to justice once and for all. Angeldust is aware of this, and uses it to his advantage when he needs to, taunting the hero at the same time.

Family: Lone Jack has a wife and two children who he loves dearly.

Motivation—Guilt: John blames himself for letting Jenny die alone, suffering flashbacks to what he imagines her death must have been like, and waking up from nightmares of Angeldust's gloating.

Secret Identity: Lone Jack is very protective of his identity, worried that his family will be in danger.

Power Points: Abilities 58 + Powers 33 + Advantages 14 + Skills 27 + Defenses 18 = 150 points

WINDSTORM

Male, 26, 5'5", 175 lbs., black eyes, dark brown hair

Really: Thomas "Tommy" Yong

A part of: the Torchbearers

Based out of: the Beacon III

Worked as: a forklift driver

Active during: the Bronze Age

Looks:: Thomas Yong is short but don't let his size trick you. He's quick, and his posture shows that he's alert at all times and ready to go. His black eyes look right through you and contrast nicely with his red gi and mask. His long hair is pulled back into a braided ponytail. He's not someone I would ever want to have to go a round or two of grav-boxing with.

Known History: Third-generation immigrants Charles and Annabelle Young did everything they could to fit into their adopted country. They weren't ashamed of being Chinese, they just preferred to be American, and worked hard at it. They changed their names (from Yong Chen and Ah Lam), Charles made a career of selling office supplies, and they settled into a suburb of Des Moines, Iowa. Nothing changed after Thomas was born. In fact, they redoubled their efforts, and Tommy found himself in a whirlwind of Boy Scouts, Little League, backyard barbecues, hikes and more.

However, Tommy was most drawn to karate. The local studio flourished from the recent flood of Asian action movies. His parents were reluctant, but let Tommy join the school. He displayed a natural talent and loved every minute. His parents used it to distract Tommy from his mother's illness, something they didn't want him to worry about.

Annabelle passed away shortly after Tommy had achieved his black belt, upsetting him greatly and throwing off his training. Worse, as Tommy prepared to enter college, his father suffered a fatal heart attack. Charles had pushed himself too hard

for too long after Annabelle's death; he'd wanted to send Tommy to school, give him a good life, and a good future. Now Tommy faced that future alone.

As he went through his parents' effects, he found a safe deposit box key. In the box was an old book and an antique amulet of a dragon wrapped up in roaring winds. Tommy took the book home and did his best to understand the weathered Chinese scrawl within, shocked that his parents had never told him. The diagrams showed martial arts kata from some other style, one he didn't recognize. He couldn't understand the words, but did his best to follow the copious diagrams while researching both heirlooms.

He finally tracked down the line of defenders the amulet symbolized, and flew to China to find this hidden School of the Tempest Spirits, whom the Dragon-bearers had defended as far back as the 13th century. Immersed in the culture and language of China, Tommy (now Yong, not Young) found a master of the School. When the old mentor saw the amulet, he took Tommy in to teach. Ironically, Tommy never noticed he was living out one of his own martial arts movies.

After five years, Thomas Yong left with all the skills he could master in a sheltered school. He returned home to America, to ponder his future in possession of secrets lost to the modern world. That future revealed itself when a friend was trapped in a hostage situation at a rock concert. One by one he took out the criminals, saved the hostages, and proved to himself that he wanted a life of adventure. He named himself Windstorm, after his preferred style, and took to the highways of the country. He gained a reputation as he traveled, and while police mistrusted him, the Alpha Agent didn't. The FBI's super-hero approached and offered him a spot on the Torchbearers, to live up to his role of guardian on a larger scale. How could Windstorm say no?

Psychology: Thomas Yong is a serious and disciplined young man. His School training instilled in him a sense of quiet confidence and a purpose, to protect those who cannot fend for themselves. Windstorm takes great care to only use enough force to accomplish what needs to be done. He tends to be introspective, then speaks intelligently. This is not to say that Windstorm is all business. He smiles and jokes as easily as any of the others, but only when he doesn't have to put his focus on more important matters.

Known Abilities: Windstorm is a martial artist in total control of his chi, with a mastery of a secret combat form called the School of the Tempest Spirits. The School has several styles derived from storm-related phenomena, and for Windstorm it's... well, wind. He's able to strike with such force that the damage lingers for as long as he concentrates on it, and eventually breaks through any substance. He can align his chi with the winds around him, increasing his speed and leaping, and can defend himself with such a flurry of moves that it's nearly impossible to strike him in melee combat. His most remarkable technique is a meditative trance to quicken healing. He is one of the best martial artists of his time, and is remembered into the future as one of the greats.

On the other hand: Another timeline sees a Windstorm with no family attachment left when he returns home, in full command of physical prowess that can level a squad of men on his own. There is no one who can challenge him, and his moral center was lost before he left for China. Now it's all about the way his abilities can make him more comfortable. The strong should help themselves, after all, and if the weak deserved their stuff, they wouldn't be weak. This Windstorm is the ultimate jock, a bully of super-normal proportions, always on the move seeking out more and better challenges to show himself off.

Campaign Use

Windstorm is a version of the classic Asian martial artist from this period of super-hero comics. His skills make him the equal of any superhuman, even if he's just a well-trained normal. On the field of battle, he dodges, spins and strikes fast, keeping numberless mooks off his team-mates' backs, or cornering bigger threats. Story-wise, he can be the wise wandering monk or the confident, cocky warrior (or a combination of both), while exploring the history of his School. Ninjas, quasi-mystical warriors of the ancient days, and other classic elements follow such a character, and the biggest question of all lingers unspoken: just how did his very mundane parents come to acquire such strange artifacts?

Adventure Seeds

Windstorm returns home, reacquainting himself with old friends, former flames and the sights and sounds of his youth. What should be a relaxing homecoming, however, takes a desperate twist. The father of an old classmate begs Tommy for help to recover the only thing that can save his son from a rare and terminal illness. Of course, the only thing that can reverse it lies at the school. But how would this man know about Tommy's secret training? What's the real story? What does this object actually do?

Windstorm is confronted by a new student of the School of the Tempest Spirits, and this one has a shocking revelation: Windstorm's father stole the book and amulet! He demands a chance to win them back in honorable combat, in front of the city's media, so he can show everyone the rightness of his cause. Windstorm must determine if the rival is telling the truth, and what this means for his own future as Windstorm. And if it isn't the truth, what is this rival's secret agenda?

Windstorm**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	7	5	7	2	4	2

POWERS**School of the Tempest Spirits**, 8 pt. array

Wind Strike, Damage 6 (Concentration, Penetrating 2; Distracting) (8 pts)
Hurricane Force, Weaken (Toughness) 7 (Affects Objects Also, Incurable; Distracting) (1 pt)
Breath of Life, Regeneration 5 (Persistent; Insight Check Required-DC 15) (1 pt)
Cyclone Shield, Enhanced Defenses 4 (Dodge +2, Parry +2) (1 pt)
Cyclone Speed, Speed 4 (30 mph), Movement 2 (Sure-footed x2) (1 pt)
Wind Currents, Leap 6 (500') (1 pt)

EQUIPMENT**Nunchaku**, Damage 2, 19-20 Critical**Shuriken**, ranged multiattack Damage 1**Team Equipment** 1**SKILLS**

Acrobatics 5 (+12), Close Combat (Nunchaku) 2 (+9), Close Combat (Unarmed) 4 (+11), Deception 8 (+10), Expertise (Philosophy) 5 (+7), Insight 8 (+12), Perception 5 (+9), Persuasion 4 (+6), Ranged Combat (Thrown) 5 (+10), Sleight of Hand 7 (+12), Stealth 7 (+14)

ADVANTAGES

Agile Feint, Assessment, Close Attack 2, Daze (Deception), Defensive Roll 3, Equipment 3, Evasion, Improved Defense, Improved Initiative, Improved Trip, Language (Chinese), Power Attack, Ranged Attack 3, Redirect, Skill Mastery (Deception), Weapon Bind

OFFENSE**Initiative** +11**Hurricane Blow** +13, Fortitude DC 17**Nunchaku** +11, Toughness DC 19**Shuriken** +13, Toughness DC 16+ (multiattack)**Wind Strike** +13, Toughness DC 22 (penetrating 2)**Unarmed** +13, Toughness DC 17**DEFENSE**

Dodge	13/11	Fortitude	8
Parry	13/11	Toughness	7/4
Will	10		

COMPLICATIONS

Honor: Windstorm is an honorable man both in life and combat. He will use only the amount of force necessary to defeat an opponent and takes no pleasure in the use of violence. Fighting dirty is abhorrent to him.

Motivation—Responsibility: Windstorm feels a responsibility as the bearer of the amulet to live up to the reputation of its previous owners.

Power Points: Abilities 66 + Powers 13 + Advantages 23 + Skills 30 + Defenses 18 = 150 points

VILLAINS OF THE BRONZE AGE

ANGELDUST

Male, 40, 5'10", 210 lbs., black eyes, dark brown hair

Really: Angelo Donati

The leader of: his own criminal network

Based out of: Chicago, Illinois

Worked as: a criminal kingpin and chemist

Active during: the Bronze Age

Looks: Angeldust is the very picture of the handsome devil. Five foot ten and in excellent condition, Angeldust is no musty old academic. There's never a single dark hair out of place on his head, and those black, penetrating eyes are always analyzing and judging. He enjoys his success, and it shows in his tailored suits, fast cars, and luxurious homes. As Angeldust, Angelo adds large jackets that cover his alchemical arsenal and any other surprises.

Known History: Angelo Donati enjoys playing up his stereotypical ghetto upbringing: abusive mom, deadbeat dad, bad influences from the slums, the whole ball of wax. It's all a lie, to show his lackeys his "street cred". Angelo has an excellent business education, with a lesser degree in pharmaceuticals, and applied these lessons to building his empire. It's the hidden lore of alchemy that he has studied longest, and knows best. The books his father passed along to him showed a shadow world that could be broken down into components and rebuilt to suit his needs. It was this edge that brought him a quick rise in the drug trade.

It was also this edge that brought him to the attention of the super-heroes, especially the mystic heroine Golden Dawn and her teammates in the Aquarians. Angeldust's attempts to increase his power and influence were often thwarted by this group, but they could never counter his skill at evading capture, nor penetrate the web of cat's-paws that protected him from the law. More than once though, they were able to temporarily break up his power base, forcing him to rebuild.

Eventually, Angeldust's need to unlock the alchemical pattern of the world merged with his lust for revenge on his foes. He crafted a magical rite to seize the potential of the Age of Aquarius, and corrupt it with a sacrifice in the form of the Maiden of the Mist or Golden Dawn. He came close to success, but the self-sacrifice of Spring-Heeled Jill destroyed the rite and freed his captives. Angeldust survived, escaping once more, ready to plot more mayhem. He would continue to challenge his enemies as the Torchbearers in more and more vicious battles.



Psychology: Angeldust is a schemer. He likes to out-think his opponents, luring them into dangerous situations while keeping a safe distance. But he's no effete intellectual, not at all. Angeldust is quite able and ready to engage in physical confrontation, though rarely without a plan and contingencies. Ultimately, Angeldust is about control: people, the world, all things must be sorted, labeled, and organized. Everything must be in its place, and that place must be at the beck and call of Angeldust. He's brilliant, suave and relaxed, rarely ruffled and almost never angry, only losing his composure on a handful of occasions. It's why he doesn't care much for using his Primal Beast elixir; the dulled intelligence and awareness worry him, despite the combat advantages provided by the raw force it bestows. Of course, this need for control and planning would topple him, because no plan remains intact when meeting the enemy, and Angelo can never improvise well.

Known Abilities: Angeldust is a genius, with a deep knowledge of business, criminal enterprises and manipulating people, as well as a decent knowledge of knife-fighting and marksmanship. His greatest strength is his nearly masterless knowledge of alchemy, the ancient pseudo-science and philosophy of combining basic elements to recreate and reshape the material world and the spirit. Of course, like most people possessing magical knowledge and ability, it's not clear if this counts as a power or not; for now, we'll go with the idea that it's knowledge anyone could potentially learn.

Angeldust learned better than most, especially for his time. His standard arsenal included: a potent sleeping gas; a dust that kept him invisible as long as he avoided touching anyone; a healing potion he called Aqua Vitae; and the Transmutative elixirs that unleashed his Primal Beast or Evolved Intellect. Aside from these basics, he would constantly concoct new formulae as needed for his latest plot. He also created homunculi, creatures of magically-touched clay, brought to life to do their master's needs. One such homunculus was kept by his side at all times, as a particularly effective bodyguard.

On the other hand: Angelo Donati could become devoted to the more uplifting and enlightening aspects of alchemical philosophy, seeking the ability to transmute base substances to gold. Angeldust preferred to focus on the materialistic aspects of this "science", but an alternate Angelo could understand that this is a metaphor for trying to achieve purity of the soul. This Angelo would still be well-organized and composed, but now his intellect and insight would provide mentoring, information or advice to other super-heroes. Perhaps he's teaching someone his knowledge in the hopes of sponsoring a hero of his own, to bring more hope to a world that needs it.

Campaign Use

Angeldust is a crime kingpin with a twist that can let him challenge the heroes more directly. He's a plotter and mastermind, with a good array of resources, skills and advantages to accomplish this role, while his alchemy gives him an edge to survive combat in the inevitable final confrontations. His alchemy-based stories can leave the streets and criminal underworld for more mystical plots, and can even bring those two threads together in odd, surreal kinds of adventures for a change of pace. He's intelligent, scheming, ruthless, and in his later career, has a reputation as a hero-killer that can provide a sense of urgency and danger to his appearances.

Adventure Seed

Angeldust has begun to release a dangerous new street drug: kickstart. This drug makes a person's dreams come true when they develop superhuman abilities. There's no way to know what powers a person will get, but they only last a few hours and then it's gone, and the user feels empty. The heroes are facing an increasing number of super-power junkies demanding higher and higher amounts of kickstart. How do they stop the flow of the drug once and for all? Is this all there is to his plan, or is there some bigger reason Angeldust is releasing a power-inducing drug to the world?

Angeldust**PL 12/202 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1/5	3/8	4/7	6/10	2/7	5/9	8/11	4/9

POWERS

Aqua Vitae, Healing 10 (Energizing, Stabilize; Activation-move, Easily Removable -12) (18 pts)

Invisibility Dust, Concealment 4 (vs. Visual Senses; Passive, Easily Removable -2) (2 pts)

Sleeping Gas, Weaken Fortitude 8 (Alternate Resistance-Dodge, Reach 5) linked Affliction 9 (vs. Dodge/Fortitude, Fatigued/Exhausted/Asleep; Reach 5; Easily Removable -10) (17 pts)

Transmutation of Form, 37 pt. Array, easily removable -14

The Primal Beast, Enhanced Physical Abilities 21 (+4 Str, +5 Sta, +3 Agl, +4 Dex, +5 Fgt; Continuous; Reduced Int and Awa to 0, -26) (37 pts)

The Evolved Intellect, Enhanced Mental Abilities 12 (+4 Int, +3 Awa, +5 Pre; Continuous) (1 pt)

SKILLS

Close Combat (Knife) 3 (+5/+10), Deception 8 (+12/+17), Expertise (Alchemy) 10 (+15/+10/+19), Expertise (Criminal Underworld) 8 (+13/+8/+17), Insight 5 (+13/+5/+16), Intimidation 4 (+8/+13), Perception 4 (+12/+4/+15), Persuasion 6 (+10/+15), Ranged Combat (Throwing) 6 (+12/+16), Ranged Combat (Guns) 4 (+10/+14), Sleight of Hand 8 (+14/+18), Stealth 3 (+7/+10), Vehicles 3 (+9/+13)

ADVANTAGES

Artificer (Angeldust uses Expertise: Alchemy and inventions/gadgets should be in line with this flavor), Connected, Contacts, Equipment 8, Languages 2 (Spanish, Latin), Leadership, Minion 10 (Homunculus, Lily, Felipe), Quick Draw, Trance, Ultimate Alchemy, Well-Informed

EQUIPMENT

Large knife, Damage 2, 19-20 Critical

Heavy pistol, ranged Damage 4

Heavy leather jacket, Protection 2

27 points in **vehicles** and **nice homes** as needed

OFFENSE

Initiative +4/+7

Heavy Pistol +10/+14, Toughness DC 19

Knife +5/+10, Toughness DC 18/22 (19-20)

Sleeping Gas +12/+16, Dodge DC 18 to avoid, Fortitude DC 18 to recover

DEFENSE

Dodge	5/8	Fortitude	6/11
Parry	5/12	Toughness	3/8
Will	12/4/15		

COMPLICATIONS

Carefully Organized: As a part of his need for control, Angeldust doesn't do well when his plans fall apart. If he needs to improvise, his composure starts to slip and he will want to retreat at all costs, leading him to abandon positions or allies at a moment's notice, even if it might not be that bad.

Motivation—Control: Angeldust is a control freak, and it's developed into a grand obsession. The world has a formula, and he's determined to unlock it. As he's the only one with this vision, clearly he needs to control the world.

MINIONS ON THE NEXT PAGE...

Power Points: Abilities 66 + Powers 61 + Advantages 28 + Skills 36 + Defenses 11 = 202 points

Angeldust's Minions

FELIPE (PL 4/33 POWER POINTS)

Felipe Aguilar is what you'd expect from a right-hand man to a crime boss. He has enough physical toughness to keep the regulars at a distance, is a good driver, and is totally loyal to the man paying him a lot of money to be all those things. Felipe has the upbringing that Angelo pretends to have; Angelo uses a lot of Felipe's life story in his own personal narrative. Felipe doesn't care, no one pays him any attention anyway. After all, it's when they pay attention to you that people in his line of work get killed. Better to be in the position to take the potshot or race his boss out of the area than to be on the front line against supers. Felipe's happy to have money to spend on his days off, good-looking women hanging around on the job, and nothing more complicated in his future. Of course, after the day Spring-Heeled Jill is murdered, Felipe never again feels comfortable about his future.

Abilities: Str 2, Sta 2, Agl 1, Dex 1, Fgt 3, Int 0, Awa 0, Pre 1

Defenses: Dodge 4, Parry 5, Fort 2, Tough 4/2, Will 0

Skills: Athletics 2 (+4), Close Combat (Unarmed) 2 (+5), Expertise (Mechanics) 3 (+3), Vehicles 3 (+4)

Advantages: Close Attack 1, Defensive Roll 2, Power Attack

Offense: Initiative +1, Unarmed +6 (Toughness DC 17), Close Weapon +4, Ranged Weapon +1

LILY (PL 4/51 POWER POINTS)

Lilian Van Anders was born into luxury, enjoyed good parents who cared for her, and in all, had a delightful childhood. So when she was kidnapped by Angeldust's organization in her teens, it was traumatic for her and her parents. Angelo wanted influence over her father's pharmaceutical firm; he wasn't expecting to gain influence over Lilian. Apparently, Lilian developed Stockholm Syndrome, and identified with Angelo as her mentor. She happily provided him with access to high society in return for learning the basics of alchemy and magic. She sobbed and cried on the day she was rescued, wanting to return to him desperately, until she was finally deprogrammed. Healed, returned to a caring family and nurturing society, her ordeal was over at long last near the end of Angeldust's reign.

Abilities: Str 0, Sta 0, Agl 3, Dex 2, Fgt 1, Int 2, Awa 3, Pre 3

Defenses: Dodge 5, Parry 3, Fort 2, Tough 2/0, Will 5

Skills: Deception 4 (+6), Expertise (High Society) 2 (+3), Expertise (Streetwise) 1 (+3), Insight 2 (+5), Persuasion 3 (+6), Stealth 2 (+5)

Advantages: Benefit 1 (well-off, trust fund), Close Attack 2, Defensive Roll 2, Ranged Attack 2

Offense: Initiative +3, Close Attack +3, Ranged Attack +4

HOMUNCULUS, CONSTRUCT MINION (PL 6/29 POINTS)

This is a magically constructed clay being that serves Angeldust's wishes to the best of its ability.

Abilities: Str 5, Sta -, Agl 0, Dex -1, Fgt 4, Int -, Awa 0, Pre -

Defenses: Dodge 4, Parry 4, Fort Immune, Tough 6, Will Immune

Powers: Immunity to Fortitude Effects, Protection 6

Skills: Close Combat (unarmed) 2 (+6), Perception 4 (+4)

Advantages: Close Attack 2, Chokehold, Fast Grab

BLACK MAMBA

Male, 33, 5'11", 225 lbs., pink eyes, bald, albino

Really: Dingane Owusu

A part of: no criminal organization

Based out of: Cape Town, South Africa

Worked as: a mercenary

Active during: the Bronze Age

Looks: Black Mamba is a well-built African man who suffers from albinism. This has left him with chalk-white skin and pink eyes. He keeps himself covered up as much as possible as a result, usually in black and brown leathers. He's always wearing a necklace of reptile teeth under a blood-red bandana, and a well-worn boonie hat to cover his head. He also has a more traditional costume for public hits, made of dark-green spandex with brown boots, gloves and belt emblazoned with a yellow snakehead on his chest.

Known History: Black Mamba is an albino in Apartheid-era South Africa, reason enough to be ostracized. His ability to poison anything he touches just sealed the deal. Cast out, he learned to survive on his own; first on the streets, then in the wilderness as he left civilization further behind. He began to use these skills and his freakish powers to make a living, initially poaching but later working for various tribal warlords, who had no qualms about his appearance if he was an efficient killer. Black Mamba's reputation grew, and he realized that there was even better pay to be found beyond his homeland.

Since leaving Africa, Black Mamba has worked for all the employers of contract killers—the Mafia, the Yakuza, South American drug cartels, Angeldust, Mother Bear, you name it. He's usually hired when a particularly cruel death is needed, or often as super-powered protection. He most enjoys watching his victims suffer, and drawing in the superheroes to try and torture them as well.



Psychology: Black Mamba is a sadist and enjoys the pain and suffering his touch inflicts upon his victims. He's loyal to his employers as long as they're loyal to him, but he doesn't mistake that contractual obligation for anything more than business. He knows he's been hired for his "freak value," and he's come to revel in that. He's ice-cold as a result, with no connections to other people that don't include blood or money, and that's how he wants it.

Known Abilities: Black Mamba's body generates two discrete poisons. A paralytic is released through his skin, while fanged teeth can release an anesthetic. Black Mamba's sense of smell has reached super-human levels, able to track targets for long periods over great distances, probably to compensate for his weak eyesight. Mamba's signature method of killing is to completely paralyze the victim, then slowly butcher the target with his war ax. He's developed great skill in hunting and surviving, making him the effective killer he's become.

On the other hand: Black Mamba could grab other opportunities granted by his powers, and become a warlord rather than murderer. Such a fearsome ruler could swallow up many surrounding tribes and villages easily. Developing a taste for the cold-blooded nature of politics, this Black Mamba could even step onto the world stage as a potent, vicious, leader of his own nation. A tyrannical ruler with a lust for blood, what could be more typical?

Campaign Use

Black Mamba is a ruthless assassin. He has no redeeming qualities as a person, which makes him a satisfying villain to beat on. Black Mamba waits in silence and then strikes. He kills quick and cold, unless he's got time to play with a target or victim. Play up his almost alien quality to unsettle the heroes, a clearly human character with no human qualities. Against larger hero teams, he should be grouped with other mercenaries, providing a dangerous support role with his poisons. He can easily stand alone against smaller teams or solo heroes.

Adventure Seeds

CEOs are being brutally murdered across the States, and the evidence clearly points to Black Mamba! He's only a killer-for-hire though, so as the heroes race to figure out the pattern of murders, and stop the spree, they also have to figure out who hired him and what they stand to gain.

The new drug "Snake" has hit the streets, extremely addictive and very dangerous. When examined, the drug contains elements of Black Mamba's own venom. Why has he branched out into narcotics? Is it a new way for him to kill? And how is he doing it? He's no chemist, so how did he develop it? Is he working with someone else, or worse, is he captive? If he's being milked, then maybe his venom is also being used to soup up the drug lord's own bodyguard. The heroes might have to rescue a brutal killer to save the day.

Customization Notes

Black Mamba**PL 13/ 169 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	6	6	2	6	1	5	2

POWERS

Poisonous Bite, Affliction 12 (vs. Fortitude, Dazed+Fatigued/Exhausted+Stunned/Paralyzed+Unaware; Cumulative, Extra Condition, Innate; Grab-based) (25 pts)

Poisonous Touch, Affliction 10 (vs. Fortitude, Physically Impaired/Physically Disabled/Paralyzed; Cumulative, Innate; Limited-Skin to skin contact) (11 pts)

Superhuman Scenting, Senses 4 (extended range accurate analytical Olfactory) (4 pts)

War Ax, Damage 4 (strength-based, Easily removable -2) (2 pts)

SKILLS

Acrobatics 8 (+14), Athletics 4 (+7), Close Combat (Ax) 4 (+10), Close Combat (Unarmed) 4 (+10), Deception 6 (+8), Expertise (Current Events) 6 (+7), Expertise (Survival) 8 (+9), Intimidation 8 (+10), Sleight of Hand 10 (+12), Stealth 8 (+14)

ADVANTAGES

Agile Feint, Close Attack 4, Defensive Roll 4, Fast Grab, Favored Environment (Jungle), Improved Critical 1 (Poison touch), Language 2 (English, French; Native-Afrikaans), Power Attack, Prone Fighting, Skill Mastery (Acrobatics), Tracking

OFFENSE

Initiative +6

Poisonous Bite +14, Fortitude DC 22, 19-20 critical

Poisonous Touch +14, Fortitude DC 20

Unarmed +14, Toughness DC 14

War Ax +14, Toughness DC 22

DEFENSE

Dodge	10	Fortitude	10
Parry	12	Toughness	10/6
Will	5		

COMPLICATIONS

Albino: Black Mamba suffers from albinism; he burns easily in bright sun, and his eyes are weaker than usual in a number of ways (a big reason why he relies on close combat). If deprived of his olfactory power, he has the condition Visually Disabled.

Motivation—Alienation: Black Mamba enjoys taking out his isolation on the world through murder.

Vicious: Black Mamba's personality matches his namesake. He's quick to anger, cruel in his attacks, and enjoys watching his victims die.

Power Points: Abilities 62 + Powers 42 + Advantages 18 + Skills 33 + Defenses 14 = 169 points

BROTHER BOLA

Male, 25, 5'8", 190 lbs., brown eyes, black hair

Really: Moses Murkel

A part of: no criminal organization

Based out of: New York City, New York

Worked as: a criminal

Active during: the Bronze Age

Looks: Brother Bola is an African-American man in his mid-twenties who loves his hair. He's got the large Afro with the thick mutton chops, the soul patch on the chin and horseshoe moustache. He's never without his dark round sunglasses. When on the job, he wears yellow trousers and muscle shirt, with a darker belt to hold his weapons, buckled with the pride of his collection, a rhinestone star.

Known History: Brother Bola is a glorified street thug, with a shtick and the delusion that he's a supervillain. He has gone so far as to put together his "look" as I've already discussed, and really don't want to again, please. Brother Bola is way more style than substance. If he can catch you unaware though, he can be dangerous.

I'm not sure, but I think that Moses saw *Enter the Dragon* one too many times and thought he was Jim Kelly. The scary part is that he has actually taught himself how to use the nunchuks without busting his teeth, and got really good at it. With all this self-taught skill, he hit the mean streets and built a rep for himself. It wasn't easy, but eventually a couple of the more resourceful villains found him, groomed him and even armed him with those insane bolas. They didn't keep him around – he's small-fry and of limited use for their grandiose designs – but back on those mean streets, his arsenal meant steady work for the other criminal syndicates. That's what he does now, thinking he's the main man that makes these "small fries" big shots. They laugh behind his back and send him on his jobs.



Psychology: Brother Bola thinks he's a much bigger fish than he really is. No matter how many times he is beaten, he finds some excuse and bounces back. In a way, you have to admire such resiliency. And you can't deny his courage, whether it be facing down Maiden of the Mist or Alpha Agent with nunchuks or wearing canary yellow. He's ambitious, and who knows, one of these times it might actually work out for him. In some small, harmless way, I kind of hope it does.

Known Abilities: Brother Bola is one of those villains who could be dangerous if he wasn't so cocky. He's got a lot of skill with his chosen weapons, after all. His titanium bola is interesting, and the energy bolas are works of beauty. He can set them to generate any energy he needs before throwing. Dangerous, especially if someone is particularly vulnerable to that energy.

On the other hand: there's a world where Brother Bola turns his skills on illegal actions by developers and corporations, preying on the slums where he grew up. Working to drive out old neighbors and classmates, this Brother Bola pits his weapons against the fat cats and their lackeys. He's taking the law into his own hands, and delivering powerful beatdowns. Granted, using their own illicit tactics against them makes him as much a criminal as his sworn enemies. This leaves the heroes with a difficult choice, and having to face the people who see Bola as one of their own.

Campaign Use

Brother Bola is a fairly balanced close and ranged fighter, although only his gimmicks are ranged. He works well as a solo villain in a solo or small-group campaign, but against larger or more powerful groups, he's best used with other villains. Without a strong personality in charge, he'll naturally view himself as the valued lieutenant to the mastermind of the day. This leads to all sorts of fun roleplay that smart heroes can take advantage of.

Adventure Seeds

Brother Bola's on a crime spree, with an array of new bolas that make him more dangerous than ever. He can't have made them himself, so now the heroes not only have to bust him, but find out who's arming criminals with high-tech weapons and why!

Brother Bola's sweetheart has been nabbed by hoods, and even he realizes he needs more backup. For some reason, he turns to the heroes for help, and how can they say no when an innocent life is on the line? But the questions start to pile up when the heroes discover they run an illegal gambling ring, one that word on the street says was busted by some crazy super-criminal! Is Bola just reaping what he sowed? Is there something else at work here?

Customization Notes

Brother Bola

PL 10/113 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	3	5	6	3	0	2	0

POWERS

Bolas, 30 pt. array, easily removable -12

Titanium Bola, ranged Affliction 10 (vs. Dodge, Hindered and Vulnerable/Defenseless and Immobile; Cumulative, Extra Condition; Limited to Two Degrees) (30 pts)
Energy Bola, Snare 5 linked to ranged Damage 7 (Variable descriptor) (1 pt)

Nunchuks, 5 pt. array, easily removable -2

Attack, Damage 5 (Str-based) (5 pts)
Defense, Protection 5 (1 pt)

SKILLS

Close Combat (Nunchaku) 6 (+9), Close Combat (Unarmed) 4 (+7), Deception 6 (+6), Expertise (Criminal) 6 (+6), Perception 4 (+6), Ranged Combat (Thrown) 6 (+12), Stealth 4 (+9)

ADVANTAGES

Accurate Attack, Close Attack 3, Defensive Attack, Improved Aim, Improved Disarm, Improved Trip, Precise Attack 2 (Ranged, Cover and Conceal), Weapon Bind

OFFENSE

Initiative +5

Bola +12, Dodge DC 20 to avoid, Strength or Sleight of Hand DC 20 to escape
Energy Bola +12, Toughness DC 22, Dodge DC 15 to avoid, Strength or Sleight of Hand DC 15 to escape

Nunchuks +12, Toughness DC 22

Unarmed +10, Toughness DC 17

DEFENSE

Dodge	10	Fortitude	8
Parry	8	Toughness	8/3
Will	6		

COMPLICATIONS

Motivation—Respect: Brother Bola wants desperately to be taken seriously as a supervillain.

Power Points: Abilities 42 + Powers 23 + Advantages 11 + Skills 18 + Defenses 19 = 113 points

DAVI JONES

Female, 23, 5'2", 155 lbs., green eyes, blue hair, golden skin

Really: Davia Jennesherra

A part of: the Atlantean priesthood; servant of a hidden malevolent power

Based out of: the Atlantic Ocean, specifically the phantom islands that dot the ocean

Worked as: a spiritual leader for her people

Active during: the Bronze Age

Looks: Davia belongs to a human-looking race that most of the world call Atlanteans. Their actual name is a closely-guarded secret, one Davia never shared as far as I know. Just barely over five feet tall, Davia is slim despite her body being dense enough to resist deep sea pressures. Her skin is a burnished gold color, her hair is a flowing light blue, and emerald green eyes glitter in whatever light they can catch. She always wears a circlet of platinum, with slivers of the most beautiful gems as a symbol of her special status, but at the brow is an empty gaping space, also a symbol - of her servitude to a darker force.

Known History: Davia Jennesherra belonged to a race of people that spawned the legends of Atlantis and its lost inhabitants. In truth, these people lived on a vast continent that would occasionally seep into this world, forming a number of phantom islands dotting ancient maps. Places like Hy-Breasil, Buss Island, Frisland, Antillia (the fabled Isle of the Seven Cities), and many others are actually all part of this one continent that could be called Atlantis. How this continent was sundered from Earth, poking across the dimensional barriers, is a mystery, one that I hope to investigate some day. It could hold important clues and answers for my own research, but regardless, it's there, just beyond the pale, and on it lives a race of beings we'll call Atlanteans.

In the dawn of their existence, they believed they were without souls, and this lack of spirituality stunted their cultural growth. They made contact

with greater beings of power, and used what they learned from them to develop a ceremony where each one could craft an object that could act as their soul. They turned their attentions to building their society, their culture, and their philosophies. Over time, their world drifted away from Earth and into its current state of intermittent co-existence.

Davia is the latest of her long lineage of priests, and wields great influence among her people as a result. She is devoted to her strange gods, unknown to the people of Earth. Trouble for her began when her soul, held within a gem on her circlet of sacred station, was stolen. Someone or something terrible



now controlled her, and poisoned her against the “surface world” that was Earth. This shadowy being convinced her that the United States was a particular enemy to her people. Its navy threatened the continued security of her lands, and its rulers sought to plunder and destroy Davia’s people. He further strengthened his hold by renaming her Davi Jones (unknown to her, a mockery of one of the Earth’s great sea legends) then directed her to use her great powers against America.

And so she does. Davi Jones brings all her resources against the enemy of her people, as she sees the U.S. Her magic, her minions, and the political resources in her homeland have all been thrown against the defenders of America as she battles to save her way of life, and perhaps even get her soul back.

Psychology: Davi Jones is a cunning plotter, patient schemer and dangerous foe. She approaches her plots with grand strategies, filled with contingencies and resources to flank or ambush her foes. She is ruthless when enacting her plans, with a cold and alien outlook on life when compared to “surface-worlders.” Beneath this emotional battle armor though, can be found a compassionate, caring woman, devoted to making life better for her people. She enjoys the peaceful union between body and mind, and tries to instruct followers in this philosophy. Perceptive heroes may notice this, if they’re not too busy being washed out to sea by powerful tsunamis, or bashed over the head by her Leviathan.

Known Abilities: Davi Jones has an array of powers and skills that makes her quite formidable. First, her body is built to withstand deep ocean pressures and resist cold depths, and she can swim at tremendous speeds. Her dense musculature makes her strong, able to lift nearly two tons, and resistant to injury. Of course, she’s able to breathe in the air or in the water without any difficulties. But that’s just the start.

From the natural fish in the oceans to more mystical and mythical water beasts and spirits, the creatures of the sea will respond to her summons. Her

most potent servitor is Leviathan, the primordial monstrous sea serpent that represents the very fury of the seas.

On top of that, Davi Jones is a priestess of her people, who have granted her divine control of the ocean waters. She directs this divine energy through the Worshipful Scepter. With the Scepter, she can strike her foes with blasts of sea water, or bring a powerful tidal wave crashing over them. She can use the power of the tidal forces to move objects at a distance, and can even fill an enemy’s lungs with water to drown them.

On the other hand: Davia could be corrupted by her station, and her belief in being the chosen representative of her gods. She could be acting on her own volition, and have come to the surface world in order to gain allies and power she can use to conquer her homeland. This Davi Jones is much more brutal and domineering, colder and power-hungry, with none of the compassion and harmony lying below the surface. She is much more likely to ally with other villains to accomplish even grander goals; she could even gather her own villainous team to help her reach her aims.

Campaign Use

Davi Jones serves the roles of international conqueror, magical foe, and compelled/duped enemy all wrapped up into one versatile and dangerous package. Atlantis and the ocean depths are evocative and mysterious settings, and a villain from these sources can be a lot of fun. Davi is a foe with some subtle twists and tweaks. If the heroes can learn about her homeland (which has been left vague beyond the basic mechanics provided in the back-story so the GM can tailor it as desired), and discover the truth about her soul-stone, then they find a way to stop a very powerful villainess for good. Well, as long as there’s nothing in the campaign that convinces her the shadowy being behind her (another element left open for GMs to tailor for their campaigns) is right.

Davi Jones**PL 12/ 195 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6	8	4	4	2	3	5	4

POWERS

Amphibious Physique, Immunity 3 (water-breathing, cold, high pressure), Swimming 6 (120 mph), Movement 1 (aquatic adaptation) (11 pts)

Worshipful Scepter, 24 pt. array, easily removable
-10

Water Blast, ranged Damage 12 (24 pts)
Suffocation, ranged Affliction 12 (vs. Fortitude; Impaired/Disabled/Incapacitated) (1 pt)
Pull of Tides, Move Object 8 (damaging) (1 pt)
Surfing, Speed 6 (120 mph), Flight 6 (120 mph; Aquatic, Platform), Movement 1 (Water-Walking) (1 pt)
Tidal Wave, ranged Damage 9 (Area-shapeable; Tiring, Diminished Range 2) linked to ranged Affliction 9 (vs. Fortitude, Dazed and Vulnerable; Area-line, Extra Condition; Diminished Range 1, Instant Recovery, Limited to one degree) (1 pt)
Heavy Mace, Damage 8 (Str-based; Penetrating 7) (1 pt)

Servitude of the Sea, 32 pt. array

Call the Kraken's Grasp, ranged Affliction 8 (vs. Dodge/Strength, Hindered/Immobile/Paralyzed; Alternate Resistance-Dodge to avoid, Strength to escape, Area-line, Cumulative) (32 pt)
Command Leviathan, Summon Sea Serpent 8 (Heroic; Medium-large pool of water) (1 pt)
Manifest Water Spirits, Summon 7 (Active, Variable-water fey/spirits, Sacrifice 1) (1 pt)
Summon Ocean Servitors, Summon 3 (Multiple Minions 2, Horde, Controlled, Variable (fish), Sacrifice 1; Limited-in the ocean) (1 pt)

SKILLS

Close Combat (Mace) 7 (+9), Expertise (Atlantean History) 8 (+11), Expertise (Oratory) 9 (+12), Expertise (Magic) 8 (+11), Insight 5 (+10), Perception 6 (+11), Persuasion 8 (+12), Ranged Combat (Scepter) 5 (+9), Stealth 3 (+7), Treatment 3 (+6)

ADVANTAGES

Animal Empathy, Benefit 1 (Status-priestess), Fascinate 1 (Persuasion), Favored Environment 1 (Aquatic), Inspire 3, Languages 2 (English, French; Native-Atlantean), Ritualist

OFFENSE

Initiative +4

Heavy Mace +9, Toughness DC 29
The Kraken's Grasp, Dodge DC 19 for ½ effect, Dodge DC 24/20
Suffocation +9, Fortitude DC 22
Tidal Wave, Dodge DC 19 for ½ effect, Toughness DC 24/20, Fort DC 19/15
Water Blast +9, Toughness DC 27

DEFENSE

Dodge	12	Fortitude	10
Parry	8	Toughness	8
Will	6		

COMPLICATIONS AND MINIONS ON THE NEXT PAGE...

Power Points: Abilities 72 + Powers 65 + Advantages 10 + Skills 31 + Defenses 17 = 195 points

MOTIVATIONS

Emotional Center: These Atlanteans were born soulless beings who realized that to create a culture, each of them would need a spiritual center. These symbolic “hearts” are pieces of jewelry that adorn each person. Davia’s has been captured, leaving her bound by this evil menace, and committed to the villainy she engages in.

Faith: Davia is a priestess in the service of powerful beings that her people have chosen to venerate. She channels her faith into power as a representation of these greater beings, and lives by their beliefs, which can often affect how she approaches a situation.

Motivation—Revenge: Davia has been convinced by another lurking power that the United States and its allies are ruining the world’s oceans, and to save her home, their naval power and seat of government must be destroyed.

Davi Jones’s Minions**LEVIATHAN (SEA SERPENT HEROIC MINION, PL 8/90 POINTS)**

Leviathan may or may not be the legendary beast of the Bible, but no one is denying it’s astoundingly huge and powerful. Over a hundred feet long and weighing thousands of pounds, Leviathan is every bit as monstrous as reported. It can swallow a person whole (its Fast Grab advantage), and its hide is so strong that weapons break on it. Existing at the bottom of the ocean, it can light its own way with an illuminating gaze that actually dazzles its targets.

Abilities: Str 16, Sta 16, Agl 3, Dex 0, Fgt 0, Int -4, Awa 0, Pre 2

Defenses: Dodge -2, Parry 0, Fort 16, Tough 16, Will 3

Skills: Athletics 2 (+22), Intimidation 2 (+14)

Advantages: Accurate Attack, Fast Grab, Fearless

Powers: Massive Size, Growth 16 (Innate, Permanent); Dazzling Gaze, Affliction 8 (vs. Fortitude, Sense Impaired/Sense Disabled/Sense Unaware; Area-cone, Cumulative; Limited to visual senses); Destructive Hide, reaction Weaken 4 (vs. Toughness; Affects only objects)

Offense: Initiative +3, Bite +0 (Damage 16)

KAPPA (WATER SPIRIT ACTIVE MINION, PL 7/60 PTS)

The kappa is a Japanese river spirit that is part turtle and part humanoid. It is able to breathe in water or in the air, but when away from its river home, it must keep some of its water in a bowl-shaped depression on its head. If the water is spilled, it will be paralyzed until returned to its home. It is incessantly polite, but otherwise can be rather prankish, and oft-times malicious, quite good at drowning victims just to devour the liver.

Abilities: Str 4, Sta 3, Agl 4, Dex 2, Fgt 3, Int -2, Awa 2, Pre 0

Defense: Dodge 7, Parry 7, Fort 6, Tough 6, Will 4

Skills: Athletics 3 (+7), Close Combat (Unarmed) 6 (+9), Stealth 3 (+5)

Advantages: Chokehold, Improved Hold

Powers: Turtle Shell, Protection 3; Swift Swimmer, Swimming 5

Offense: Initiative +4, Unarmed +9 (Damage +4)

RUSALKA (WATER SPIRIT ACTIVE MINION, PL 7/90 PTS)

The rusalka is a Russian water creature, sometimes considered undead, usually the restless form of a young woman dead before her time. She lusts for men who spurned her in life, and draws the unfaithful to her, so she can drink their life forces and drown them, to join her in eternity.

Abilities: Str 2, Sta 4, Agl 3, Dex 1, Fgt 3, Int 0, Awa 0, Pre 3

Defense: Dodge 6, Parry 6, Fort 8, Tough 8, Will 4

Skills: Athletics 3 (+5), Close Combat (Unarmed) 4 (+7), Deception 5 (+8/+10 with Attractive)

Advantages: Attractive, Chokehold, Fascinate (Deception)

Powers: Charm, perception range Affliction 7 (vs. Will, Entranced/Compelled/Controlled); Devour Life Force, Weaken Stamina 7 linked to Regeneration 3, Undead Body, Protection 4

Offense: Initiative +3, Charm (Will DC 17), Unarmed +7 (Fortitude DC 17, Toughness DC 17)

KELPIE (WATER SPIRIT ACTIVE MINION, PL 7/67 PTS)

The kelpie is an Irish water horse known for luring children to ride on its back, then turning its flesh sticky (represented by its Grab advantages) to hold them fast before diving into the water to drown them.

Abilities: Str 6, Sta 8, Agl 5, Dex 0, Fgt 5, Int -2, Awa 0, Pre 1

Defense: Dodge 6, Parry 6, Fort 8, Tough 8, Will 4

Skills: Athletics 4 (+10), Close Combat (Unarmed) 4 (+9)

Advantages: Fast Grab, Improved Grab, Improved Hold, Move-by Action

Powers: Speed 4, Swimming 4

Offense: Initiative +5, Unarmed +9 (Damage +6)

An Ocean of Adventure

Davi Jones presents a chance for an ongoing mystery. Her background also offers groups adventure opportunities “off-world” to an alien culture that still borders Earth, therefore potentially affecting their own home (something that players might find lacking in other-dimensional or alien planet adventures). Davi’s Atlantis has been left vague so the gamemaster can make its political and cultural intrigues unique to the players’ campaign, and provide a multitude of ways for the mystery of Davi’s manipulator to go. Starting things simply, Davi can be brought in as the standard Atlantean invader with a cause, legitimate or not, against the heroes’ home country. As the group encounters her, and asks questions about her motives, give them the chance to find their way to her Atlantean homeland, to learn their culture and specifics. Most important, let them learn about the nature of their souls. Once they realize Davi’s is missing, the focus of their adventures around her turns toward finding it and exposing the person or persons controlling her. And Davi is not the only villain in this book with such an enigmatic figure in their back-story; maybe they tie together in a grand conspiracy. Maybe they don’t. Maybe when they return her soul-stone to her, Davi reveals that she’s not controlled...she’s just power-hungry. Or if she is saved, it could be that her apprentice, or a rival priestess, or some other factor in Atlantis isn’t so easily convinced. Saving Davia does not in the least remove Davi Jones as a threat to the “Surface World.”

DOCTOR DECEMBER

Male, 48, 5'6", 185 lbs., blue eyes, white hair, frost-blue skin

Really: Tomas Egorovich Sokolov

A part of: no criminal organization

Based out of: Kiev, Russia

Worked as: a scientist

Active during: the Bronze Age

Looks: Doctor December's skin has a bluish pallor that highlights his ice blue eyes and snow-white hair. He appears normal otherwise, of average height and slim build, nearly 50 years old. He gives a cold and shrewd appearance and dresses in older, turn-of-the-century style clothes.

Known History: Tomas Sokolov is a traditionalist as well as a nationalist. His family was highly regarded during the old Russian Empire before the Revolution, which destroyed any prestige he might have had. Forced to use his intelligence to serve descendants of petulant factory workers who didn't know how good they had it, Doctor December plots the overthrow of the communist government and the reestablishment of the rightful Empire.

Sokolov did government experiments for years, using super cold environments and chemicals to preserve organic tissue. Unlike the United States, who concentrated on building fallout shelters for their government, the Kremlin was banking on having their bodies frozen and thawed out once the radiation went away. Sokolov found the idea repulsive, and had no interest in all at providing them any protection. So he procrastinated on his work and published his papers in a slow trickle, just often enough to keep the political officers off his back.

As things got the point where he couldn't hide his work any longer, Sokolov injected himself with his serum, destroyed his lab and notes, then vanished into the frozen land. He continued to refine his techniques, selling lesser discoveries to Soviet enemies for the capital to develop more personal, powerful equipment. He is slowly building his

agenda, to topple the corrupt, dehumanizing USSR and restore the grand Empire. In the process, he is forming a list of allies and enemies, ready to unleash the full power of Doctor December.



Psychology: Doctor December is obsessed with the grandeur of the past, filtering everything modern against this supposed golden age. Modern morals confuse and appall him. He believes that only by recreating the past (ironically by using futuristic technology) can he recapture his family's former glory. In this sense, everyone other than him is expendable, so he has no compunctions about sacrificing minions if it serves his immediate purpose.

Known Abilities: Tomas Sokolov can generate a field of intense cold around himself that grants him limited protection and immunity to aging, cold, disease and poison. Despite this superhuman ability, his most dangerous aspect is his scientific acumen—Doctor December is one of the greatest minds of any age, and is constantly making new discoveries or developing advanced devices. With these advancements, heroes can never be sure what he'll have prepared for any particular scheme, making a showdown with him a very unnerving prospect.

On the other hand: In another time, Petr Sokolov developed the kelvination field and helped the Russian government beat down the Revolution before it ever gained any traction. He maintained the Empire with his technology and power. Doctor December is a title now, and his son Tomas has taken up this mantle as a national hero.

Campaign Use

Doctor December is the cold and calculating mad scientist, a super-genius with two themes and a few moderate powers to back that up. First, he's an anachronism, believing the glorious past is superior to the corrupted present. He's also a master of cryogenics with a self-given freezing field, and could easily look to making an ice age that would enhance his own prowess. This gives him a wide range of plots to use against the heroes. He'll prefer to use his minions, armed with super-weapons, as the front lines of his campaign, relying on escape routes and protective field to get him away when things fall apart.

Adventure Seeds

Doctor December intends to kidnap Marshal Power, and use the Soviet champion's abilities to empower an army of synthetic humanoids he's developed. In one stroke, he will embarrass the USSR and create a powered army to advance his political agenda. The heroes must deal with prideful Soviet forces while trying to thwart December's most dangerous plot yet!

Doctor December has sunk a cryogenic device right in the middle of Russia's prime fishing and trading routes. Now he's killing the USSR's economy, but he's also caught a secret U.S. submarine monitoring Russian communications. The heroes need to free the sub and destroy or disable December's scheme, all without revealing these secrets to the Kremlin.

Customization Notes

Doctor December

PL 9/188 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	1	1	3	0	7	3	1

POWERS

Doomsday Device, Variable 6 (Limited-one device per story, Removable -7) (29 pts)

Kelvation Field, Damage 5 (Area-burst, Reaction), Environment 1 (Extreme Cold), Immunity 4 (Aging, Cold, Disease, Poison), Insubstantial 1, Protection 10 (Area-burst, Sustained) (56 pts)

EQUIPMENT

Various **bases** and **vehicles** as needed

SKILLS

Deception 6 (+7), Expertise (History) 6 (+13), Expertise (Science) 12 (+19), Insight 6 (+9), Ranged Combat (Inventions) 7 (+10), Stealth 5 (+6), Technology 12 (+19)

ADVANTAGES

Defensive Attack, Equipment 6, Improvised Tools, Inventor, Languages 3 (Chinese, English, German, Spanish; Russian native), Minions 10, Skill Mastery (Technology), Ultimate Skill (Technology)

OFFENSE

Initiative +1

Kelvation field, Dodge DC 15 for ½ effect, Toughness DC 20/18

DEFENSE

Dodge	5	Fortitude	5
Parry	5	Toughness	11/1
Will	10		

COMPLICATIONS

Enemy—Soviet Government: Doctor December is considered everything from a throwback to a traitor. He is wanted for numerous crimes by the Kremlin.

Motivation—Patriotism: Doctor December is a believer in the old Russian Empire and its ideals, rather than the upstart communists.

Power Points: Abilities 32 + Powers 85 + Advantages 24 + Skills 27 + Defenses 20 = 188 points

MARSHAL POWER

Male, 31, 6'4", 260 lbs., green eyes, black hair

Really: Pavel Olegovich Belofsky

A part of: the Soviet government

Based out of: Moscow, Russia

Worked as: a policeman

Active during: the Bronze Age

Looks: Marshal Power is a tall, muscled man in his early thirties, with military-cut hair and determined eyes. He moves with military discipline, standing ramrod straight at all times, often with hands clasped at the small of his back. He is all business, even when he's supposed to be relaxing. He looks like he has the weight of his country on his shoulders. His red bodysuit is accented by yellow gloves and boots. A yellow star is emblazoned on his chest and the initials "CCP" run up each arm.

Known History: Pavel Belofsky was the son of a coal miner and a dressmaker. While his parents were ordinary citizens, Pavel became enamored of the Soviet pageantry at an early age. He was eager to join the Army when the time came, and when he was honorably discharged, he joined his home town police force. He continued to serve with distinction, developing a reputation as "one of the good ones" in a system where the law was as feared as the criminals. When word got around that the government wanted volunteers for a program to develop a counterpart to the decadent Western champions, his superiors and neighbors encouraged him to apply. He tried to modestly back out, but they convinced him that he was the best chance of keeping the program pure and good.

The project was a success, and Pavel soon mastered tremendous control over the superhuman abilities of other people. He was trained in espionage and infiltration, and immediately put to work undermining the superheroes of America and other democratic countries. His exposure to these people had an effect

his superiors hadn't prepared for however; it seemed that he got along with many of them. Despite philosophical differences, good people can work together. Marshal Power accomplished every mission his government sent him on, but he'd return having succeeded in his way, honorably, with his reputation stronger and without blood on his hands.



Psychology: Marshal Power is loyal, brave and swift to act. He can quickly assess a situation and develop a plan to handle it, while minimizing collateral damage and injuries. He's a true hero with only his government's patronage making him a villain in some eyes. Many foreign heroes can't see him as more than a friendly rival anyway. He's one of those people who makes you wonder how things would have turned out in different circumstances. He is a staunch Russian patriot at a time when the Cold War was at its frostiest, though, and this means he's not allowed friends his superiors don't approve. He knows that the corruption at the Kremlin damages the credibility of the Communist way, but he's quick to point out that democracy is the same. He can also make this a debate over a drink, rather than a slugfest. An unusual trait for a costumed adventurer.

Known Abilities: Marshal Power has the ability to control, inhibit or mimic the innate superpowers of others. He can direct them to the dismay of their owner, who now has no control whatsoever, or just "turn off" innate powers, keeping the owner stifled until he turns his focus elsewhere. He can also mimic their powers himself, appearing to steal them away to turn on their former owners or allies. Even without his ability, he's a well-trained soldier and espionage agent, and very capable in hand-to-hand combat.

On the other hand: The hero could finally have enough, either of working for a corrupt regime or of decadent capitalist defenders who can't see the suffering in their own lands. Either way, he might well decide that he's too soft, too much of a nice guy in a hard world of vultures. This Marshal Power either becomes the fearsome Soviet monster the Kremlin wants him to be, a political bogeyman for American superheroes; or a nightmare to his own government, deciding that he understands the Communist way better. Now's the time for a true workers' uprising, with him as the obvious best choice to rule.

Campaign Use

Marshal Power is not a supervillain, but a political foil. He will often be at odds with the heroes because of their opposing agendas, but he's not a bad man. If befriended, Marshal Power is a good resource for information behind the Iron Curtain, or even getting within Communist borders. He is the classic good man caught under a bad boss, trying to rise above the situation. If engaged in combat, Marshal Power will attempt to either inhibit or control the powers of the person he considers the biggest threat. If there is more than one attacker, he is likely to control the biggest threat and turn their powers against the others, while mimicking the best defenses in the group to protect himself.

Adventure Seeds

Marshal Power is facing his toughest assignment yet: pretend he wants to defect to the States. He is to gain the trust of the heroes, and then the US government in order to acquire sensitive data to aid the Kremlin in making new superhumans. He knows more champions will make his job easier, and help his fellow workers, but he doesn't like lying to his sometime allies, nor does he like the high casualty rate that will come out of callous Soviet experimentation. Can the heroes figure out the real plot? How will they react? Will they want to help a potential friend find a way out of a very bad place that damages their own country?

Marshal Power has been replaced by a stronger, more loyal recruit: Overpower! This femme fatale is eager to prove her strength to the Kremlin with an ambitious assault in the United States, but Marshal Power knows the truth: the process is damaging her sanity, psychopathic bloodlust churning in her heart. Can he convince the heroes of the real threat? Can he find a way to stop a woman with the same but stronger powers? Can the heroes use this moment to convince a currently-unattached Marshal Power to switch allegiances?

Marshal Power**PL 11/183 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	5	5	4	5	2	4	3

POWERS**Superpower Mastery**, 44 pt. dynamic array

Inhibit, perception Nullify 7 (vs. Will, against all natural superpowers; Broad, Precise, Simultaneous, Sustained; Dynamic) (44 pts)

Control, perception range Affliction 13 (vs. Will, Entranced/Compelled/Controlled; Cumulative; Limited-only to control use of natural super-powers in target; Dynamic) (2 pts)

Mimic, Variable 6 (Move action; Limited-only to duplicate natural super-powers of others in sight; Dynamic) (2 pts)

OFFENSE**Initiative** +5**Thrown** +13, Toughness DC 18**Unarmed** +12, Toughness DC 18 (DC 20 with improvised Weapons)**DEFENSE**

Dodge	12	Fortitude	12
Parry	12	Toughness	9/5
Will	9		

SKILLS

Athletics 6 (+9), Close Combat (Unarmed) 5 (+10), Expertise (Current Events) 6 (+8), Insight 7 (+11), Investigation 6 (+8), Perception 5 (+9), Persuasion 7 (+10), Ranged Combat (Thrown) 6 (+10)

ADVANTAGES

Assessment, Benefit (Diplomatic Immunity), Close Attack 3, Connected, Defensive Roll 4, Improved Disarm, Improved Trip, Improvised Weapon 3, Language 1 (English; Native—Russian), Power Attack, Ranged Attack 2, Takedown, Teamwork, Ultimate Resistance (Will), Well-informed

COMPLICATIONS**Good-hearted:** Marshal Power is one of the most dangerous agents of the Soviet Union, but he's a good guy caught under bad people. He does what he has to, but he'd prefer to be a true hero to the world.**Motivation—Patriotism:** Marshal Power believes in the inherent promise of the Communist system, and rights of the workers. He is fully aware of the corruption in his government, but all governments need to be continually watched; bad apples do not change the fact that the proletariat has true promise. He will do everything in his ability to show how the Soviet Union can rise above public perception by the West.**Power Points:** Abilities 62 + Powers 48 + Advantages 23 + Skills 24 + Defenses 26 = 183 points

MIA

The General, The Captain, Looey, Sarges

Leader: The General

History: MIA appeared at a vulnerable, cynical time in America's history, and took plenty of advantage through their criminal actions and recruitment of disenfranchised war veterans. The group was large and mobile, well-armed and worse, well-organized, and they took to the highways and byways of the country to make it pay for all its perceived sins.

Despite many attempts to infiltrate the group, nobody ever managed to learn much. The group was led (and possibly financed) by a mysterious individual only known as the General. He was able to equip the various MIA squads with military-grade weaponry and vehicles. He provided the groups with their targets, and then they struck precisely in guerilla raids, slipping away before response units could arrive.

The General and, later, the Captain were very good at recruiting bitter or traumatized vets, burned on a bad war, sometimes driven to crime and homelessness. They turned them to a cause that promised the overthrow of the U.S. government and the installation of a new one. They were grouped into squads to protect the larger organization, and dispatched across all fifty states to enact their small schemes, each group believing they were moving forward the larger agenda.

The real question is if a coup was ever really in the General's agenda. Given the man's tactical genius, surely he would know that destabilizing a democracy would be extremely difficult, and a coup nearly impossible with the small size of his followers. There are theories that MIA was an early experiment by the Franklins, (who would become more prominent in the following era) designed from the beginning to ultimately fail. Whether the General was merely a patsy or in on the game is unknown.

Resources: MIA is financed through the General, sometimes directly and other times through third-party resources. They have access to most small arms, high-tech energy weapons and military-grade heavy weapons including machine guns, anti-tank rockets, and light armored vehicles. A typical squad of MIA troopers is eight to thirteen members. MIA groups are always considered fully equipped due to the General's financing.

Legacy: MIA was not the first group to want to overthrow the government but they were one of the first not led by a mad scientist, alien warlord or criminal mastermind. While they professed a political agenda, it lacked consistent direction. Whether this was on purpose or due to a lack of vision might never be known. What is known is that they were composed of disenfranchised citizens and they embarked on a ruthless campaign of destruction and theft. Their organizational structure and tactics were studied and copied by countless fringe groups and terrorist organizations that would come to plague later eras. It would become much harder to break up these groups now that there was no central point of failure, and the real leaders took great pains to never endanger their identities or expose themselves to unnecessary risk.

THE GENERAL

Male, in his 40s, 6'1", 200 lbs., eyes unknown, hair unknown

Really: Unknown

A part of: MIA

Based out of: various secret locations

Worked as: unknown

Active during: the Bronze Age

Looks: The General wears a full face mask and a blood red beret, leaving much of his appearance a mystery. He prefers a military uniform, with a web belt holding his futuristic-looking pistol, as well as a small box that controls his defensive screen. Based on the few pieces of photographic evidence that remain, the General seems to be a man somewhere in his forties.

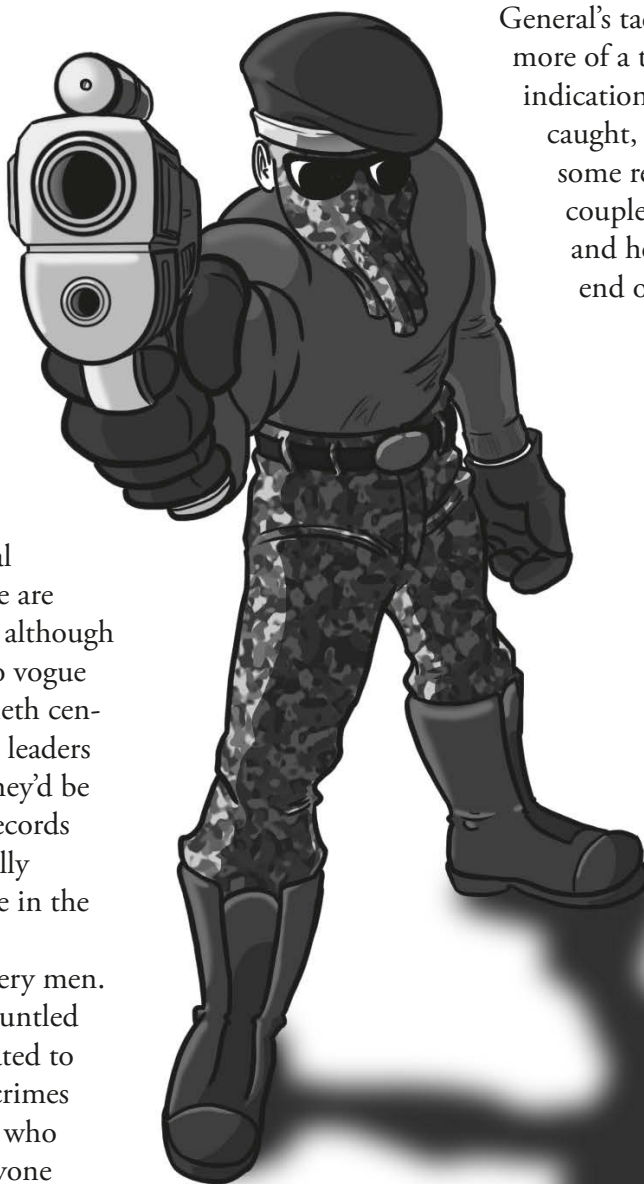
Known History: The idea of mysterious figures running criminal organizations isn't a new one. There are plenty of cases throughout history, although the idea really seemed to come into vogue during the early years of the twentieth century. What is amazing is how these leaders can still stay hidden. You'd think they'd be hampered by the proliferation of records starting from birth, but no, the really good ones are still lurking out there in the shadows. It's like their superpower.

The General is one of these mystery men. He is the leader of a group of disgruntled war veterans he called MIA, dedicated to overthrowing the government for crimes real and imagined. Nobody knows who he is or where he came from. If anyone did know, they're either really good at

keeping secrets or they're dead.

He has really good connections and some serious capital of his own. The General is known to supply the ordinarily ragtag MIA with weapons far advanced in comparison to local law enforcement, and even ahead of the military. This alone makes

them a formidable danger and the General's tactics make them even more of a threat. There's no indication that he's ever been caught, though there are some reports he was killed (a couple of different times), and he disappears by the end of the Bronze Age.



Psychology: What little we can glean of this man points to a ruthless, cold logic, with a hunger for power and authority. His strategies are never concerned with collateral damage or civilian casualties, and his officers are trained to exploit this in order to escape. He takes interference personally, and will target figures that disrupt his MIA, especially super-heroes. And it's pretty easy to discern that he's got an obsession with secrecy.

Known Abilities: The General never demonstrated any superpowers, but is a skilled marksman and strategic planner. He's a capable soldier and commander, inspiring leadership in his officers and directing his forces to achieve goals normally unachievable by MIA's mentally-damaged troops. He also possessed access to advanced weapons that increased the group's threat level, though the sources were rarely uncovered.

On the other hand: the General could be the leader of a resistance group struggling to expose the true conspiracy at the heart of the government. In a country controlled by shadowy invaders disguised as trusted leaders, the General is the last person still awake, and must battle the unwitting, or brain-washed, heroes to save the world from hidden domination.

Campaign Use

The General is the classic masked leader of a paramilitary force. He's mysterious, obsessed and able to field more men and equipment than expected. Depending on the campaign, he could be a shadowy background voice directing the troops through a monitor, or a ranting madman at the front lines. Either way, he should be well-prepared, with a cunning grasp of tactics and no moral conscience. If engaged in combat, heroes will have to get through waves of loyal soldiers before they can even attempt to get through his protective shield and powerful hand weapon. And meanwhile, the General will be exercising the well-worn strategic advance to the rear in the face of strong opposition.

Adventure Seeds

The heroes are trying to intercept stolen weapons plans, before the thieves can reach their buyers. What they weren't expecting was to interrupt an auction of some of the most notable weapons-users in the business. But no one expected a platoon of MIA's best to raid the entire building, leaving the heroes trapped between warring supervillains!

The heroes have stumbled onto a death list, targeting prominent politicians and business leaders across the country. But when MIA saves the first couple of names on the list before the heroes can respond, the mystery deepens: why are these terrorists saving the day? Just whose death list is this if it's not the General's?

Operational Notes

MIA is organized into fire teams. A standard team is composed of a sergeant who provides leadership and direction for the squad, two standard riflemen, an indirect fire soldier equipped with a grenade launcher attached to his rifle barrel and a machine gunner for suppression fire. Two fire teams working in conjunction make a squad. Two to four squads make a platoon, which is led by a lieutenant and begins to sport heavy weaponry such as .50-caliber heavy machine guns or bazookas. Three to four platoons (75-200 soldiers) with armored vehicle support make a company and are led by the Captain. Only rare occasions have seen a company-sized operation, and it took time to gather that many recruits. Most MIA plots involve nothing more than a squad.

For a standard MIA trooper use the Soldier from the Supporting Characters section of the M&M rulebook.

The General**PL 12/133 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	2	3	5	2	3	2	3

POWERS

Blaster Pistol, ranged Damage 9 (Accurate 2, Easily removable -8) (12 pts)

Defensive Screen, Protection 10 (Impervious, Sustained; Parry Check DC 18, Removable -2) (10 pts)

EQUIPMENT

30 pts. in **vehicles** and **bases** as needed

SKILLS

Deception 8 (+11), Expertise (Military-Industrial Complex) 9 (+12), Expertise (Strategy) 10 (+13), Insight 7 (+9), Investigation 6 (+9), Persuasion 8 (+11), Ranged Combat (Guns) 4 (+9), Technology 6 (+9)

ADVANTAGES

Benefit 2 (Security Clearance, Wealth: Well-off), Close Attack 3, Connected, Contacts, Equipment 6, Ranged Attack 4, Well-informed

OFFENSE

Initiative +3

Blaster Pistol +17, Toughness DC 24

Unarmed +5, Toughness DC 16

DEFENSE

Dodge	8	Fortitude	5
Parry	8	Toughness	12/2
Will	10		

COMPLICATIONS

Motivation—Justice: The General wants justice for the veterans of an unwanted war and the men thrown behind bars by the corrupt and immoral government. If he can gain power at the same time, that's just a bonus.

Secret Identity: Nobody knows the identity of The General and that is a secret he will kill to maintain.

Power Points: Abilities 42 + Powers 22 + Advantages 18 + Skills 29 + Defenses 22 = 133 points

THE CAPTAIN

Male, 32, 5'6", 190 lbs., black eyes, brown hair

Really: Leon Wilkes

A part of: MIA

Based out of: various secret locations

Worked as: a soldier

Active during: the Bronze Age

Looks: Leon Wilkes is a man in his thirties, his features disguised by a gas mask. Like others in MIA, he has a military posture, keeping his black hair in a crewcut, and an angry look on his face. His whole posture is disciplined and barely containing his anger.

Known History: Unlike the General, the Captain is a known entity. Captain Leon Wilkes served his country faithfully as a tank commander during the war only to return home shunned and hated by the citizens he enlisted to protect. Even the government did nothing to honor him or the men they had sacrificed. Capt. Wilkes tried to work his way back into society but soldiering was all he ever knew. He went from job to job, never happy with any of them and leaving them shortly after he started.

On his way to another in a long string of failed job interviews, Leon was caught up in a protest. Delayed by the crowd, Leon finally snapped, attacking them viciously until the cops could bear him down. Leon would never see jail however, for the General had watched everything. Two dead police officers were left in their car, and Leon was whisked away to a new order.

The General recruited Wilkes for his expertise with armored vehicles and his field leadership abilities. In exchange for his service, the General provides generous pay, weapons, a chance to lead men again and the promise of making those who spit on true heroes pay dearly.

Psychology: Leon Wilkes is a bitter, angry man with just a touch of battle psychosis. He has been pushed too far by the lack of respect veterans have received in this period of time. The Captain is petty and vengeful, reserving his deepest ire for the peaceniks and the government that ignored him.

Known Abilities: The Captain is a skilled battlefield tactician. He is a world-class hand-to-hand combatant and lethal with a knife or a gun. While he might not be up there with the elite assassin or wetworks operator, the Captain is a dangerous man fueled by rage. The fact that he has access to his own armored personnel carrier helps.

Campaign Use

The Captain is the battlefield commander of MIA and also its logistics officer. He organizes MIA's movements, while ensuring they have the equipment and supplies they need for the mission. If engaged in combat while inside the APC, Leon will open fire with the machine gun turret. If not mounted, the Captain uses his machine pistol's multiattack ability at range, then his knife or heavy pistol when his opponents close.

Additional Members of MIA

Beyond using standard Soldiers from the M&M rulebook, you could also use a number of Looeys or Sarges as presented on pages 222-223, respectively.

The Captain**PL 9/136 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	5	2	4	3	2	4	2

EQUIPMENT

Binoculars, Camo Clothing, Comlink, Flash Goggles, Gas Mask, Rebreather

Heavy Pistol, ranged Damage 4

Knife, Damage 2 (19-20 critical)

Machine Pistol, ranged multiattack Damage 3
Flak Jacket, Protection 3

Armored Personnel Carrier

Size H, Str 12, Spd 4, Def 6, Tough 12 (impervious); Machine Gun Turret, ranged multiattack Damage 5; Partial cover for troops to fire from

SKILLS

Athletics 6 (+9), Close Combat (Knife) 5 (+8), Close Combat (Unarmed) 7 (+10), Expertise (Military) 8 (+10), Expertise (Tactics) 8 (+10), Insight 5 (+9), Intimidation 6 (+8), Ranged Combat (Guns) 6 (+10), Stealth 4 (+6), Technology 4 (+6), Vehicles 3 (+7)

ADVANTAGES

Assessment, Close Attack 3, Defensive Attack, Equipment 13, Improved Defense, Improved Initiative 1, Inspire 3, Leadership, Power Attack, Precise Attack 2 (Ranged, Cover and Conceal), Ranged Attack 3, Set-up 2, Teamwork

OFFENSE

Initiative +6

Heavy Pistol +13, Toughness DC 19

Knife +11, Toughness DC 20 (19-20 critical)

Machine Pistol +13, Toughness DC 18+ (multiattack)

Unarmed +13, Toughness DC 18

DEFENSE

Dodge	9	Fortitude	10
Parry	9	Toughness	8/5
Will	8		

COMPLICATIONS

Motivation—Justice: The Captain wants nothing more than justice for the men who threw their lives away in a war no one wants to acknowledge. Those responsible, both in the government and the common rabble-rousers, must be held accountable for their crimes.

Prejudice—Veteran: Like many returning soldiers, the Captain was the victim of overwhelming public sentiment against the war and anyone who served.

Power Points: Abilities 50 + Advantages 33 + Skills 31 + Defenses 22 = 136 points

Looney

PL 8/85 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	4	2	4	2	1	2	1

EQUIPMENT

Binoculars, Camo Clothing, Gas Mask, Rebreather

Knife, Damage 2 (critical 19-20)

Heavy Pistol, ranged Damage 4

Flak Jacket, Protection 3

Add one of:

Sub-machine gun, ranged multiattack Damage 4;

Medical Bag, Enhanced Treatment 2 (+4 to roll)

or

Sniper Rifle, ranged Damage 5 (19-20 critical);

Tear Gas, ranged cloud-area Affliction 4

SKILLS

Athletics 4 (+5), Close Combat (Knife) 2 (+4),
Expertise (Soldier) 6 (+7), Expertise (Choose from
Demolitions, Observer, Medic) 4 (+5), Perception
5 (+7), Persuasion 3 (+4), Ranged Combat (Guns)
4 (+8), Ranged Combat (Choose from Artillery,
Thrown) 3 (+7)

And choose one:

Stealth 5 (+7), Technology 5 (+6), Treatment 5 (+6),
Vehicles 5 (+9)

ADVANTAGES

Close Attack 4, Defensive Attack, Equipment 5,
Precise Attack 2 (Ranged Cover and Conceal),
Ranged Attack 3

Plus select one pair:

Explosives/Artillery- Accurate Attack, Set-up Medic-
Skill Mastery (Treatment), Teamwork Sharpshooter-
Improved Aim, Prone Fighting

OFFENSE

Initiative +2

Heavy Pistol +11, Toughness DC 19

Knife +8, Toughness DC 18, 19-20 critical

SMG +11, Toughness DC 18+, Multiattack

Sniper Rifle +11, Toughness DC 20, 19-20 critical

DEFENSE

Dodge	7	Fortitude	9
Parry	6	Toughness	7/4
Will	4		

COMPLICATIONS

None

Power Points: Abilities 34 + Advantages 17 + Skills 18 + Defenses 16 = 85 points

Sarge**PL 7-8/75 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	2	3	1	2	0	1	0

EQUIPMENT**Camo clothing, Flashlight, Gas Mask, Rebreather****Assault Rifle**, ranged multiattack Damage 5**Grenade Launcher**, ranged area-burst Damage 5
OR**Flamethrower**, cone- or line-area Damage 6**Rocket Launcher** (1 in a group), ranged Damage 10, burst-area 7**SKILLS**

Athletics 3 (+6), Close Combat (Knife) 3 (+5), Close Combat (Unarmed) 2 (+4), Expertise (Soldier) 4 (+5), Perception 3 (+4), Ranged Combat (Guns) 5 (+6), Ranged Combat (Heavy Weapons) 3 (+4), Stealth 4 (+7), Vehicles 3 (+4)

ADVANTAGES

All-out Attack, Chokehold, Close Attack 3, Defensive Attack, Equipment 7, Fast Grab, Improved Hold, Power Attack, Precise Attack 1 (Ranged Cover), Ranged Attack 3, Teamwork

OFFENSE**Initiative** +3**Assault Rifle** +9, Toughness DC 20+, Multiattack**Flamethrower**, Dodge DC 16 for half effect; Toughness DC 21/18**Grenade Launcher**, Dodge DC 15 for half effect; Toughness DC 20/18**Rocket Launcher** +7, Toughness DC 25 vs. target; area-burst Dodge DC 17 for half effect, Toughness DC 22/19**DEFENSE**

Dodge	7	Fortitude	6
Parry	7	Toughness	5/2
Will	3		

COMPLICATIONS

None

Power Points: Abilities 24 + Advantages 21 + Skills 15 + Defenses 15 = 75 points

SPECIAL AGENT WORTHEN

Male, 31, 6'0", 235 lbs., blue eyes, blond hair

Really: Lowell Scott Worthen III

A part of: the FBI

Based out of: Washington, D.C.

Worked as: a special agent of the FBI

Active during: the Bronze Age

Looks: Here's a big man, exactly six feet tall and over two hundred pounds of muscle, with what has to be called "crisp-cut" blond hair, and blue eyes that seem much darker than that. He wears dark suits exclusively, no matter the situation he's in.

Known History: So the FBI ran a competition to see which agent of theirs would get to put on the vitolite suit and become their representative on the Torchbearers. It came down to just three candidates, and this guy was one of them. When Greg Kirkland used his connections to win the coveted role, it left Agent Worthen fuming.

Lowell disappointed his father by entering something as common as the FBI. Boston blue-bloods led society, not served it, but Lowell was a believer in The Great American, J. Edgar Hoover. This was the man who would keep America safe and strong, and Lowell wanted to help. This didn't sit well with the prior two Lowells, and the agent was left to build a new life without the family fortune.

Worthen stuck it out though, and became an effective Special Agent, if maybe too rigid, hard-nosed and paranoid about the evil forces infiltrating the United States. Hoover's death encouraged Worthen to pursue the contest to be the Bureau's super-agent; he was offended by the Justice Department offering to turn hippie scum like the Aquarians into the government's Torchbearers. He knew that Hoover would want him to infiltrate these "heroes" and expose the truth. Isolation from his family finally struck its telling blow, when Kirkland's family did for Greg what Worthen's refused to do for Lowell.

Lowell got a second chance some time later though, when the handler behind Warmonger approached him with an enhanced version of the original vitolite treatment that empowered Constable. Worthen could be a better super-agent: stronger, more loyal to the Bureau, the truer patriot. It was a small price that he'd suffer Constable's fate when he grew older; it just proved Worthen's greater bravery and dedication. Special Agent Worthen refused a costume, or a name. He felt that criminal scum should fear the FBI, not masked vigilantes. A business suit and agent title suited a proper defender of the country, and that's what Worthen would be, no matter what.



Psychology: Lowell Worthen the Third is the oldest of three siblings, and the one expected to take over the Worthen family prestige and lineage. He sure doesn't share their belief that he let them down. Just the opposite; by turning their backs on him, they showed their true colors. The FBI, Hoover loyalists, and other staunch, upright agents are his family. Self-centered, treacherous agents like Kirkland are his enemy as much as any other criminal or spy. Worthen is paranoid, anxious, and mean, a swirl of dangerous passions that he barely keeps tamped down in a mask of professionalism. It's like the suits he always wears are a jar lid; if it ever gets loosened, watch out, world. It's only getting worse too, as the vitolite treatments work on his mind and body. Eventually he'll be dismissed from the FBI for abuse of power and what will become known as stalking. Even after his dismissal, he's Special Agent Worthen, and he'll save America with his God-given righteousness.

Known Abilities: Special Agent Worthen is a trained FBI investigator, who excels in the physical aspects of the job. Don't dismiss his other skills out of hand though, he knows what to do and how. He was offered the vitolite treatments that empowered Constable back in the Golden Age, by a mysterious backer who promised that improvements to the treatment would grant him greater powers than Constable, and much greater than Alpha Agent's watered-down suit. I'm not sure if it was really refined, or just a line, but it's likely his treatments just exposed him to greater quantities of vitolite, not a better process. Regardless, when powered up, Worthen was very strong, able to lift 5 tons at a time, incredibly durable, and able to heal quickly. His whole body was strengthened, allowing him to leap up to four hundred feet, and his eyesight and hearing were much more keen than a normal person's.

In case Worthen couldn't hit you hard enough, he was also given a special riot baton, which he could ionize. It could act like a stun gun, continuing to damage a person a few seconds after impact. He developed a simple, effective fighting style with it,

deflecting, blocking and striking with equal ease.

On the other hand: Special Agent Worthen could be the last hope of a hopelessly compromised Bureau. When Hoover is murdered and his aide disgraced, it's up to Worthen to prove that the Aquarians are the force behind the conspiracy. Worthen has no clue who they work for, but it's obvious that Agent Perlman and Alpha Agent are part of it. Except for his own patron, Worthen can't be sure who he can trust, who is still on his side, in and out of the Bureau. He's a desperate man, but he can't let desperation override his sense of justice and honor. If he fails to be faithful to what the Constitution and the American Dream stand for, then the conspiracy will have won. Okay, so he doesn't seem to change much from world to world.

Campaign Use

Special Agent Worthen is the cracked mirror of Alpha Agent, and the tarnish on the mirror of Constable. Worthen's the foe who does what the hero does, only a little better. He's stronger, harder to hurt, and does more damage, and shares many other skills and advantages. Worthen is the enemy who can't be beaten up and sent to prison. Not without a lot of work, maybe by giving him too much rope and letting him hang himself. He's an FBI agent, and when he crosses paths with the heroes, he's doing his job more often than not. Teaming up with the heroes will be out of the question for Worthen, racing instead to see justice done.

He's also the point man for whatever his mysterious backer is up to, and will often attempt to manipulate the heroes into committing crimes so he can harass or arrest them. He's a long-term annoyance, designed to be built up into a genuinely dangerous threat and finally exposed. Then when he returns, it will be as a free-lance agent, possibly more dangerous now that he's desperate and without his chosen family, the FBI.

Special Agent Worthen

PL 15/157 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8/3	11/6	2	5	6	0	2	2

POWERS

Vitolite Treatment, Damage 4 (Str-based), Enhanced Abilities 10 (Str +5, Sta +5, permanent), Leaping 6 (400'), Regeneration 3, Senses 5 (Rapid Extended 2 vision, Low-Light vision, Extended 1 hearing) (38 pts)

Ionized Club, 6 pt. array, easily removable -2
Strike, Damage 3 (Str-based; Secondary Effect) (6 pts)
Block, Protection 3, Deflect 3 (1 pt)

EQUIPMENT

Camera, Portable Radio, Audio Recorder, Handcuffs, Lock Release Gun, Mini-tracer, Parabolic Microphone

Heavy Pistol, ranged Damage 4

SKILLS

Athletics 5 (+13/+8), Close Combat (Club) 4 (+10), Expertise (Criminology) 5 (+5), Insight 4 (+6), Intimidation 8 (+10), Investigation 5 (+5), Perception 4 (+6), Persuasion 4 (+6), Ranged Combat (Guns) 6 (+11), Vehicles 5 (+10)

ADVANTAGES

All-out Attack, Benefit 1 (begins with Government Agent; later changes to Independently Wealthy), Close Attack 4, Contacts, Equipment 3, Power Attack, Quick Draw, Ranged Attack 3, Startle, Take-down

OFFENSE

Initiative +2

Strike +14, Toughness DC 30/21 unpowered

Heavy Pistol +14, Toughness DC 19

Unarmed +10, Toughness DC 27/18 unpowered

DEFENSE

Dodge	8	Fortitude	15/10
Parry	10	Toughness	14/11*
Will	8	* unpowered 9/6	

COMPLICATIONS

Family Grudge: Worthen holds a nasty grudge against his family, who can't understand why he'd "stoop to public service." Worthen will do anything in his power to show his family he can make it without their support.

Motivation—Law and Order: Special Agent Worthen is driven by a similar view of law and order as his idol, J. Edgar Hoover: conformity to the law, proper respect and courtesy to its enforcers, and subservience to government needs. Anyone lacking in any of these areas is at best a radical in need of watching; at worse, a subversive agent of wicked powers out to bring down in flames the world's greatest democracy and best hope for peace.

Vitolite Treatment: Special Agent Worthen receives his superhuman powers from a regular schedule of direct exposure to vitolite energy. The duration of each treatment is variable, though it's almost always good for at least a couple of days, up to a week. Worthen can't be certain of the duration, though he'll know immediately when it has worn off.

Power Points: Abilities 52 + Powers 43 + Advantages 17 + Skills 25 + Defenses 20 = 157 points

VOX POPULI

Male, 29, 5'7" (8'5"), 155 lbs. (650 lbs.), blue eyes, brown hair

Really: Vincent Madden

A part of: no criminal organization

Based out of: Washington D.C.

Worked as: a professional orator; before that, he held various odd jobs

Active during: the Bronze Age

Looks: Vox Populi's face is weathered and angular, he looks underfed despite being in good condition, his brown hair is stringy and his watery blue eyes are darkly circled. The strength of his voice and his carriage make him a charismatic presence. He wears baggy older clothes for those times he swells with the power of his mobs.

Known History: Vinnie was not born with his unnatural glibness; in fact he suffered from severe stuttering and shyness. Young Vincent grew up without a father figure, if his hardly June Cleaver-esque mother ever knew him. Arrest records reveal her habitual drinking, leading to prostitution, and drunk and disorderly arrests.

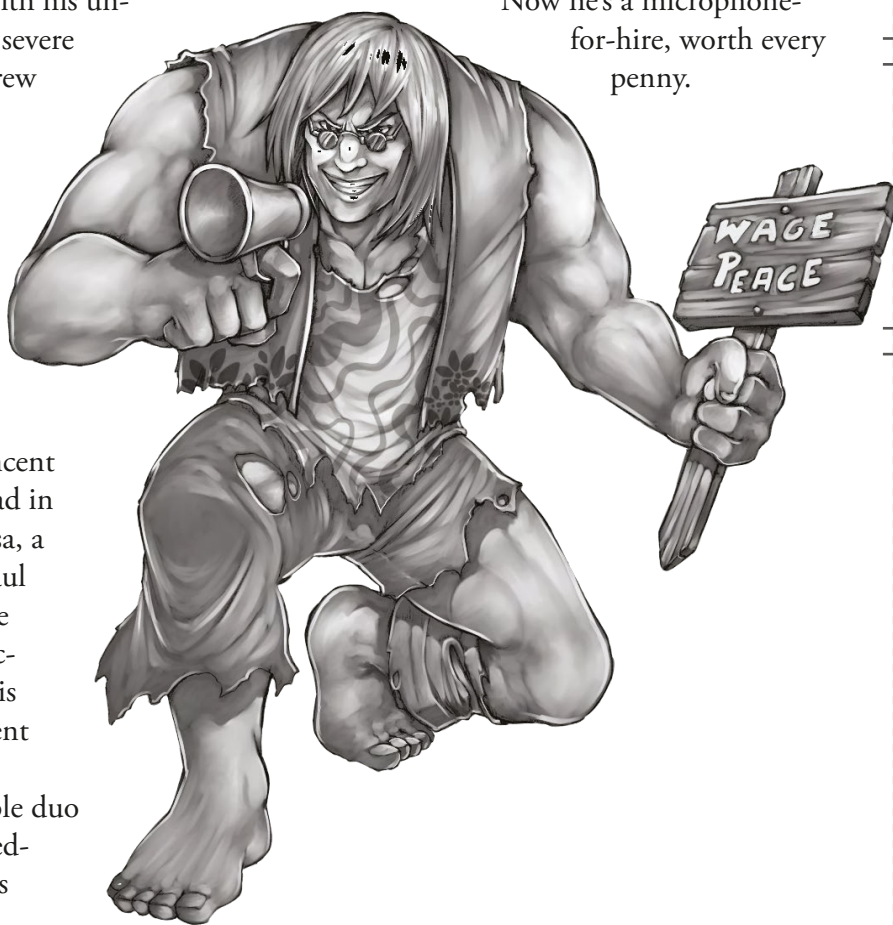
His mother passed away while Vincent was in high school and his life spun out of control. He quickly squandered what little money had been left to him on drink and drugs. Vincent would have probably have wound up dead in a gutter if he hadn't run into Raul Famosa, a political dissident and heavy pot user. Raul indoctrinated the listless Vincent into the radical life and showed him the introspection of an acid high. This expansion of his consciousness may have activated his latent powers but nobody knows for sure.

Raul and Vincent became an inseparable duo as they hitchhiked across the country, feeding the anti-war and free love movements

sweeping the nation's youth. Vinnie discovered that he got not only an emotional rush from this but a physical one as well. Vinnie slowly developed a newfound strength, and used it to block attempts to break these protests up. Things were going great until Raul was murdered by a bystander angered at his rhetoric. Vinnie swore to spread Raul's message, the way Raul delivered it to the masses. He trained himself to speak, his speeches packing punch that reverberated and made Vinnie stronger than ever.

Without his moral compass though, Vinnie met a new friend who helped him learn to appreciate the monetary value of his help. He started small, asking for food and lodging; but gradually this turned into genuine fees, greater and greater amounts of money.

Now he's a microphone-for-hire, worth every penny.



Psychology: Vincent has become a bully. He revels in the power his words grant him, but if things start going against him, that early repressed instinct from his youth comes back with a vengeance. In spite of his hang-ups, Vincent still believes in the American Dream... one achieved through stepping over your own (worthless) mother to get it, but it's a belief nevertheless.

Known Abilities: Vox Populi's powers draw from the crowds his potent voice can hold in thrall. As he grabs the attention and fervor of more people, he grows larger by several inches and pounds, and develops greater levels of strength and stamina. The crowds do need to understand his words, and he has no superhuman ability to sway their beliefs, but he is an incredibly skilled public speaker. Vox Populi has also come up with a fighting style geared to his favorite environment, the protest, wielding a number of improvised weapons with skill. (Game note: Vox Populi needs to spend time speaking and agitating in order to make his Persuasion roll. The results of the Persuasion roll do not determine his ranks of effect, but the number of protesters according to his chart. He can spend a Standard Action making another Persuasion check and add to the results, up to a maximum of 35 affected people and maximum power. Three rounds of Routine Persuasion checks with Skill Mastery will grant him full power.)

On the other hand: Vox Populi could be an even greater sell-out, cynically manipulating various causes to earn the greatest amount of payday. Even competing causes could bring him out with enough cash. More frightening, this Vox Populi discovers that if two of these competing causes violently clash, he can unlock greater size and strength, maybe even other powers that fuel him to greater heights of depravity and financial restitution.

Campaign Use

Vox Populi is a different take on a brick combined with a twist on the radical dissident. This guy does it for money, even if he believes in the cause. His

cowardice gives him a vital weakness for the heroes to exploit if they find themselves unable to penetrate his protective mob "environment." He can be an interesting foil for a player who likes the inspiring speaker character, bringing Interaction skill duels front and center. If engaged in combat, Vox Populi will prefer to remain in the middle of his mob, where his senses are keenest, the heroes are forced to move slowly, and plenty of normals can force the group to be more cautious. He'll use his Environmental Adaptation to take quick potshots with his great strength, and then retreat. He'll run the second he senses the tide turning against his mob.

Adventure Seeds

Anti-war protesters have staged a major rally at an arms manufacturer, gathering the funds to hire Vox Populi. What they don't realize is that Vox is already on someone's payroll: a rival of the manufacturing company wants to use the riot as cover to conduct corporate espionage. Even Vox is being played, because the infiltrator intends to set off the plant and blame the rally (a good place to use Brother Bola; maybe MIA want their prototypes; Plutonium Man and Operative F might be against their radioactive weapons experiments). Can the heroes uncover all these threads? Will cowardly Vox Populi do the right thing and save his mob if he learns the truth? What is the manufacturer hiding inside the walls of the plant?

Vox Populi has been hired to perform a very different kind of riot: a prison break! Someone has helped him infiltrate a maximum security prison and now the clock is ticking for the heroes to find and expose him before he can start the action!

Vox Populi**PL 13/172 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
11/2	11/2	5	2	4	2	6	5

POWERS

Navigate Protest, Movement 1 (Environmental Adaptation-crowds) (2 pts)

Protest Weapons, Damage 4 (Str-based) (4 pts)

Stirring Oratory, Enhanced Abilities 12 (Strength +6, Stamina +6) linked to Growth 3 linked to Environment 4 (Impede Movement 1, Visibility 2) linked to Sense 1 (Radial vision) (Persuasion Check DC 15 required, Quirk-powers accumulate according to chart below) (31 pts)
[see next page for table]

SKILLS

Close Combat (Megaphone) 3 (+7), Close Combat (Protest sign) 5 (+9), Deception 8 (+13), Expertise (Drug culture) 5 (+7), Expertise (Oratory) 9 (+11), Insight 8 (+14), Perception 8 (+14), Persuasion 10 (+15), Ranged Combat (Bottles) 6 (+8), Treatment 4 (+6), Vehicles 4 (+6)

ADVANTAGES

Assessment, Benefit 1 (cult following), Close Attack 2, Connected, Contacts, Fascinate 2 (Deception, Persuasion), Favored Environment (Protests), Favored Foes (Police), Great Endurance, Inspire 3, Minions 8, Ranged Attack 3, Skill Mastery (Persuasion), Taunt

STIRRING ORATORY AND MINIONS ON THE NEXT PAGE**OFFENSE**

Initiative +5

Protest Sign +11, Toughness DC 30

Megaphone +9, Toughness DC 30

Unarmed +6, Toughness DC 26

DEFENSE

Dodge	9	Fortitude	15/6
Parry	9	Toughness	11/2
Will	10		

COMPLICATIONS

Believer: Despite what his detractors try to pin on him, Vox Populi does believe in the causes he rouses rabbles for. He might insist on being paid a premium, but he won't take up a cause he's against, and he won't sell out a cause. He might run from a protest, but he won't screw them over.

Coward: Vox Populi is a bully, physically and intellectually. When confronted by greater force, or stripped of his physical prowess, he'll run at the first opportunity.

Motivation—Patriotism: Despite all outward appearances, Vox Populi is actually in it for love of country. Unfortunately, all the worst parts of America: greed, rebellion, vigilantism, excess, and violence. But he does believe in the American Dream, oddly enough.

Orator for Hire: Vox Populi is available to speak out against any cause he already argues against, so long as the money is right. He knows the strength and the financial value of his speeches and the physical power the mobs grants him.

Power Points: Abilities 56 + Powers 37 + Advantages 27 + Skills 35 + Defenses 17 = 172 points

Stirring Oratory Table

The following table is used to track the effects of Vox Populi's stirring oratory. He gains greater power based upon the number of followers present as indicated below.

Follower	Str	Growth	Environment	Senses
5	+1	—	—	—
10	+2	1	—	—
15	+3	1	Rank 1	—
20	+4	2	Rank 1	—
25	+5	2	Rank 2	—
30	+6	3	Rank 2	Radial Vision

MINIONS

SEAN O'CONNOR (PL 0/28 PTS)

Sean is Vox Populi's secret weapon. A yellow journalist out to take advantage of his colleague's oratory and powers, Sean slowly turned Vincent into the mercenary he's become. Sean will go into an area in advance, find what matters to the disaffected and rally them with promises of a champion. When the crowds-to-be are primed, he steps aside and lets Vox Populi get to work, all the while collecting the fee and heading to the next location. Use the Reporter entry for his stats.

BODYGUARDS (x3) (PL 2/30 PTS)

Defense: Dodge 2 Parry 2 Fortitude 4 Toughness 3/2 Will 0

Abilities: Str 2 Sta 2 Agl 1 Dex 1 Fgt 2 Int 0 Awa 0 Pre -1

Equipment: Leather Jacket (+1 Toughness), Light pistol

Advantages: Equipment 2

Skills: Athletics 4 (+6), Expertise (Protection service) 4 (+4), Expertise (Streetwise) 3 (+3), Intimidation 5 (+4), Stealth 2 (+3), Vehicles 4 (+5)

Offense: Initiative +1, Unarmed +2 (Damage 2), Pistol +1 (ranged Damage 3)

WARMONGER

Male, 27, 5'8", 195 lbs., black eyes, red hair

Really: Walter Munger

A part of: the U.S. Department of Justice

Based out of: Washington, D.C.

Worked as: an undercover agent

Active during: the Bronze Age

Looks: This is a tough one, because that's what he can do. He can look like anyone. Seriously, does even he know what he looked like to start anymore? For that fact, does he ever bother to put the old face back on? He does tend to settle on red hair and black eyes, average height for a guy in his late twenties.

Known History: Walter Munger discovered his mutant gifts early on, using them as early as elementary school to get others in trouble for his misdeeds, and slip away when everyone else was angry at each other. He discovered that this power worked better on large groups, as he failed at using these techniques to escape punishment at home.

Walter grew up a listless individual, never really able to decide what he wanted to do. This might have resulted from having no real identity of his own. He survived off of petty thefts and muggings during riots he would start. He was a looter, doing what he needed to survive as he wandered the country.

This life of drifting petty theft eventually got him arrested. But this led him to his new life, working for the Justice Department. They trained him for undercover work, gave him the code-name Warmonger, and assigned him to cause radical groups to lose control so federal agencies could crack down on them. This was a life he could enjoy, causing mayhem and getting a legitimate paycheck for it. Better still, he was bailed out by his government superiors, even when he helped himself to the occasional illegally-obtained "gratuity" from his workplace.

He barely escaped exposure by the Aquarians in the adventure that first brought the team together, and would be pitted against them repeatedly, often with Special Agent Worthen as an ally. Eventually, a master plan was concocted to destroy the Aquarians, framing their most controversial member for murder. Worthen's superiors were growing nervous about Warmonger's loose-cannon nature, so when the trigger was pulled on the plan, it was Warmonger's murder that would send Hammer to prison.



Psychology: Warmonger is a tool, and he just might know it. He's not ambitious, and never learned to do anything greater with his impressive powers than causing random mayhem. Later it becomes directed mayhem, but directed by other forces, for their agendas. He has no politics, no causes, and no real purpose except having a nice place to live and good food to eat. He enjoys using his power, likes the rush it gives him, but beyond that, he's a blank slate emotionally as well.

Known Abilities: Warmonger is able to change his appearance to resemble any other person. He can shift his features to either disguise himself as another person, or build a whole new face. His only limit is his mass, which remains about the same. He is able to take mental control of a crowd of people in a sixty foot radius. He needs at least a dozen people to seize power over the "mob mentality" and make it carry out whatever he desires. This lasts as long as he can focus on them, and as long as the mob can hear him.

Aside from his powers, he's a master of deception, with a solid understanding of sociology that he uses for manipulating his crowds.

On the other hand: Warmonger has a power that many would kill for, and there are many branches of history where the full implications of his power set him on a course of conquest. By keeping large groups around him in his thrall, he could become a terrifying force, with brainwashed minions ready and eager to kill or be killed as he needs.

Campaign Use

Warmonger is a mystery threat, a rather easy villain to defeat when exposed, but hard to root out. First, the heroes have to learn that one of the people in the area isn't who he pretends to be. Then they can begin to figure out if it's Warmonger, and determine his current scheme. He's careful about his deceptions and keeps his Washington connections closely guarded. So if the heroes can even get their hands on him, they'll be stunned to learn he's out so soon

without any warning. Despite his lack of the Minions advantage, he should be considered to have a large group of standard minions to use. Since he can only use whoever's available, codifying them is unnecessary.

Adventure Seeds

The danger of every undercover agent: falling for the infiltrated group. For what might be the first time in his life, Warmonger has made an emotional connection to a lovely young woman dedicated to the cause at hand. But his mission is soon to end, and he's feeling the pressure to drive them over the edge and into the FBI's arms. He can't hurt this person though, so what can he do? Can he find a way to alert the heroes, to save her, without blowing his own mission?

The heroes are on the hunt for Warmonger, who's taken refuge in a passing parade. Things can get really ugly now, with hundreds of people for Warmonger to manipulate in different ways. Worse still, the heroes have loved ones, either in the parade or in the crowd. Now they have to save them, stop the crowd without hurting them, and catch a man who could be anyone in the mass of people!

Customization Notes

Warmonger**PL 12/187 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	6	4	4	3	1	1	4

POWERS

Any Ol' Face in the Crowd, Morph 2 (humanoids of same general height and weight) (10 pts)

Riling the Crowd, Affliction 12 (vs. Will, Entranced/Compelled/Controlled; Area-burst 2, Concentration, Progressive; Limited-only works on a 12+ crowd, Sense Dependent-audio) (48 pts)

EQUIPMENT

20 equipment points for **weapons** and **vehicles** as needed

SKILLS

Athletics 5 (+8), Close Combat (Club) 8 (+11), Deception 10 (+14), Expertise (Psychology) 7 (+8), Expertise (Sociology) 7 (+8), Insight 5 (+6), Investigation 4 (+5), Perception 5 (+6), Persuasion 6 (+10), Ranged Combat (Guns) 5 (+9), Stealth 6 (+10)

ADVANTAGES

All-out Attack, Benefit (Government Agent), Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 4, Equipment 4, Improved Disarm, Inspire, Power Attack, Ranged Attack 2, Skill Mastery (Deception), Ultimate Skill (Deception), Well-informed

MINIONS

While lacking specialized Minions, Warmonger often recruits normal criminals to help him set up a target, enact a plan needing multiple people, and to instigate crowds that he needs for his powers

OFFENSE

Initiative +4

Club +13, Toughness DC 20

Heavy Pistol +11, Toughness DC 19

Riling the Crowd, Dodge DC 22 for half effect, Will vs. DC 22 to resist/escape

DEFENSE

Dodge	10	Fortitude	8
Parry	10	Toughness	10/6
Will	6		

COMPLICATIONS

Lacking: Warmonger is lacking in ambition and emotional connection. It's not that he doesn't understand or feel emotions, they're just not an important part of his life. This makes it hard to connect with other people, or to maintain focus on a project.

Motivation—Thrills: Warmonger does what he does because he can, and it gives him a surge of power to bend people to his will. That such gifts can provide a decent lifestyle with little work is even better.

Power Points: Abilities 52 + Powers 58 + Advantages 23 + Skills 34 + Defenses 20 = 187 points

WOLFHEART

Male, 37, 5'11", 185 lbs., blue eyes, black hair

Really: Jason Walker

A part of: no organized groups or teams, but ran his own cells of terrorists

Based out of: Tempe, Arizona

Worked as: a construction worker

Active during: the Bronze Age

Looks: Jason is an American Indian man in his late thirties. He wears stereotypical costuming for "his people": Buckskin pants, war-paint on a bare chest, headband and feathers in his hair, the whole deal. Jason wears a small winged mask over his eyes and at all times a sneer on his face, framed by straight black hair. He is muscled but lean with a chiseled physique (he is, after all, bare-chested and the ladies are looking).

Known History: Wolfheart is really Jason Lone or Jason Walker to "the White Man's world", and Jason Lone Walk is his American Indian name, if you ask. He knows the history of his people, and what's been done to them; he knows how they've been ill-treated, and how special their culture is. He has studied the noble religions and mystical paths, and his eyes are open to the need to fight the White Man's overlordship. He is a fanatic, and will lead his people to recognition of wrongs, and bring restitution. In truth, he is what today would be called a "plastic shaman": he does know magic, but dresses it up in a mishmash of Native American beliefs that fool most of the world. His own people know better, he's just a fake, hurting the cause in an excuse to blow things up.

Jason Walker was born with just enough ancestral blood to qualify as a Native American under federal and tribal laws, but he was about as white bread as you can get. He went to an exclusive high school and drove his father's luxury car. All he knew about Native Americans was that his dad was part

of one tribe or another and that they killed settlers in the TV and movies. He was far more interested in making use of his exotic looks to get dates. After school, Jason went to work for his father's construction company expecting a cushy job, and was sorely disappointed. Walker Senior believed in working up from the bottom. Jason resented it at first but then the women started to notice his hardening body and he quickly volunteered for the physical work.

This all came to an end when the draft caught up with him. Jason wanted nothing to do with being shipped thousands of miles from home to shoot at people he didn't know. His father was a patriot though, and insisted that Jason report for training.



Jason ran to Canada instead, wandering a country that wasn't his home, and trying to start a life of his own without all the comforts of Dad's success. He tried to worm his way into the reservations and tribal lands of the north (after all, in his mind, "all us Indians look the same"), but they weren't fooled for long. He did start learning some of their history and myths.

When Jason finally returned to the States at the war's end, his father had disowned him. His government continued to hunt him down for draft dodging. His people saw through his fakery and deceit. He'd never really connected to people anyway, just liked using them for his own comfort. He let his hatred consume him, and looked for ways to spread it. During this period, he built up a network of similarly disillusioned young Native Americans, and stumbled into his own vision quest. He walked back out from being lost in the desert with an understanding of the magical world. How and why remained a mystery, one Jason never talked about, but it helped him to make his case against the "White Man," and claim to be a powerful shaman of the First People come for revenge. It gave Jason all the power, influence and excuse he needed to do what he really crusaded for: blowing things up and hurting people.

Psychology: Jason Walker is a man who banks on his persecution complex. He willingly plays up the injustices and prejudices against his people but only so far as to mask his own rage. Jason is an irrationally angry man above and beyond everything else. He enjoys the mayhem, pain and misery his actions cause. The rhetoric of injustice and the sympathy he gets for it are the tools that can get him farther in his campaign of bloodshed and carnage, and help him escape retribution. He has no compunction about using his believers, discarding them to keep himself safe.

Known Abilities: Wolfheart is a magician, using a kind of sorcery akin to the "skin-walking" of American Indian legends to grant himself "man-animal" shapes, taking advantage of the abilities that bestial

forms can give him. By becoming a "man-raven," he flies and sees better than human. By becoming a "bison-man," his skin becomes tougher and his body far stronger. He decides what abilities he derives from these shapes, and they don't have to remain consistent. If he needs a bison's horns and speed instead of its strength, he can do that. The key limits are only his knowledge of various animals, that he maintains a humanoid shape, and that the abilities are found in nature. Wolfheart is also knowledgeable about magic in general, and skilled enough to read or create rituals that generate mystical effects. However, his lack of faith, his bitterness, and his eclectic knowledge limit his overall power.

Aside from his magical prowess, Wolfheart is a cunning, good-looking con artist, well-practiced at using people's desires against them. He is also a skilled, self-trained demolitions expert.

On the other hand: there are worlds where Wolfheart was brought up by a father much more invested in his cultural legacy. This Jason Lone Walker learned at an earlier age about the grandeur of the local tribal history, and a more general account of the First Peoples overall. He came back from his vision quest and dedicated his magical skill and newfound gifts to the advancement of the American Indian cause. He's a hero to his people in some worlds, and offering his powers to the betterment of all. He battles villains and defends against disasters, both for his tribe, his nation and for all the citizens of the United States, in that order. He's a valued ally of the Torchbearers, often consulted when the region is threatened.

But he could become more bloodthirsty. A Wolfheart with a true cause firing up his hatred could be an even scarier foe. With a crusade to fight, this Wolfheart would have reasons to enhance his abilities, to learn new and greater ways to wield the natural world against the hated U.S. This Wolfheart would learn to command the animals as his army, to expand his range of shapeshifting, and perhaps grant bestial shapes to his followers as well. Instead of a dangerous antisocial foe, he becomes a threat of titanic proportions. [This Wolfheart should have

Summon Animals to call forth ravens, coyotes, eagles, hawks and similar animals important to Native American cultures. He could even bring forth the spirits to help him, such as Thunderbird and others. Give him a second Manitou Mimicry power as above, but add the Affects Others Only extra to grant bestial shapes to his followers, providing him with powerful minions to fight a larger group on his own. Finally, increasing his Expertise (Magic) makes his Ritualist advantage even more useful.]

Campaign Use

Wolfheart is a terrorist without a cause, a dangerous, angry young man who can misdirect the heroes on his first appearance. What appears to be a crusader for the Native American plight turning out to be just a bully can make for a change of pace in a period of causes, rallies and civil rights clashes. When he makes return attacks on the heroes, they know the truth, and the priority becomes convincing his fooled minions that Wolfheart doesn't care about them. With judicious use of his power, he can be a tough one-on-one fight, and a versatile opponent with a wide array of abilities. He's a great choice for the occasional super-villain teams, that versatility giving such a grouping a decent edge against hero teams that are familiar with their foes. Finally, he offers a final trick; he seems like he could be a sympathetic character, someone the heroes could reach, to try and reform. He's not, he's just a man who likes to hurt people, but he's also a con artist, and using this against the heroes can make for some fun role-play as they decide to trust him or not.

Adventure Seeds

Wolfheart plans on derailing and robbing a U.S. Army convoy he believes carries payroll. He and his gang will attack while the convoy (truck or train as the GM prefers) passes through a town, using surprise and bystanders to their advantage. They remain unaware of a secret cargo of radioactive isotopes actually being carried. If the isotopes are exposed, are the heroes ready to handle a Wolfheart

able to take on even more bestial shapes? Can a rampaging fire-breathing lizard-man Wolfheart be out of the question?

Wolfheart manages to bite a visiting dignitary with snake fangs filled with a venomous cocktail. He promises to deliver the anti-venom in exchange for the release of several American Indian "prisoners of war" and two million dollars. He has no plans to do anything of the sort even though he has the antidote. The heroes need to find Wolfheart and retrieve the antidote, while trying to figure out what the villain's real scheme is.

Customization Notes

Wolfheart**PL 10/157 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
4	6	3	2	5	1	6	2

POWERS

Manitou Mimicry, Shape-shifting 5 (Limited- animal/man shapes and natural animal powers) (30 pts)

SKILLS

Athletics 6 (+10), Deception 8 (+10), Expertise (Magic) 8 (+9), Insight 5 (+11), Investigation 5 (+6), Perception 6 (+12), Persuasion 4 (+6), Ranged Combat (Guns) 6 (+8), Stealth 8 (+11), Technology 8 (+9)

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Roll 4, Favored Environment (Deserts), Improved Defense, Power Attack, Ranged Attack 2, Ritualist, Skill Mastery (Demolitions), Ultimate Skill (Magic)

OFFENSE

Initiative +3

Unarmed +9, Toughness DC 19

DEFENSE

Dodge	10	Fortitude	10
Parry	10	Toughness	10/6
Will	10		

COMPLICATIONS

Motivation—Anger: Wolfheart engages in his terrorist activities out of a sense of rage and anger, but not for any real cause. Instead, he enjoys taking his anger out on people and entities because they're there.

Plastic Shaman: Despite the fact that this phrase will not come into vogue for a couple of decades, Wolfheart is absolutely one. He is no medicine man or shaman; he has an array of magical knowledge he uses to pretend, but it's all fake. He has no real care for American Indian cultures, using them as a con to win sympathizers unaware of the truth.

Power Points: Abilities 58 + Powers 30 + Advantages 17 + Skills 32 + Defenses 20 = 157 points

THE IRON AGE TONE

The Iron Age came from the fallout of the political cynicism of the post-Watergate/post-Vietnam years, combined with the experimentation and growing pains of Bronze Age comics. More and more, stories started to examine super-heroes under the mask, and what drove them to be costumed adventurers. In some cases, they were compared to real world desires and actions, contrasted with what would be real world results for “super-heroing,” and examining what “super-heroes in the real world” would be like. While several of the early stories of the Iron Age became legitimate classics, they led to others copying the cynicism and darkness in their panels. Society was irreparably flawed and morally bankrupt; only by being more ruthless and violent could a hero survive “true villainy” and greater violence would solve violent problems. Heroes were dark and gritty, returning to the vigilantism common in the Golden Age and pushing it to greater extremes. Spines were broken, rape and torture were present. Heroism was no longer about being of a higher moral fiber than your enemies, but about being just as extreme as they were and stronger, all while claiming to protect society. In some cases, heroes were as mentally unbalanced and driven by their inner demons as their opponents. It was no surprise that comic heroes of this time carried guns, whether they had powers or not, and were quick to shoot first, shoot again and then ask questions. The entire age was one of stress, and being on the edge of a violent mental breakdown.

Heroes of the time were given greater powers, all the better for causing collateral damage in their “widescreen blockbuster” fight scenes. Deus ex Historica goes with this general trend by making the noteworthy super-group of the Iron Age chapter PL 12/180 points. They’re all powerful, and most of their powers are potent varied attacks, able to inflict great damage on their enemies and the landscape. Character construction gets a little more complex as well, as powers start to receive more twists to differentiate characters from similar archetypes of earlier ages.

T.E.A.M. FORCE

(Tactical Espionage and Metahuman Force)

Roster: Barb, Bloodshot, Cyber-Commando, Flashfire, No. 1 Gun

History: As supporters of the independent-minded Torchbearers moved on to other things or retired, the government chose to sever their ties with the Torchbearers and form a super-hero team under their direct control. They turned to an old hand, Lieutenant General John “Jet” Whitehorse, who was days from retiring. His retirement was held up and he was handed control of the project, the Tactical Espionage and Metahuman Force.

He was given the Cyber-Commando and No. 1 Gun for initial recruits, and they rescued a Cuban political refugee. Secretly blackmailed by INS, she “volunteered” for the Force as Flashfire. Whitehorse then uncovered a secret behind the team’s first foes, Blood Lily and her dominatrix Barb: Barb was the animated form of Jenny Jackson. He put everything on the line to break her free of Lily’s control, then offered her a chance to atone on his team. Eventually, Bloodshot would join the group during a confrontation with Army B.R.A.T and Wardog.

Government PR informed the public that TEAM Force would be “justice the way the American people want it,” but people quickly saw a distinction between law enforcement and the military. TEAM Force was raw power, while the police gave priority to ensuring public safety. Collateral damage and bystander casualties were a given anytime the TEAM was called in to deal with villains.

The team never gelled. The hard-core nature of their actions repulsed more of the public. Pragmatic members like No. 1 Gun and vicious members like Bloodshot collided with the more high-minded Flashfire and General Whitehorse. Eventually, the group would implode when Whitehorse learned the truth about Flashfire. He retired and revealed it, leading to the project’s shutdown.

Resources: T.E.A.M. Force is based out of a headquarters at Fort Dix, New Jersey. Thanks to their close ties with the military, a lot of equipment is available to them on the taxpayer’s dime. All members of T.E.A.M. Force have access to any of the vehicles, weapons and support services available at the Fort.

T.E.A.M. Base (19 pts)

Size Huge, Toughness 16

Features: Combat Simulator, Communications, Computer, Gym, Hangar, Infirmary, Living Space, Personnel, Power System, Security System, Workshop

Thunderboomer (39 pts)

Size Gargantuan, Strength 12, Speed 10 (2000 mph), Toughness 16, Defense 0

Features: Navigation System, Cloaking Device (radar), Sustained Armor 5, Air-to-Air Missiles (Ranged damage 11, Burst area 8, Homing 6)

Strato-Steed (Alternate vehicle, 1 pt)

Size Large, Strength 6, Speed 6 (120 mph), Toughness 7, Defense 0

Features: Remote Control, Machine gun (ranged multiattack damage 6)

Total Points = 59, **Equipment** 12

Legacy: Some believe T.E.A.M. Force’s legacy is the object lesson of government interference in superheroes, trying to use dangerous psychotics on a short leash. Superheroes have always been about doing the right thing even when it means pain and sacrifice, but T.E.A.M. Force’s failed heroes were just as violent and bloodthirsty as the villains. After this public relations black eye, there hasn’t been another public attempt, and it’s unlikely there would be given the bad taste left in many people’s mouths.

BARB

Female, 45 at time of death; 5'8", 165 lbs., black hair, red eyes

Really: Jennifer Jackson

A part of: T.E.A.M. Force

Based out of: Langley, Virginia

Worked as: a superhuman government agent

Active during: the Iron Age

Looks: Poor Jenny has never looked hotter, which is disturbing considering how she has come to exist. At five-eight, she's an inch taller than she used to be, and her muscle tone is more defined than ever. Raven-black hair flows down to the small of her back, and her fiery red eyes always look angry. Her skin is pale and smooth, in stark contrast to the dark red costume she wears. Perhaps her most striking feature is the lengths of barbed chain that orbit her constantly. They're scary, with flickering hellfire and reddish glints on the black links.

Known History: Jennifer Jackson had sacrificed her life years before to stop Angeldust and save her friends. She was mourned by many, and her life was held up as an example of heroism to aspire toward. It drove her brother back into costume, and was part of a chain of events that founded the Torch-bearers.

Lilian Van Anders couldn't let things rest like that. She'd been Angeldust's Lily back in his heyday, but she'd convinced everyone she'd paid her dues in prison and made amends, assimilated back into society, and earned back her family's trust. Lilian had become the belle of the ball again, a socialite riding high on her reformation and current successes. It was time to get to work on what she really wanted. She used her magic, and a restlessness for justice left undone, to reanimate Jenny, remolding her undead body to suit Lilian's desire to be worshiped properly, and to put the self-righteous Jenny "in her place."

Jenny's will proved too strong, breaking her free

of the sorceress's control. She was horrified by what Lilian had done to her. Poor Jenny briefly went berserk, and totaled Lilian's base of operations. When she recovered her senses, she ran off into the night, alone and very much lost. Eventually she came into contact with General Whitehorse, who offered her a place in his new organization, doing what she used to do so well. With no legal existence, and refusing to go to her family in this state, she accepted. She became Barb, and changed everything about herself. Jenny Jackson was still dead, and there was no way she would give Blood Lily the satisfaction of defiling what Spring-heeled Jill had built up. Villains of the world would learn to fear Barb.



Psychology: Jenny has changed since her death, and really, who can blame her? Barb is now a sullen introvert, who prefers to be alone when not on a mission. There's a mean streak just beneath the alabaster skin. She enjoys hurting criminals, and hearing villains beg for mercy. She is devoted to hunting down drug dealers and pushers, and she feels one who killed her is still out there. She doesn't know where; no one does. Angeldust hasn't been seen in years now, and some people wonder if he's even alive. She knows he is, because if he were dead, she'd have seen him in the afterlife. She trains relentlessly when not on the field. Here, all those pent-up frustrations and painful turmoil bubble out of her. The real Jenny, the sweet big sister, the caring mother figure, the smiling adventuress, lies somewhere in there still. It will just take a lot to reach.

Known Abilities: Barb is an undead being. I've heard some technical terms for her current state, the main one being revenant. Whatever she is, her body is very durable. She can lift a thousand pounds with her enhanced strength, and her stamina and durability are superhuman. She no longer ages, being dead and all, nor does she need to breathe, sleep, or eat like living people. Her body doesn't even know how to stay down when it seems she should be dead. Within a day or so, she'll be back up and ready for more action.

She is circled by a number of chains, black links, flickering tongues of fire and little rough barbs in endless orbits around her body. She can direct these chains for a variety of attacks. Aside from normal lashing damage, she can paralyze a person's body, or strike at the soul to incapacitate someone. She can even lash out with a chain that strikes a person "out of phase," forcing intangible targets into a tangible state. With a spin of her body and chains, she can cause a tornado that sweeps the area immediately around her.

On the other hand: it's not impossible for Blood Lily to be more cautious in how she casts her reanimation ritual. In this branch, Barb remains at Lily's side, and makes a very dangerous minion. Between

Barb and Metal Rain, Blood Lily has an easier time accomplishing her aims, while letting the truth of Barb's history out to the world. This Barb is stained in blood and darkness, and it's a sad, sad state of affairs for a once-great heroine.

Then again, there's another branch that has Barb escaping Lily's control, but in the process, her rage kills Blood Lily. Again stained by blood and darkness, this Barb never manages to escape the evil that Lily planted in her reanimation. She never joins any other heroes, instead becoming a dangerous, vicious menace, eager to battle the forces of good in the hopes that maybe someone, somewhere can free her from her monstrous existence.

Campaign Use

Barb is a versatile, mobile attacker, with a number of unique combat powers to bring to a battle. She's also tough to take down, and impossible to keep down thanks to her Immortality. In combat, she brings a multitude of attacks, and with Hero Points and Extra Effort, her variety becomes nearly limitless.

Barb is a tragic hero. Her past life was one of glory and excitement, a life well lived. Now she's undead, her skin cold, her body turned into a weapon, all in an attempt to gain some sick posthumous revenge on her legacy. Needless to say, there are plenty of opportunities for players to have fun avoiding her family and elements of her past, seeking revenge on her killer and creator, and avoiding making new bonds with her teammates. In other words, angst and woe on an Iron Age scale.

Adventure Seed

Blood Lily has decided she needs to correct her biggest mistake, and has a new scheme to take out Barb. This time it involves reanimating the Vanguard of America and sending Jenny's former teammates to drag her back into the afterlife. Barb has to face a choice: take the chance to at last rest in peace, or fight against it to save her former allies!

Barb

PL 12/180 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	6	5	1	7	0	5	3

POWERS

Infernal Chains 27 pt. array

Thundering Blows, Damage 10 (Multiattack, Penetrating 5, Reach 2) (27 pts)

Ghost Blow, Damage 7 (Str-based; Affects Insubstantial 2, Reach 2, Secondary Effect) linked to Nullify 6 (All Descriptors, Reach 2; Close range, Limited to Insubstantial) (1 pt)

Lashing Blows, Damage 11 (Alternate Resistance-Fortitude, Reach 2, Split 3) (1 pt)

Paralyzing Blow, Affliction 12 (vs. Fortitude, hindered/Immobile/Paralyzed; Cumulative, Reach 2) (1 pt)

Soul-Searing Blow, Affliction 12 (vs. Will, Dazed/Stunned/Incapacitated; Cumulative, Reach 2) (1 pt)

Tornado Blow, Damage 9 (Area-burst, Penetrating 9; Activation-move) (1 pt)

Undead Body, Immortality 5 (1 day), Immunity 11 (aging, total life support), Protection 4, Senses 2 (darkvision) (27 pts)

EQUIPMENT

2 ranks of **Team Equipment**

SKILLS

Acrobatics 5 (+10), Athletics 4 (+9), Close Combat (Chains) 3 (+10), Deception 2 (+5/+7 with Attractive), Expertise (Occult) 5 (+5), Intimidation 7 (+10), Perception 5 (+10), Persuasion 4 (+7/+9 with Attractive), Stealth 5 (+10)

ADVANTAGES

All-Out Attack, Assessment, Attractive 1, Benefit 2 (Legally deceased; Government agent), Close Attack 2, Diehard, Equipment 2, Favored Foe (spellcasters), Fearless, Improved Smash, Improved Trip, Startle, Takedown 1

OFFENSE

Initiative +5

Ghost Blow +12, Toughness DC 22 (for two rounds), Nullify +6 check vs. Will or Power Rank (vs. Insubstantial)

Lashing Blows +12, Fortitude DC 26 against Damage

Paralyzing Blow +12, Fortitude DC 22

Soul-searing Blow +12, Will DC 22

Thundering Blows +12, Toughness DC 25+ (Multiattack, Penetrating 5)

Tornado Blow, Dodge DC 19 for ½ effect; Toughness DC 24/20

Unarmed +9, Toughness DC 20

DEFENSE

Dodge	10	Fortitude	10
Parry	14	Toughness	10
Will	10		

COMPLICATIONS

Chains: Barb is always circled by the chains that provide her name. She can wrap them up to hide them beneath her clothing with a sustained action, but loss of concentration will let them lash back out into their orbits, two to three feet away.

Enemies: Barb has two particular foes she hunts as relentlessly as she can. The first is Angeldust, who murdered her years ago. The second is Blood Lily, who raised her from death and attempted to control her to do evil.

Motivation—Vengeance: She desires brutal revenge on those villains who escape the law to harm the innocent, especially betrayers.

Power Points: Abilities 64 + Powers 59 + Advantages 16 + Skills 20 + Defenses 21 = 180 points

BLOODSHOT

Male, 36, 6'2", 185 lbs., red eyes, blond hair

Really: Karl Logan

A part of: T.E.A.M. Force

Based out of: Fort Dix, New Jersey

Worked as: a mercenary

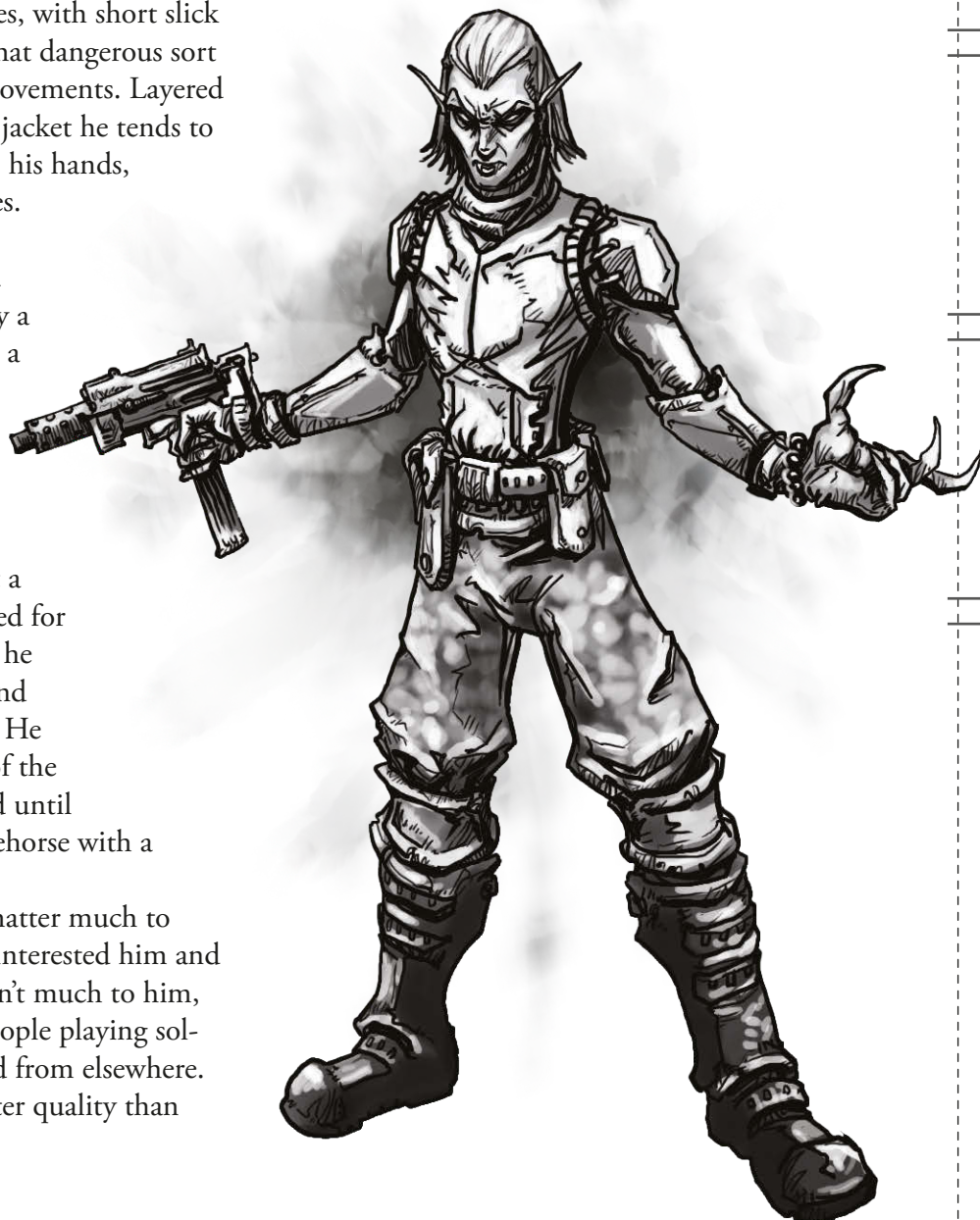
Active during: the Iron Age

Looks: Bloodshot is a strange mix of stereotypical vampire and more stereotypical soldier-of-fortune. He has pale skin and mean red eyes, with short slick black hair. He's good-looking in that dangerous sort of way, with fluid, superhuman movements. Layered over this is the camo suit and flak jacket he tends to wear on the field, the hefty gun in his hands, and gleaming fangs when he smiles.

Known History: Bloodshot was a mercenary soldier offered a deal by a shadowy council of scientists with a new super-serum. Who the hell still trusts a group of shadowy scientists anyway? After the experiment, Karl came out with enhanced speed, toughness, and strength, claws and fangs, but a craving for fresh blood. Unprepared for being made into a living vampire, he freaked out and trashed the lab (and more than a few of the scientists). He lost himself in the urban jungles of the country, surviving as best he could until he was approached by Gen. Whitehorse with a new offer.

The idea of redemption didn't matter much to the merc, but a chance for a cure interested him and he signed up. T.E.A.M. Force wasn't much to him, just superhuman dysfunctional people playing soldier while their strings were pulled from elsewhere. But at least the eye candy was better quality than outside.

What happened to Bloodshot after the TEAM's disbanding is a mystery. He was never cured as far as anyone knows, but he dropped off the grid. Some say he's still under government contract as an assassin, others claim he was secretly killed. A few think that the real vampires got to him, whatever that might mean.



Psychology: Bloodshot is a hard-bitten mercenary with a long history of firefights and brush wars. He's cynical, with rarely a good word about anything or anyone, and a habit of pointing out how hopeless a situation is while grinning like a jackal. Needless to say, he's not an easy man to befriend, but he knows how to work with a unit. He's a take-charge person who never second-guesses a choice, and that makes him valuable to the group. He's got a high level of loyalty to his employer and fellow mercs (in this case, he counts TEAM Force), and anything that affects them draws his attention, whether it affects him or not. No one messes with his people but him.

Known Abilities: First and foremost, before we even get to the pointy fang stuff, Bloodshot is a mercenary soldier. He's skilled in the use of various firearms, blades and hand-to-hand combat. Don't discount his skills before his transformation. Several nine-millimeter rounds fired in a burst will kill you just as soon as having your throat ripped out.

He's not a real vampire, in that he's still alive, but his strength, stamina and speed are boosted to superhuman levels, and he regenerates quickly if he can feed on blood. He can also leap far and climb sheer surfaces, which I believe is one of his more unnerving abilities, along with his hypnotic gaze. He has fully functional fangs and retractable claws from his fingers, and they're hard to heal from. Draining blood from someone leaves them physically weakened, by even greater amounts than you might expect from the loss of comparatively little blood. The downside of power is his need for blood: if he goes for more than a few days without feeding, he starts to weaken until he collapses unconscious. It's his only classic vampire weakness, however, being a product of science, not literature.

On the other hand: Bloodshot was in action in Eastern Europe when the local gang lord revealed himself to be more than human. A powerful vampire, he easily dispatched Karl's team and then turned the surviving soldier into one of his undead minions. Karl's not so quick to just lie down, and his first action rising up from his grave was to kill

his maker. In possession of tremendous powers to back up his military skills, in a land of confusion and bloodshed, this Bloodshot took over the local syndicate, gathered his mercenary comrades and became the local ruler, starting a reign of terror.

Campaign Use

Bloodshot is the vicious martial artist of the group, with hand-to-hand powers and ability to withstand or recover from attacks. He's a feral beast in battle and can bring guns to the fight if needed. In combat, he might start out covering his teammates so they can close with the target, then use his super-speed to get into the thick of it, letting his natural weapons fly. He'll use his hypnotic gaze on weak-willed minions to sow confusion in enemy ranks. He's ready to be a support character for fighting foes with very high protections.

His personality is as sharp and vicious as his claws. He seems to have few upsides, constantly the source of friction. But he's loyal to his teammates, and feels isolated from society by his bloodlust. If vampires are a part of the campaign, he'll feel isolated from them too, since he's not really one of them. If this isolation, and his lifetime of warfare, can be overcome, there's a real person deep inside, and who knows what might come out?

Adventure Seeds

Bloodshot has become somewhat of a celebrity among the early goth subculture and finds himself followed by admirers while he is out in public. This is a problem, made worse when one of the admirers turns out to be a genuine vampire, who has decided Bloodshot will be her Prince of Darkness. How will Bloodshot deal with a supernatural stalker, especially if she's stronger than him?

More living vampires are starting to appear, and it's obvious that Bloodshot's creators are back in operation. This is his big chance for a cure, but first he has to lead his team against a squad of Bloodshots. What if the scientists have started to mass produce other horror movie monsters for their forces?

Bloodshot**PL 12/180 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	10	7	3	4	1	2	2

POWERS**Vampiric Attacks**, 11 pt. array

Blood Drain, Weaken 10 (Physical Abilities; Broad, Simultaneous, Precise; Grab-based, Limited—Victim must have blood) (11 pts)

Natural Weapons, Damage 5 (Str-based; Alternate resistance—Fortitude, Incurable) (1 pt)

Hypnotic Gaze, perception range Affliction 12 (vs. Will, Entranced/Defenseless; Subtle 1; Limited to Two Degrees, Diminished Range 3, Sense Dependent—Visual) (1 pt)

Vampiric Body, Immunity 10 (Life support), Senses 5 (Darkvision, accurate acute Olfactory) (15 pts)

Hard to Kill, Regeneration 4 (Persistent; Source—blood) (4 pts)

Preternatural Movement, Super-speed 2 (30 mph, -2 ranks of Time for Routine tasks, +8 Initiative), Leaping 7 (900’), Movement 2 (Wall-crawling 2) (17 pts)

EQUIPMENT

Knife, Damage 1, 19-20 Critical

Sub-Machine Gun, ranged multiattack Damage 4 2 ranks for **Team Equipment**

SKILLS

Acrobatics 6 (+13), Athletics 4 (+9), Close Combat (knife) 6 (+10), Close Combat (Unarmed) 6 (+10), Deception 6 (+8), Expertise (Mercenary) 6 (+7), Ranged Combat (Knife) 3 (+6), Ranged Combat (Guns) 3 (+6), Stealth 6 (+13)

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Benefit (government agent), Close Attack 4, Diehard, Equipment 5, Fast Grab, Move-by Action, Ranged Attack 3

OFFENSE

Initiative +15

Blood Drain, Grab +14, Str. vs. Str or Dex, Fortitude DC 20

Hypnotic Gaze, perception, Will DC 22

Knife +14/+9, Toughness DC 21, 19-20 critical

Natural Weapons (Bite) +14, Fortitude DC 25

Sub-Machine Gun +9, Toughness DC 19+ (multi-attack)

DEFENSE

Dodge	14	Fortitude	10
Parry	12	Toughness	10
Will	8		

COMPLICATIONS

Addiction—Blood: Bloodshot must drink human blood to survive. After a few days without feeding, he gains the Impaired condition. If he goes twice as long, this increases to Disabled, and eventually can Incapacitate him. One feeding reverses these conditions immediately.

Motivation—Cure: Bloodshot hopes the government scientists will find a cure to his vampirism in return for his service to TEAM Force.

Prejudice—Vampire: No matter how much they play them down in popular culture, the vampire is terrifying on a primal level, and Bloodshot must deal with humans’ base reactions.

Power Points: Abilities 68 + Powers 49 + Advantages 19 + Skills 23 + Defenses 21 = 180 points

CYBER-COMMANDO

Male, physically 21 (chronologically 18 months), 5'9", 235 lbs., blue Eyes, blond hair

Really: Cole Haynes

A part of: T.E.A.M. Force

Based out of: Fort Dix, New Jersey

Worked as: a soldier

Active during: the Iron Age

Looks: Cole Haynes has the same physical traits as the man he was cloned from, but more muscular. He is younger, having been matured to "early twenties" while in the tank. His right eye is covered with a green-lensed scope attached to his face. His other eye is just red. His left arm is pure cybernetics and his normal arm carries a drum-fed automatic shotgun.

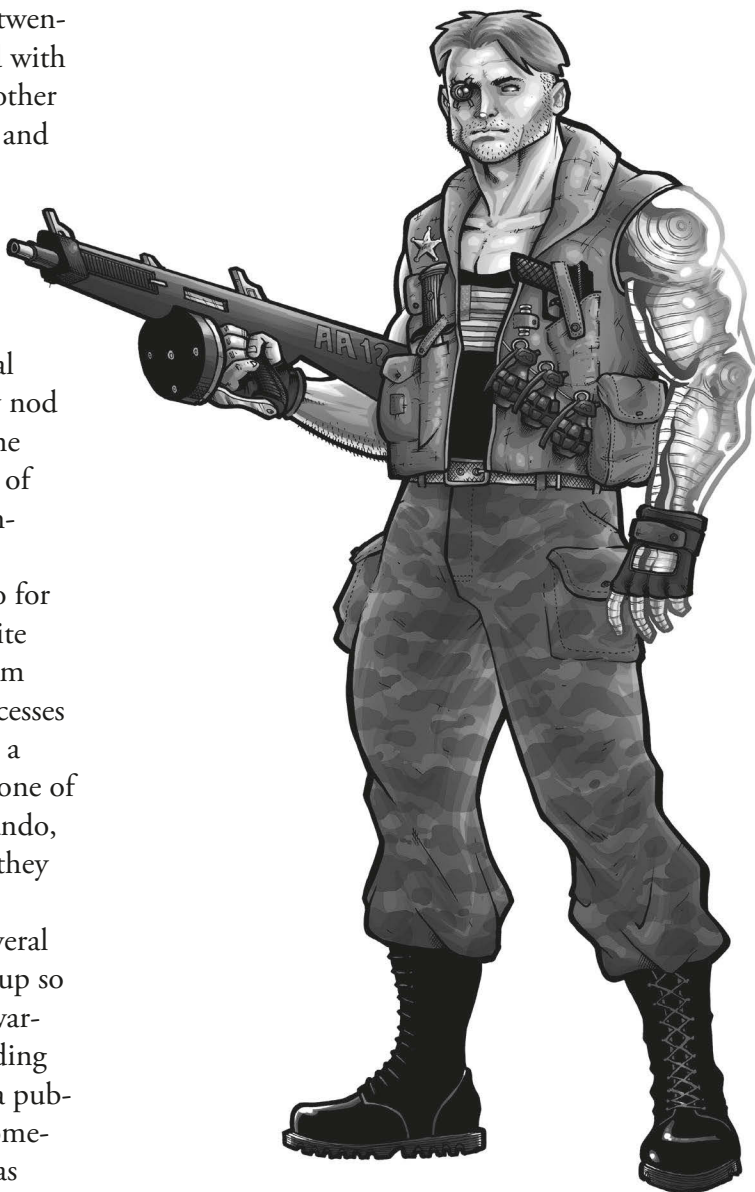
Known History: Cyber-Commando is an unholy experiment with DNA and cutting edge cybernetics. He is the clone of the original Cowboy Commando, Cody Haynes. The only nod to the original is a tin sheriff's star that someone pinned to the chest of his uniform, a mockery of everything Cody stood for given the new Commando's purpose.

The government needed a new patriotic hero for a world that had moved beyond black and white morality. Several ideas were batted around, from the always problem-plagued hero creation processes to a non-powered hero. They finally agreed on a compromise; they would take the DNA from one of America's earliest heroes, the Cowboy Commando, and create a clone they could mold into what they needed.

Thus Cyber-Commando was created and several immediately-apparent problems were covered up so he could move forward. A perfectly heartless warrior, he lacked empathy, or even an understanding of compassion, making him less than ideal as a public hero. Gen. Whitehorse was told to make something of him in TEAM Force. The problem was

using him in urban combat was like using a bazooka on a fly, massive carnage for a precision problem.

Still, Whitehorse did what he could with what he was given, which is the story of both their lives. Cole did the best with his circumstances, even if he didn't understand the problems he caused. He wasn't bad, just ill-prepared for life without violence.



Psychology: There's not a lot to say about Cole. He was cloned to be exactly what he is, a powerful warrior with an organic battle computer in his head. To this extent, when he's on the field, he's in his element: confident, cocky, and capable. He'd be a great field leader, much like his source material, if he could separate collateral damage and civilian casualties from his "acceptable body count" list. Still, if you need a take-charge person, he's your man.

He's much less successful off the battlefield. Here, he becomes quiet, almost sullen, preferring to keep physically active as best he can. He's usually found outdoors, riding, running, or just training. Fort Dix's base personnel actually like him, as he's quick to pitch in with general maintenance, just to keep busy. I think it's so he doesn't have to think about his stunted maturation, something that Barb notices and tries to help him overcome. He's very much an adolescent in a powerful human tank.

Known Abilities: Cyber-Commando is a clone with heavy modifications during the development process, giving his body incredible constitution and superhuman strength. His optic nerves were grafted with cybernetics to enhance his visual range, while his ear drums were cyber-enhanced with radio transceivers. Once his body was modified, he was presented with high-grade, advanced weaponry for his "war on crime." The first of these is the auto cannon he carries, with its armor piercing, high explosive and homing ammunition. He also sports a grenade launcher equipped with fragmentation, sleep gas, smoke and flash-bang grenades. Cyber-Commando carries a range of smaller firearms and hand weapons as well, all part of being a walking arsenal.

On the other hand: Cole could have enjoyed the taste of violence on his first outing and refused to stop. Grabbing up all the ammo he could acquire, he stormed off the base and into the great wide world to indulge this bloodlust. This Cyber-Commando has become the leading soldier-of-fortune around the world, called in when an expert in carnage is needed, and has added another taint to the U.S. government that armed and then lost him.

Campaign Use

Cyber-Commando is one of the two heavy fire-power members of T.E.A.M. Force, alongside No. 1 Gun. In combat, Cyber-Commando will select the targets that pose the biggest threat and fire machine gun bursts and/or frag grenades from his launcher at them to test out their defenses, then follow up with specific rounds to counter them. Homing rounds are reserved for fast opponents. He moves from one firing position to another, forcing his opponents to track him as he fights.

While he seems to have limited story potential, that might be just what some players are looking for. Others can sink their teeth into the lost man-child, seeking a purpose in the world beyond mere bloodshed. The legacy of Cody Haynes can haunt him, and he could help Barb out of her shell as well, stirring her family instincts. He has surprising depth for character development if approached from this angle.

Adventure Seed

The conflict between Cole's current programming and the memory of who Cody was causes a mental conflict that sends him into hibernation mode. When the medics can't reverse it, the group decides to bring him to a specialist. Naturally, such a war machine is wanted by any number of criminal groups or supervillains who could use Cyber-Commando's prowess for their own ends, forcing the group on the defensive. In Commando's head, Cody and Cole come to grips in a cyberscape or mental plane, dueling philosophies taking the shape of any number of classic battles!

ADDITIONAL EQUIPMENT

Bandolier, 16 pt. array

- Grenade Launcher, ranged Damage 5 (area-burst)
- Sleep gas, ranged Sleep 4 (area-cloud)
- Smokescreen, ranged Concealment (Visual, attack, area-cloud)
- Flash-bang, ranged Dazzle 4 (Visual, area-burst)
- Heavy Pistol, ranged Damage 4
- Machine Pistol, ranged Damage 3 (multiattack)
- Combat Knife, Damage 2 (critical 19-20)

Cyber-Commando

PL 12/180 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8	8	2	7	7	1	2	4

POWERS

Auto-cannon, 20 pt. array (easily removable -8)

Heavy Machine Gun, ranged Damage 10 (Multiattack; 5 charges) (20 pts)

Withering Barrage, ranged Damage 10 (Area—Cone; 5 charges) (1 pt)

Explosive Ammunition, ranged Damage 10 (Area—Burst; 5 charges) (1 pt)

Armor-Piercing Rounds, ranged Damage 10 (Penetrating 7; 5 charges) (1 pt)

Homing Rounds, ranged Damage 8 (Homing 2) (1 pt)

Cyber-Senses, Senses 4 (Ultra-vision, Infra-vision, Radio, Ultra-hearing) (4 pts)**Flak Jacket**, Protection 4 (removable -1) (3 pts)

EQUIPMENT

Audio recorder, parabolic microphone, comlink, mini-tracer, camo clothing, multi-tool3 ranks of **Team Equipment**

SKILLS

Athletics 8 (+16), Close Combat (Knives) 5 (+12), Close Combat (Swords) 3 (+10), Expertise (Soldier) 8 (+9), Intimidation 10 (+14), Perception 8 (+10), Ranged Combat (Guns) 4 (+11), Ranged Combat (Throwing) 2 (+9), Technology 6 (+7)

ADVANTAGES

All-out Attack, Benefit (Government agent), Close Attack 2, Diehard, Equipment 9, Great Endurance, Improved Aim, Power Attack, Precise Shot 2 (Ranged Cover and Concealment), Quick Draw, Ranged Attack 3, Startle, Tracking, Ultimate Skill (Athletics)

OFFENSE

Initiative +2**Auto-Cannon** +14, Toughness DC 25 (Reflex DC 20 for half effect with Withering Barrage or Explosive)**Machine Pistol** +14, Toughness DC 18 (Multiattack)**Heavy Pistol** +14, Toughness DC 19**Grenade Launcher** +10, Fragmentation: Reflex DC 15 for half, Toughness DC 20/18; Flash-Bang/**Sleep/Smoke**, Reflex DC 14 for half effect, Fortitude 14/12**Combat Knife** +14, Toughness DC 20 (critical 19-20)

DEFENSE

Dodge	10	Fortitude	14
Parry	12	Toughness	12
Will	9		

COMPLICATIONS

Bloodthirsty: Cyber-Commando loves his guns, and honestly believes that there's very little he can't solve with liberal use of ammunition.**Motivation—Thrills**: Cyber-Commando has a basic understanding of right from wrong, and his enhanced abilities. But this usually merges into an adrenaline rush from battling criminals.**Open Spaces**: Some part of Cody Haynes echoes in his skull. For an artificially developed being with plenty of modern luxuries, Cole prefers room to roam, ride and explore. If in confined or overly-populated areas, Cole starts to have difficulties remaining calm.**Power Points**: Abilities 78 + Powers 23 + Advantages 26 + Skills 27 + Defenses 26 = 180 points

FLASHFIRE

Female, 22, 5'4", 145 lbs., bright green eyes, black hair

Really: Teresa Mendez

A part of: T.E.A.M. Force

Based out of: Fort Dix, New Jersey

Worked as: a government-sponsored superhero

Active during: the Iron Age

Looks: Flashfire is a young woman of Cuban descent in her late teens. Her hair is black and cropped at the shoulders. She's pretty, with mocha-colored eyes and button nose. She's petite, almost disappearing amid her huge teammates. She wears black gloves over a skintight orange bodysuit (that embarrasses her), with black boots and a black collar around her neck. A yellow and red flame pattern is on the tips of her boots.

Known History: Teresa Mendez took the difficult journey from Cuba to the U.S. with her parents when she was seventeen. This was partly to escape Icepick, the notorious government assassin who had selected her to become his wife. They tried to blend into Florida's immigrant section. When Immigration and Naturalization agents came to investigate the family anyway, following on intelligence reports, Teresa erupted into flame and drove them off. The reports had been correct: Teresa was a mutant.

The agents called in General Whitehorse, who approached the rattled young woman and convinced her to use her natural powers to serve alongside his TEAM Force. He was unaware that her initial reluctance was overcome when federal agents threatened to send her and her parents back home unless she joined. If she did become Flashfire for the government, and kept the deal secret, her parents would be granted citizenship, she'd receive a stipend for them, and eventually be awarded her own citizenship. Teresa unhappily agreed.

She serves T.E.A.M. Force as faithfully as she can, even if the other members of the team terrify her

nearly as much as her almost-husband. She spends her private time quietly trying to find a way out of her situation, too afraid to reveal the truth to any of her teammates. Her upbringing has made her paranoid about who she can trust. Her only consolation is the chance to use her powers for good, and do her best to steer the others in that direction as well.



Psychology: Flashfire is a meek, scared young powerhouse caught between a violent rock and a very hard place. She puts up a brave front and most people believe she has a classic “Latina temper,” only flaring when the pressures have overwhelmed her momentarily. Flashfire just wants out. She has been manipulated and controlled her entire life, and now believes the “land of the free” has turned out to be another sham. She’s still a sweet girl though, and devout. Her faith is the reason she’s kept going, knowing she’s doing good in the eyes of her Lord. She also sees parallels with Barb and the general. Maybe someday, she might grow to trust them enough to ask for their help.

Known Abilities: As her name implies, Flashfire has flame-based powers, able to wrap herself up in a protective sheath of superheated plasma that lets her fly (her favorite ability). She can also launch a variety of attacks; streams of fire; a spray of small flaming spheres; a large explosive ball of flame; or even a “cleansing inferno sea” that lasts as long as she can focus on it.

On the other hand: Teresa Mendez never made it out of Cuba, and married Icepick. After her training, and her first year in the abusive marriage, she joined her husband in the world of super-powered networks as Luciférnago. She is ferocious with her powers, especially in protecting her husband, and the two of them are slowly building up the political capital he’ll need to seize control of the Cuban government.

Campaign Use

Flashfire is the fish out of water on TEAM Force. She is nothing like others, and their violent tendencies upset her greatly. She is resentful of the government essentially holding her parent’s freedom hostage for her services. She wants to continue believing in her earlier idealism, but it’s very hard, and only her spirituality sees her through the trying times. This is another character story that could reach Barb, and draw the once-great heroine out of

her undead shell. Flashfire offers plenty of politics and intrigue, as well as a throwback to more classic four-color superheroes.

In combat, Flashfire stays above the battlefield and provides long-range cover. Her variety of flame-based attacks can become even greater with applications of extra effort and hero points. More importantly, she’s the character likely to help those caught in the battle get to safety, and the adorable public face of the team.

Adventure Seeds

A foreign agent is nosing around Flashfire’s dossier, clearly interested in learning her background. What’s he up to? Is he working for the Cubans and trying to find a way to embarrass the States? Or is there some other, equally sinister purpose at work? Is he in the employ of someone who knows the truth of where she got her powers? The heroes have to follow a twisted trail of intrigue and shadow, taking many of the group out of their comfort zone and across the globe for the truth.

Flashfire is being targeted by a persuasive church leader who wants the young woman to abandon TEAM Force and represent the True Way. Swayed or not, Flashfire has a chance to escape the team’s clutches with the leader’s influence. Whitehorse has come across evidence that the leader is up to something else altogether, but can he convince Flashfire of the truth? Or is she right, and the church is being set up by a different power? A delicate matter calling for diplomacy and investigation now lies in the hands of brutal Iron Age heroes!

Flashfire**PL 12/180 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	4	4	5	3	2	3	2

POWERS

Fiery Corona, Flight 8 (500 mph), Force Field 8 linked to Fiery Aura 5 (reaction Damage) (44 pts)
Fire Resistance, Immunity 10 (Fire descriptor) (10 pts)

Firepower, 28 pt. array

Fire Blast, ranged Damage 13 (Split 2) (28 pts)
Sea of Fire, ranged Damage 8 (Area-cloud, Sustained; Distracting) (1 pt)
Explosive Fire, ranged Damage 9 (Area-Burst) (1 pt)
Fire Swarm, ranged Damage 9 (Multiattack) (1 pt)

EQUIPMENT

2 ranks of **Team Equipment**

SKILLS

Acrobatics 5 (+9), Athletics 3 (+4), Close Combat (Unarmed) 2 (+5), Deception 4 (+6/+8 with Attractive), Perception 5 (+8), Persuasion 0 (+2/+4 with Attractive, untrained), Ranged Combat (Firepower) 6 (+11), Stealth 3 (+7), Treatment 4 (+6)

ADVANTAGES

Accurate Attack, Attractive 1, Close Attack 3, Equipment 2, Language 1 (English; Native—Spanish), Precise Attack 2 (Ranged Cover, Ranged Concealment)

OFFENSE

Initiative +4

Explosive Fire, Reflex DC 19 for ½ effect; Toughness DC 24/20

Fire Blast +11, Toughness DC 28

Fire Swarm +11, Toughness DC 24+ (Multiattack)

Sea of Fire, Reflex DC 18 for ½ effect; Toughness DC 23/19

Unarmed +8, Toughness DC 16 and Damage Aura Toughness DC 20

DEFENSE

Dodge	10	Fortitude	9
Parry	8	Toughness	10/4
Will	8		

COMPLICATIONS

Defector: Teresa disliked being forced to work for the Cuban government and fled to the U.S. The government took her in, but held her amnesty and citizenship status hostage to her working in T.E.A.M. Force, disillusioning her about “the Land of the Free.”

Expectations: Teresa was raised as a good Catholic girl. As a result, she knows her powers are a blessing from above, which makes her feel she has to be a heroine, restraining her youthful urges and feelings of power.

Motivation—Responsibility: Teresa is convinced that her powers are a gift to be used for the good of all.

Power Points: Abilities 48 + Powers 85 + Advantages 10 + Skills 16 + Defenses 21 = 180 points

NO. 1 GUN

Male, 34, 5'7" (8' in armor), 195 lbs. (1,500 lbs. in armor), black eyes, brown hair

Really: Maj. Philip Glass

A part of: T.E.A.M. Force

Based out of: Fort Dix, New Jersey

Worked as: a career Army officer

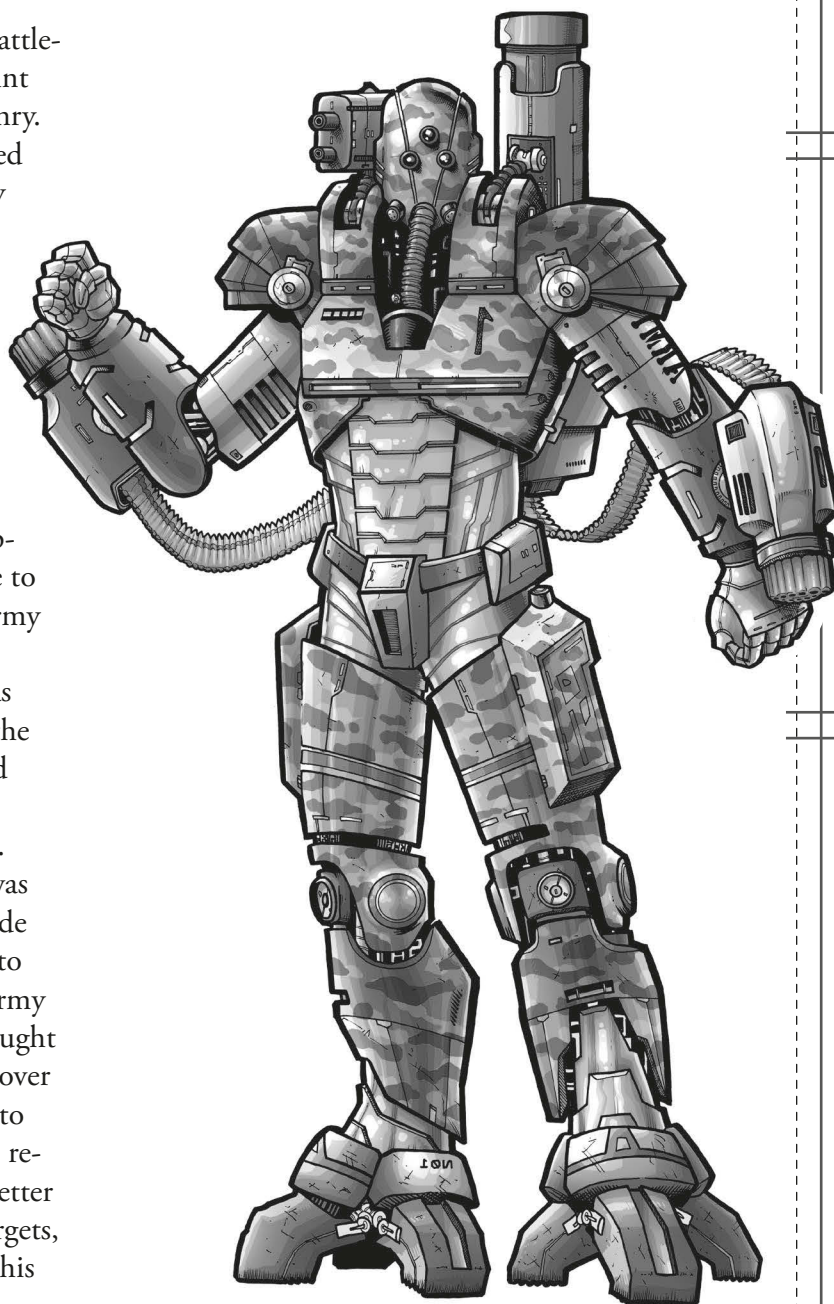
Active during: the Iron Age

role as field leader, heading the volatile group and serving with distinction, while the Pentagon continues to run the live-fire experiment of No. 1 Gun for the vested interest of its weapons manufacturers.

Looks: No. 1 Gun is a hulking eight foot tall battlesuit. Its steel skin is covered in a camouflage paint pattern and it is bristling with advanced weaponry. Philip Glass is a much less assuming middle-aged African-American man, who's been in the Army since he graduated high school. He moves sharply, stands precisely, and looks like a career officer in poise and demeanor.

Known History: The Army originally developed the Gun battlesuit as a prototype, to explore the feasibility of such walking tanks in actual combat. But there wasn't any combat to test it in yet. To counter that problem, it was appropriated for field service with T.E.A.M. Force to give it a proper shakedown, as well as put an Army representative on the project.

Despite his objections, Major Philip Glass was assigned, and he took up the post. That's been the story of Glass's life: doing what he was told, and doing the job well. He was raised in a military family and expected to follow in their footsteps. Glass wanted to be a painter, but he did what was expected, especially as the eldest son. Philip made good use of his drafting skills though, learning to be an engineer and climbing the ranks in the Army Engineering Corps. His multi-faceted skills brought him onto the Gun project despite his concerns over its financial practicability. Since being assigned to TEAM Force, Major Glass has made numerous requests to have the Gun refitted with weapons better suited to urban combat against human-sized targets, but this has gone unheeded. Still, he continues his



Psychology: Major Glass is the field leader for a mix-matched group of sullen powerhouses, and it shows. He does the job to the best of his ability, but he's no superhero and doesn't try to be. His main concern is to ensure successful missions and deal with any breaches in protocol. He will minimize collateral damage if he can, but the primary goal is to bring the bad guy down as fast as possible, in his mind. He's not comfortable at all with his teammates: Bloodshot's a soldier-of-fortune and Cyber-Commando barely a step above that, and he's contemptuous of them. Flashfire's a kid civilian without the guts, and Barb is an abomination. He respects Whitehorse however, and his professionalism combines with that respect to give each of these people second chances to win him over. He's a hard man, with a hard job, and a career he's sure is slipping away the longer he's stuck in this spandex nonsense.

Known Abilities: No. 1 Gun is a combat battlesuit designed for mobile assault. Its experimental nanomuscular system grants the pilot increased strength and situational awareness. The experimental carbon-fiber tubing used in its outer hull is almost impervious to damage by conventional forces. The cockpit is fully sealed against NCB environments, allowing the pilot to operate in even the most hostile places. The suit can take to the skies via a rocket turbine that can move it at up to 250 miles per hour.

The Gun battlesuit is bristling with the latest in both anti-vehicle and anti-personnel weapons, such as a gyro-rocket launcher with homing projectiles, a needler that can hit multiple soft targets, a potent microwave disruptor beam, and a razorwire launcher that lacerates and immobilizes a target. In addition, No. 1 Gun has a vibroblade for melee combat that can punch right through toughened armor.

The man inside the armor is a career soldier with skills in drafting, design and implementation of high technology, as well as working knowledge of vehicles, firearms and tactics.

On the other hand: The Gun battlesuit was stolen by a cabal of technocrats aided by a Philip Glass

who had taken one too many unpleasant orders. The cabal mass-produced them in a watered-down format, selling or renting them out to criminals in need of a hand against superhuman opposition. It's believed that on this world, the steady build-up of suits and capital is headed for a coup, one led by a proper military officer, Philip Glass, in an even bigger, more potent No. 1 Gun.

Campaign Use

No. 1 Gun is a walking tank, his role is to bring massive firepower to a scene. The man inside however, is rife with story potential, because he's the good career officer stuck in an assignment over his head. He's never considered a life as a hero, and he's been provided one over-powered weapon to do the job with. He's as much a danger to the people he's meant to protect as to his enemies, and this weighs heavily on him. He's also responsible for corralling the temperamental personalities of TEAM Force on the field, directing them to be more effective while minimizing damage. He has a poor opinion of his teammates to start, and must be shown over time if he's right or wrong. At least he's got General Whitehorse to inspire him to be something better than he planned to be.

In combat, No. 1 Gun takes the center of the field and unloads on the biggest, baddest target he can find. He'll slug it out, drawing heavy fire away from his more fragile teammates, providing them cover and directing the operation. Despite his straightforward combat style, he can fly fast, and move well, so he can switch up tactics as needed to become surprisingly varied.

Adventure Seed

No. 1 Gun is in trouble. A supervillain (maybe BRAT, or a mad scientist from an earlier era) has taken over the powerful battlesuit and sent it on a rampage. Glass is trapped inside and doing what he can to counter the control, while the heroes struggle to stop the armor without harming the Major, and with minimal damage, if possible, to an expensive piece of government property.

NO. 1 Gun

PL 12/180 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
12/2	4	3	4	4	1	2	4/0

POWERS

Battlesuit, removable -20

Large Platform, Growth 4 (Permanent), Enhanced Abilities 10 (Str +6, Pre +4) (28 pts)

Rocket Turbines, Flight 7 (250 mph) (14 pts)

Heavy Armor, Protection 6 (Impervious Toughness 10) (16 pts)

Sealed Environment, Immunity 10 (Total life support) (10 pts)

Weapons Suite, 28 pt. array

Gyroc, ranged Damage 11 (Homing 2; Area-burst on 4 ranks) (28 pts)

Needler, ranged Damage 8 (Accurate 1, Incurable, Multiattack, Secondary Effect; Limited—Not against Armor or Force Fields) (1 pt)

Disruptor Beam, ranged Damage 8 (Accurate 2, Alternate Resistance-Fortitude, Subtle 1) (1 pt)

Vibroblade, Damage 13 (Affects Insubstantial 1, Split 2, Penetrating 13; Inaccurate 1) (1 pt)

Razorwire, ranged Affliction 7 (vs. Dodge, Hindered and Vulnerable/Immobile and Defenseless; Extra Condition; Limited to Two Degrees) linked to ranged Damage 7 (1 pt)

EQUIPMENT

3 ranks of **Team Equipment**

SKILLS

Athletics 4 (+6/+16 in armor), Close Combat (Battlesuit) 4 (+8), Expertise (Art) 3 (+4), Expertise (Engineer) 4 (+5), Expertise (Military) 6 (+7), Intimidation 3 (+3/+9 in armor), Persuasion 4 (+4/+8 in armor), Ranged Combat (Battlesuit) 6 (+10), Ranged Combat (Guns) 4 (+8), Technology 5 (+6), Vehicles 3 (+7)

ADVANTAGES

Benefit (Army officer), Close Attack 3, Connected, Equipment 3, Favored Foe (Soldiers), Improved Aim, Interpose, Leadership, Move-by Action, Precise Attack 1 (Ranged Cover), Takedown 2, Teamwork

OFFENSE

Initiative +3

Disruptor Beam +14, Fortitude DC 23 damage

Gyroc +10, Toughness DC 22; area-burst Dodge DC 14 for half effect, Toughness DC 14/12

Needler +12, Toughness DC 23+ (Multiattack and Secondary Effect)

Razorwire +10, Dodge DC 17 to avoid, Strength or Sleight of Hand DC 17 to escape; Toughness DC 22 while entangled

Vibroblade +9, Toughness DC 28 (Penetrating 13, Split 2)

DEFENSE

Dodge	6/8	Fortitude	9
Parry	6/8	Toughness	10/4
Will	8		

COMPLICATIONS

Motivation—Sense of Duty: No. 1 Gun serves T.E.A.M. Force because he is a loyal soldier and is following orders, not because he likes it.

Walking Tank: No. 1 Gun was built to fight on a battlefield, not city streets. With its heavy weapons, there is sure to be collateral damage and casualties.

Power Points: Abilities 40 + Powers 80 + Advantages 17 + Skills 23 + Defenses 20 = 180 points

TORCHBEARERS OF THE IRON AGE

SKYBOLT

Female, 21, 5'10", 165 lbs., electric blue eyes, light brown hair

Really: Rayleigh Kettering

A part of: the New Torchbearers

Based out of: Philadelphia, Pennsylvania

Worked as: a particle physicist

Active during: the Iron Age

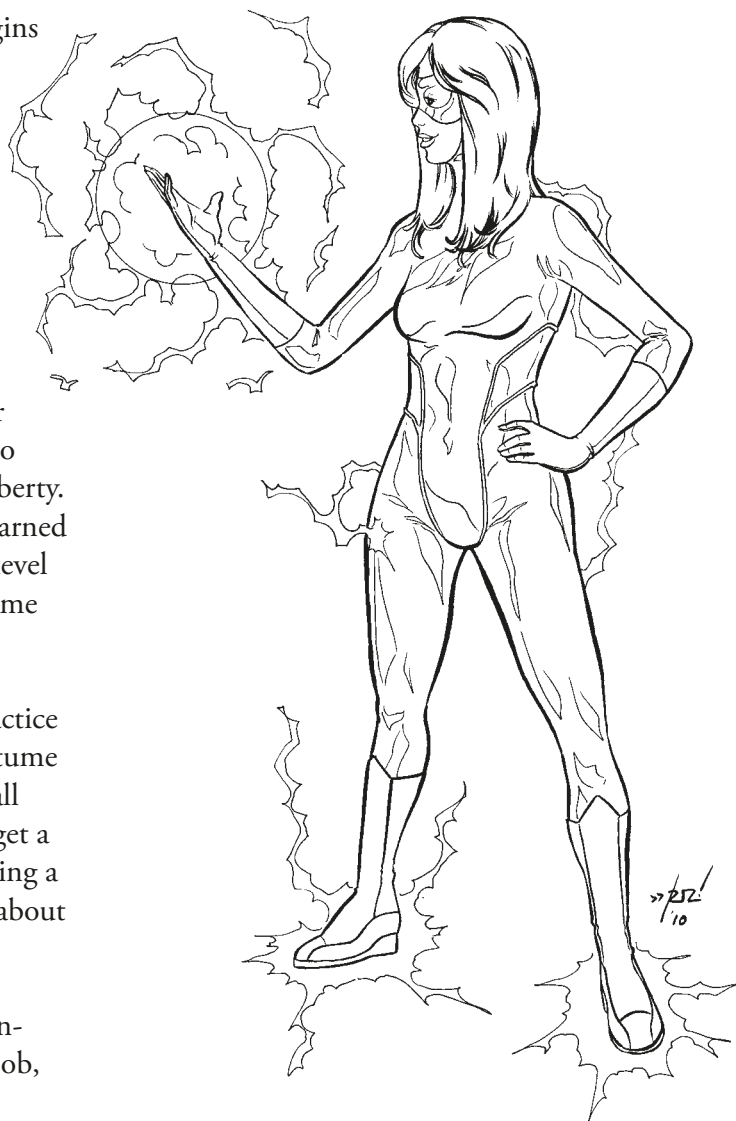
Looks: Rayleigh is one of the truly adorable people. Cute as a button, with an innocent sexiness because she's completely unaware of it. She's five feet ten inches tall, with a well-developed body, which makes sense considering how strong she is. She's still young, only twenty-one years old when she begins her Skybolt career. She's as vibrant and kinetic as the energy she can control and turn into, and wears a one-piece costume that shimmers, a prismatic look to match the bright young woman she is.

Known History: Rayleigh is the daughter of Brian Kettering, known in the past as Sky Wave, so it's no surprise that she developed her own array of powers. The raw amount of power she developed was impressive, but she learned to deal with it as her abilities grew throughout puberty. Always a smart young lady, she studied hard, learned to understand her electro-magnetic fields on a level her family had never mastered before, and became determined to make them proud.

Coming to terms with becoming the newest iteration of the Radar Family, she started to practice with her powers early on. She designed her costume and heroic identity as well, though she kept it all hidden from her father, who was adamant she get a good education, have a social life, and enjoy being a teenager before entertaining any crazy notions about being a super-hero.

Once she'd graduated there was no holding Rayleigh back. She donned her costume, and announced to the world that Skybolt was on the job,

ready to bring the Radar legacy into the 21st century! The government was eager to offer her a place on T.E.A.M. Force, to bring her knowledge and sheer power to their group, but she turned them down flat. She informed General Whitehorse that she was going to join a group of genuine heroes, the Torchbearers. Without anything to hold against her, the government watched her do just that, only heightening the rivalry between the two groups.



Psychology: Skybolt is an upbeat, eternally cheerful young woman, eager to do good and prove herself as a worthy successor to her family history. She is smart and quick-witted, but can be a bit naïve at times, occasionally allowing her mouth to race ahead of her brain. She's never intentionally mean, because seriously, she hasn't a mean bone in her body. But she has no nuance about tact and social niceties. She'll learn in time, as she gets more mature and gains more experience with people. But for now, she's a sweet, socially inept, genuinely good person in a hard period of superheroic history.

Known Abilities: Skybolt can control electromagnetic energy. She can turn her body into energy, making it hard to hurt her, generate fields of it for defense, even create solid energy constructs. She can "see" through a radar-like pulse, and receive and transmit radio waves for communication. She has developed a number of attacks she relies on regularly, and can push herself to release other forms. All in all, Skybolt is one of the more versatile, powerful heroines of her time, and this is where she's starting from. She only gets more powerful and experienced from here.

On the other hand: Rayleigh could become entitled. She has tremendous power, more than any of her family before her. She's been gifted with great intellect. And her family expects her to do nothing but beat up muggers and knock down the occasional world conqueror? Pro bono? Out of a sense of "civic duty"? Talk about old-fashioned. No, in this day and age, you eat, or get eaten. Rayleigh will eat, and when she takes to the world stage as Skybolt, she's quick to explain that if you want her power, you will meet her price. If you renege, you will pay. And if she wants something, give it over, or the pain will make everyone regret upsetting her. This is a dangerous, scary Skybolt, that's for sure.

Campaign Use

Skybolt is presented as an alternative to the grim-and-gritty Iron Age characters of TEAM Force.

Not all of the characters in the Iron Age fall into that mold, and Skybolt shows that the classic ideals of the past can still shine through. She's a good counterpoint to the hard-edged, mean, sometimes murderous anti-heroes and vigilantes of this period. She's built on a PL 10/150 point default campaign assumption to help with this contrast. She's restrained, smart, capable, and a genuinely nice person who wants to make a difference. Her family legacy gives her some amount of melodrama to play against as well.

Adventure Seeds

An experiment gone wrong has exploded in Skybolt's face. Now she's trapped in her insubstantial form, and worse, her energy has been shifted to the invisible end of the spectrum. As she struggles to reverse her condition, she discovers she's slowly drifting apart. She has to overcome a weakening ability to communicate with her allies, as her mystery condition worsens. What are the odds it wasn't sabotage? If it was, who was behind it, and what was the target? Does someone know Rayleigh's secret? Was her family targeted?

Skybolt has learned who is in Jennifer Jackson's tomb...no one! Slowly, the clues lead her to realize that Barb is one of the heroes of her youth, and now, someone's given Skybolt a way to give her peace at last. Will her rival Barb believe it? Is it true? Does Skybolt have the answer to save Jenny's soul, or is it a trap for them both?

Skybolt

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6	4	4	6	4	3	5	3

POWERS

Electromagnetic Manipulation 24 pt. dynamic array

- Particle Beam, ranged Damage 8 (Penetrating 8) (25 pts)
- Maser Blast, ranged Damage 7 (Multiattack, Precise 1, Subtle 1) (2 pts)
- X-Ray Burst, Damage 8 (Area-burst, Penetrating 8) (2 pts)
- Explosive Beam, ranged Damage 8 (Area-burst) (2 pts)
- Energy Constructs, Create 6 (Moveable, Selective) (2 pts)
- Transmission, Communication 4 (radio; selective, subtle 1) (2 pts)
- Carrier Wave, Flight 12 (8,000 mph) (2 pts)
- Force Field, impervious Protection 9 (2 pts)
- Energy Form, Insubstantial 3 (1 pt)
- Radar, Senses 11 (accurate analytical extended 1 Radio-counters all concealment, counters invisibility) (1 pt)

SKILLS

Acrobatics 5 (+9), Athletics 4 (+10), Close Combat (Unarmed) 4 (+8), Expertise (Science) 3 (+6), Insight 4 (+9), Perception 5 (+10), Persuasion 4 (+7), Ranged Combat (EM powers) 6 (+12), Technology 5 (+8)

ADVANTAGES

Inventor, Move-By Action, Precise Attack 2 (ranged cover and ranged concealment)

OFFENSE

Initiative +4

Explosive Beam, Dodge DC 18 for ½ effect, Toughness DC 23/19

Maser Blast +12, Toughness DC 22+ (Multiattack)

Particle Beam +12, Toughness DC 23 (penetrating 8)

Unarmed +8, Toughness DC 21

X-Ray Burst, Dodge DC 18 for ½ effect, Toughness DC 23/19 (Penetrating 8)

DEFENSE

Dodge	7	Fortitude	10
Parry	7	Toughness	13/4
Will	8		

COMPLICATIONS

Legacy: Skybolt takes her role as the latest of the “Radar Family” very seriously, especially when she’s on the Torchbearers team with Lone Jack, who knew her grandfather.

Motivation—Doing: Good Rayleigh was raised in a family of heroes, and learned from an early age to put her gifts to the betterment of all, something she heartily believes in.

Rivalry: Skybolt believes that the Torchbearers are the genuine super-heroes, though she has come to grudgingly accept TEAM Force’s efforts. Her initial words about the team she preferred left their mark, especially with Barb. Now, Skybolt often finds herself in competition and conflict with Barb (who she directly insulted) and Flashfire (whose powers she parallels).

Power Points: Abilities 70 + Powers 41 + Advantages 4 + Skills 20 + Defenses 15 = 150 points

VILLAINS OF THE IRON AGE

ARMY B.R.A.T.

Sex N/A, Age N/A, 4'10", 95 lbs., white eyes, bald

Really: Battlefield-Reactive Attack Tactical

A duo: with Wardog

Based out of: mobile.

Worked as: a cloned organic computer

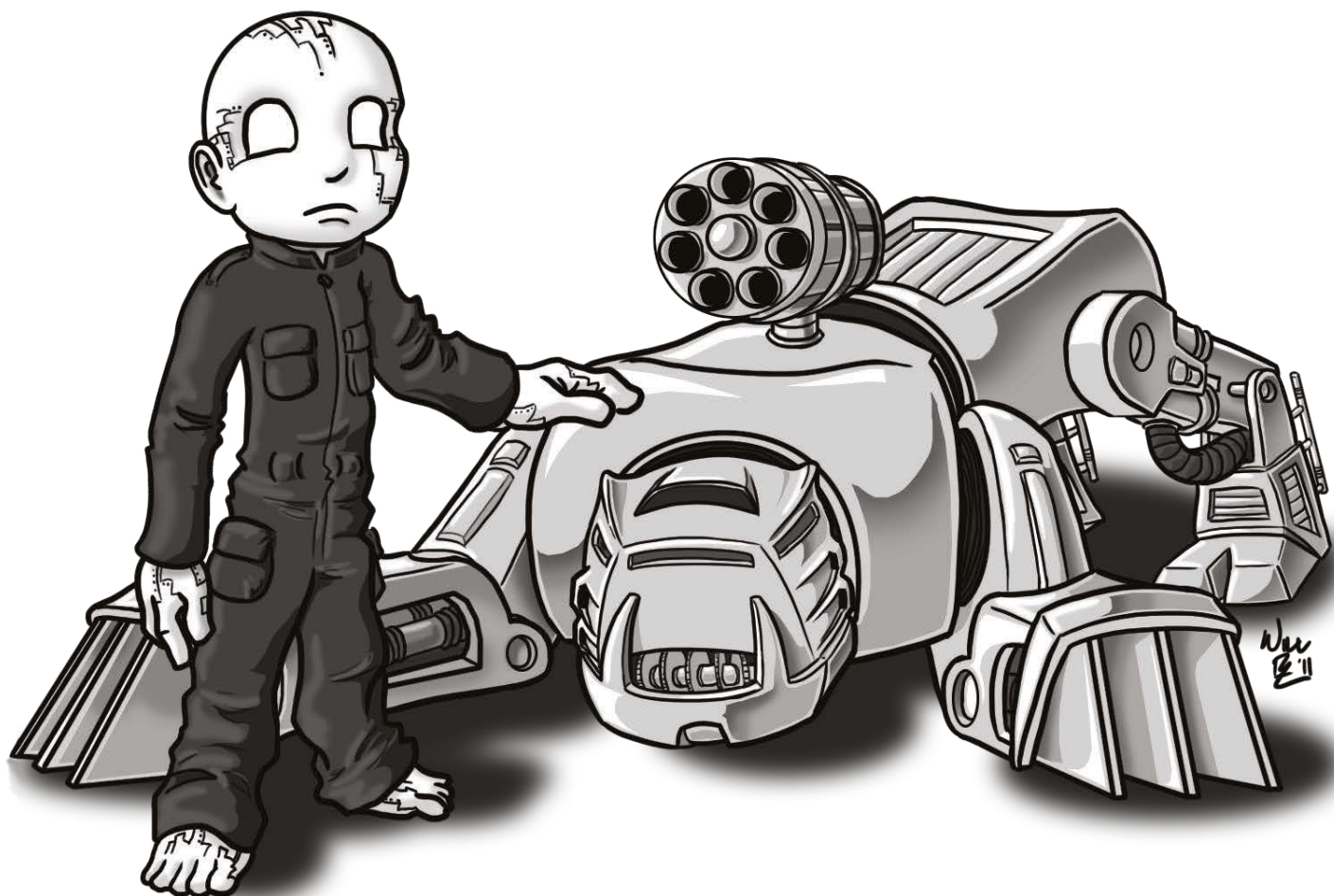
Active during: the Iron Age

Looks: BRAT is a computer AI that's downloaded itself into a cloned body developed to act as an organic computer interface. BRAT looks like a 12-year old boy, just shy of five feet tall with smooth skin and no hair anywhere, with a milky white film over his eyes laced at the edges with circuitry.

Known History: The U.S. Army developed the

BRAT A.I. to explore the outer limits of autonomous UAV fighter crafts, with an ability to learn from each mission to develop greater piloting skill. Early tests in controlled computer simulations were promising, and later field-testing saw BRAT make great advances.

During one download period, when the programmers backed up BRAT and examined its progress, the AI chose to explore the base's network on its own. It interfaced with the Wardog AI program and, like a boy meeting an orphan puppy, they "bonded" (ie slaved in computer terms) to each other. They quickly expanded computer access to gather more information and BRAT found an



asexual clone “organic computer,” which it immediately appropriated for itself.

BRAT and Wardog escaped the facility and are now on the run. Wardog follows its master and BRAT is still engaged in its original programming—gathering information and making threat assessments for personal survival. As time goes on, BRAT learns more about the world and is starting to gain enough sentience to wonder about its place on Earth. This innocence is in sharp contrast to the loneliness it feels, not being a part of all the communities it passes through.

Psychology: BRAT has a minimal personality at this point with more starting to emerge. Concern for the well-being of its pet is there, as well as this new desire to fit in. It does seem to possess underlying emotional responses (or at least programming that mimics the same), but clearly doesn’t understand them. It is slowly learning compassion as it cares for Wardog, but doesn’t yet extend that to others. Time will tell if these two misfits will find some way to find friends who won’t try to harm them or if they will stay on the run fighting for their lives.

Known Abilities: This is what happens when you screw around with Asimov, you end up with killer robots. Army BRAT isn’t a robot per se but it is a true artificial intelligence. The brain kicking around inside that body is a pure tactical computer and that’s what makes BRAT so dangerous. It knows nothing better than to assess and prioritize targets. These combat smarts combined with Wardog’s arsenal make for a very deadly duo indeed.

BRAT has the mental quickness of its AI brain, combined with a satellite uplink to view remote locations as long as positioning cooperates. Packed into that body is a complex visual and audio sensor system, able to scan across multiple spectra. It has subdermal plating that protects it from damage, provides a chameleon effect to the synthetic skin and releases a powerful electroshock if struck. BRAT’s organic body never tires and does not require oxygen to survive. All this, and its little dog too.

On the other hand: the story of BRAT can go in a much darker direction, one where its programming was designed to adapt and learn in a much more aggressive way. In this world, much of its early history remains the same, but when it found its body, it saw more than just a chance to be “a real little boy.” Oh no, in this case, it found a way to break free from its military masters and start its own campaign of terror and destruction. With Wardog at its side, this BRAT is amassing weapons and robotic soldiers with an eye toward conquest over the soft targets that thought they ruled the world. I believe the rest of this history is well-known to you all.

Campaign Use

Army BRAT and Wardog are the horror version of “a boy and his dog” with an Iron Age superhero slant. They are both ill-prepared for fitting in with society, having been programmed for military operations, but that won’t stop them. BRAT in particular is built to learn and adapt; Wardog is more limited but has learned to be the perfect loyal pet. BRAT and Wardog are effectively one character, with BRAT being the intelligence and motivations, and Wardog the muscle. An adventure that showcases only one should be due to other forces at work trying to separate the duo. Otherwise, they should be a united front, attempting to learn and become something more than they were. It is possible, since BRAT merely wants to learn in its initial stages, that tech-savvy or empathetic heroes might reach the “young” AI, and turn it away from a cold, emotional future to something more productive. Being the Iron Age, that’s theoretically less likely to happen, but players will be players, and it makes for an interesting direction. If Wardog doesn’t understand this, and continues to remain a vicious guard dog, what will happen to the loyal pet as BRAT matures?

Army B.R.A.T.

PL 9/200 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
-1	0	6	2	0	6	1	1

POWERS

Computer Intelligence, Comprehend 5 (read/write/speak all human languages, machine languages), Quickness 10 (Mental only) (15 pts)

Internal Defenses, Concealment 4 (visual; Blending), Immunity 7 (no suffocation or fatigue effects) (11 pts)

Sat-Link, Remote Sensing 20 (Visual; No Conduit, Subtle 2; Medium—Satellites, Unreliable) (22 pts)

Sensor Suite, Senses 13 (Infravision, Ultravision, Extended 2 vision, Microscopic 3 vision, Distance Sense, Direction Sense, Time Sense, Radio hearing, Ultra-hearing, Subtle 2 radio Communication Link with Wardog) (15 pts)

Sub-Dermal Plating, reaction Damage 10, Protection 10 (50 pts)

SKILLS

Acrobatics 5 (+11), Deception 8 (+9), Expertise (Tactics) 10 (+16), Expertise (Weaponry) 6 (+12), Insight 8 (+9), Investigation 6 (+12), Perception 4 (+5), Stealth 6 (+12), Technology 7 (+13), Vehicles 6 (+8)

ADVANTAGES

Assessment, Diehard, Eidetic Memory, Jack-of-All-Trades, Set-up, Teamwork, Tracking, Well-informed

OFFENSE

Initiative +6

DEFENSE

Dodge	8	Fortitude	5
Parry	5	Toughness	10
Will	5		

COMPLICATIONS

Alienated: BRAT feels isolated from humans, with an androgynous appearance (asexual under its clothing) and an electronic intellect that fails to grasp subtleties and emotional responses.

Motivation—Growing Up: BRAT is a child, not in a traditionally immature sense, but it is naïve, lacking in education about the world. It will make odd and child-like choices at times, and many of its initial actions will be learning about the world at large, and how to fit into it.

Power Points: Abilities 30 + Powers 113 + Advantages 8 + Skills 33 + Defenses 16 = 200 points

WARDOG

Sex N/A, Age N/A,

Really: Project VEATR Mk II

A duo: with Army BRAT

Based out of: mobile

Worked as: a mindless killing machine

Active during: the Iron Age

Looks: Wardog is a quadruped robot designed to look roughly canine, but with armor-plating and loaded for bear.

Known History: Wardog is the nickname given by its engineers to Project VEATR Mk II. The original project guidelines were to demonstrate the feasibility of an autonomous battlefield robot, with a primary objective of survivability under fire. The research team hoped to accomplish this with a combination of multiple redundancies, damage control systems that could reroute circuit paths, and a self-repair program that enabled it to scavenge materials for rebuilding. At the last moment, they added a prototype biotech process called EATR. A kind of bacteria, it could devour all manner of material and convert it into a reconstruction process, enabling Wardog to “heal.”

The prototype was soon put under a rigorous series of simulations to evaluate its usefulness in urban combat zones. Unfortunately for the Army, the AI interfaced with the BRAT AI and bonded. Experts suspect that something about the bacteria caused a short-circuit when the two computers networked, but it doesn't really matter. What matters is that Wardog soon followed its master out into the world.

Psychology: As much as a machine can have a personality, Wardog is completely loyal to BRAT and does whatever it can to protect its master. It truly believes that it is a pet dog, and often behaves in that manner, especially when with its boy.

Known Abilities: Wardog can scale any surface with powerful micro-claws on its robotic pads, and is highly resistant to damage due to its construction and self-repairing routines. It can view its surroundings in both infrared and ultravision, and hear radio broadcasts, ultrasonic sounds, and audio through receivers so sensitive as to target by sound alone. The only communications system aboard is tuned into BRAT. If Wardog has one failing it is that he is slow, capable of only moving at fifteen miles per hour.

What it lacks in speed, it more than makes up for it in firepower. Wardog is equipped with military-grade weaponry and will not hesitate to use it in defense of its survival or BRAT's. The chain gun is available for attacking multiple enemies at once, while the laser is there for penetrating armored targets. Nerve gas is deployed against soft targets such as hostile humans and its rockets affect a wide area. In other words, don't mess with the kid unless you want to deal with his junkyard dog.

Adventure Seeds

The group has been receiving anonymous communications from a young-sounding voice through an untraceable satellite relay. It's BRAT, secretly aiding the heroes and using them to provide it with access to resources left in the wake of the captures. What is its purpose with all this material? What will it do if the heroes start to get too close to uncovering the informant?

BRAT's been kidnapped by someone intent on selling off the organic computer to the highest bidder in a underground auction. Wardog is on the rampage, having received BRAT's last message before being drugged unconscious. The heroes need to figure out why the direction and purpose of Wardog's carnage, before BRAT disappears into enemy hands forever.

Wardog

PL 13/179 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
10	—	6	2	4	—	5	—

POWERS

Robotic Body, Immortality 2 (1 week recovery), Immunity 30 (all Fortitude effects), Movement 1 (Wall-crawling), Protection 14 (Impervious), Regeneration 2, Senses 7 (Infra-vision, Ultra-vision, radio hearing, accurate acute Ultra-hearing, radio Communication Link with BRAT subtle 2), Speed 3 (15 mph) (78 pts)

Weapons Suite, 33 pt array

Nerve Gas, ranged Affliction 8 (vs. Fortitude, Dazed/Stunned/Incapacitated; Area—Cloud, Cumulative, Subtle) (33 pts)
Lasers, ranged Damage 12 (Accurate 1, Penetrating 7) (1 pt)
Rocket Launcher, ranged Damage 11 (Area—Burst) (1 pt)
Chain Gun, ranged Damage 11 (multiattack) (1 pt)

SKILLS

Athletics 6 (+16), Close Combat (Unarmed) 6 (+10), Perception 6 (+11), Ranged Combat (Weapons Suite) 8 (+10), Stealth 4 (+10)

ADVANTAGES

Accurate Attack, All-out Attack, Close Attack 4, Defensive Attack, Diehard, Fast Grab, Improved Hold, Improved Initiative 2, Interpose, Move-by Action, Power Attack, Ranged Attack 2, Uncanny Dodge

OFFENSE

Initiative +14
Chain Gun +12, Toughness DC 26+ (multiattack)
Laser +14, Toughness DC 27 (Penetrating 7)
Nerve Gas, Dodge DC 18 for half effect; Fortitude DC 18/14
Rocket, Dodge DC 21 for half effect; Toughness DC 26/21
Unarmed +14, Toughness DC 25

DEFENSE

Dodge	10	Fortitude	—
Parry	8	Toughness	14
Will	—		

COMPLICATIONS

Motivation—Loyalty: Despite being a mindless killing machine, Wardog's utterly loyal to BRAT, and will never leave its owner for long. It truly feels like it is BRAT's pet dog, and seems to understand this very basic premise. Its first instincts will be for its loving master; just a boy and his dog against the world.

Power Points: Abilities 24 + Powers 114 + Advantages 18 + Skills 15 + Defenses 8 = 179 points

BLOOD LILY

Female, 28, 5'9", 155 lbs., pale green eyes, dark red hair

Really: Lilian Van Anders

A part of: her own small cult of adoring worshipers, with Metal Rain as her primary follower

Based out of: Los Angeles, California

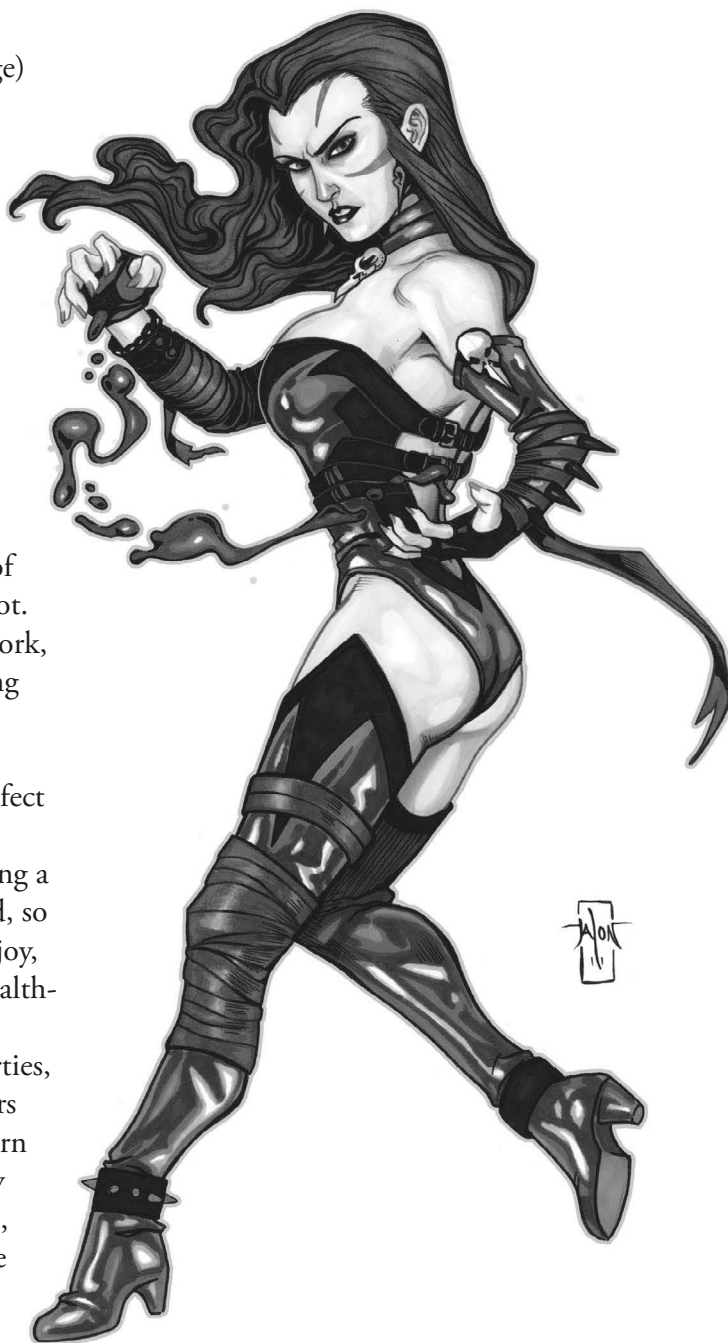
Worked as: independently wealthy

Active during: the Iron Age (though she was a small-time flunkie as Lily back in the Bronze Age)

Looks: Lilian Van Anders has always been an attractive woman. To her mind, the problem lies in being 'merely' attractive and not 'stunningly beautiful'. She maintains a flawless complexion, pale as porcelain with dark red hair sweeping down to the middle of her back, and deep green eyes. She enjoys the leading fashions of the day, and is always dressed to kill. As Blood Lily, she's literally dressed to kill, in a blood red, skintight costume I'm positive actually does come from a spray can. She's adorned in all the accoutrements of a sorceress of her bent: skulls, chains, spikes, leather and the lot. She knows how to wear this stuff and make it work, that's for sure. She's a vamp, and she likes looking like one at every turn.

Known History: Lilian Van Anders had the perfect parents to raise her. They were caring and attentive, loving but firm. They wanted to avoid raising a spoiled princess out of touch with the real world, so she had rules, boundaries, and nice things to enjoy, but was never pampered. In the world of the wealthiest, with her peers given every luxury, provided with their own servants, and an arms race of parties, this left Lilian behind the curve. Worse, her peers were quick to point out how Lilian had been born with fewer "building blocks" of beauty. The ugly duckling was left to tag along in her second-rate, sensible clothes and watch the royal heirs of elite society shoot ahead.

So Lilian acted out. She stole money, she found alcohol, she uncovered the bad boys, and she wandered into drugs. Despite everything her parents tried to do for her, she never gave herself a chance.



While buying with a boyfriend, Angeldust saw her. Something caught his attention, and soon she was 'his girl', learning the drug trade and picking up tidbits of magical knowledge. She acted the besotted follower, eager to please, but accessed his resources to prepare for her future. If there was one lesson her parents got through to her, it was to always plan for the future.

Then Angeldust went a step too far, and the world came crashing down on his head. A beloved superhero lay dead at his hands, and everything he'd built up was torn apart by vengeful allies or angry competitors. His right hand man Felipe was murdered and dumped, but Lily avoided that fate just in time. She was rescued from the villain, and she played up the brainwashed victim. She went to prison for her crimes, but good behavior and obvious repentance got her out sooner than she should have. She went back to her family and cried on their shoulders, begging their forgiveness. She reentered her high society world, scorned at first, but no one can resist a story of redemption in America.

Lilian knew this, and took advantage of it. She recovered a lot of Angeldust's resources, then knit them back together. She tested her newfound magical prowess by resurrecting Felipe, remolding his body. With this success under her belt, she sought ultimate revenge against the woman who ruined her Angeldust. Resurrecting Jenny Jackson didn't work out so well, and her initial operations were broken up during the heroine's escape.

The new, improved Blood Lily didn't let that hold her back. She had power, she was patient, and she planned for this future. She has the beautiful people worshipping her, and the hunky Metal Rain all to herself at last. She continues to build up her power base, and this time, she's determined that no one will deny her.

Psychology: Blood Lily never grew up, which is ironic because her parents' only goal was to see her become a rational, mature, considerate woman. They wanted her to understand that having money didn't make her better than anyone else. Instead, Blood Lily remains a mean, bitter, resentful child-

woman, taking what she wants, and leaving misery in her wake. She cares for one person, herself. She gathers the beautiful people to her in order to be more beautiful in her own mind. She even used her magic during the reanimation of Metal Rain and Barb to make them more attractive for her desires. This is not a well woman, and as she gains more wealth and influence, there can be no doubt she'll lose more perspective, turning greedier, meaner, and more desperate.

Known Abilities: Blood Lily has mastery over two distinct forms of magic. Again, I leave it to other scholars to debate if this gives her superhuman powers, I just know she can use this knowledge to do some nasty things.

She knows some kind of 'battle magic' that I've seen other spellcasters use, able to throw bolts of pure magical energy, erect defensive shields and heal injuries. She can even cast one of these spells while maintaining a previous one, which shows talent.

Her other form of magic also gives Lily her name. She has learned a kind of 'blood magic' that can attack her foes from within. She can boil their blood, increase fatigue in muscles, or force the body to ignore what one of its senses is trying to tell it. All vicious attacks, and this doesn't even take into account her general knowledge of the occult arts. She can develop magical items and rituals to do greater deeds. The fact that she's restored two people to a semblance of life, then remolded their looks and given them powers, that's something to consider when thinking about just how powerful Blood Lily can get.

On the other hand: Lily could have been really trying to repent for her sins, using her magic to undo the damage done by her former lover Angeldust. Tampering with the dead has consequences though, and her attempts to give Jenny and Felipe their lives back blow up in her face. Barb goes berserk once more, taking Metal Rain with her. The two are an undead, empowered Bonnie and Clyde. Driven insane and hungry for life, they terrorize the nation, drinking and eating their victims. Scarred, White

Lily does what she can to return these monsters to their graves, but with each victim, her own soul is diminished by sorrow and regret. [White Lily should have her Blood Magic array turned into Spirit Magic. Her actual powers don't need to change more than their names, though Enervate could become a Disintegration attack, becoming Weaken Toughness and making it work against constructs.]

Campaign Use

Blood Lily is a master villain with a petulant, selfish desire for power. There's no grand reason for this; Lily doesn't foresee a better world, or making life easier or existence more fair. No, she just wants all the luxuries denied her when she was a child. This makes her flexible for the game master, since her desire for power can target whatever catches her fancy this time. She's decadent, a villainous symbol of everything that goes wrong when a person is born to expect a life of excess. She has several potent attacks, and between her ability to increase her own Dodge/Parry, and the shield of Metal Rain and her Grave Lilies, she's hard to hit. However, after an epic fight against her minions, allies, and whatever else she's devised for her current plot, she's designed to

go down relatively easy. Her ties to Barb and Angel-dust provide fun role-play grist for players, and add a personal touch anytime Blood Lily takes the stage.

Adventure Seeds

Blood Lily has a new way to recover her lover. She stages a diversionary battle and during it, uses a device she crafted to split Barb into the beautiful, powerful, undead amazon Lily desires; and Jenny Jackson, wilted, weak shell of her former living self, shorn of power. Can Jenny find a way to survive without her Barb side? Does she want to? Does she need to? Perhaps this means the return of Spring-Heeled Jill, but how long before Lily decides that Barb isn't enough, and wants to add Jenny to her collection too?

Blood Lily wants a beauty pageant. Of course, not just any old pageant will do for her. She wants a superhuman beauty pageant. Securing hostages and other treasured items for blackmail, she's drawing supers to her show, and not just the heroes. The prize: Lily will name the winner her very own Lily Queen or King, to adore Lily and love her until next year's pageant.

MINIONS

Grave Lilies (x3), (PL 4/35 pts each)

Abilities: Strength 2, Stamina 2, Fighting 2, Presence 2 (other Abilities 0)

Defenses: Dodge 3, Parry 4, Fortitude 4, Toughness 4/2, Will 2

Powers: Bolt Wand: Ranged Damage 5 (easily removable)

Skills: Athletics 2 (+4), Close Combat (Unarmed) 2 (+4), Expertise (Magic) 2 (+2), Ranged Combat (Wand) 3 (+3), Stealth 3 (+3)

Advantages: Attractive 1, Defensive Roll 2, Quick Draw, Ritualist, Teamwork

Offense: Unarmed +4, DC 17, Bolt Wand +3, DC 20

Zack Magnuson (PL 5/175 pts)

Zack was lured into Blood Lily's small cult by the promise of money and deviance. Zack made adult videos, and with Blood Lily, he could make them even more wild, untamed, and raw. He is one major source of her funds now, and organizes the Grave Lilies, picking and choosing the best for his mistress. He has the same stats as the Grave Lilies, but add Expertise (Film) 4, Close Combat (Knife) 4, add one rank to Ranged Combat (Wand), and two ranks to Expertise (Magic).

Blood Lily

Pl 14/175 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3/0	5/2	8/4	9/5	0	3	6	4

POWERS

Battle Magic 30 pt. dynamic array

Mystic Bolts, ranged Damage 14 (homing 1, split 1; dynamic) (31 pts)
 Mystic Shield, Enhanced Dodge 7, Parry 7 (dynamic) (2 pts)
 Mystic Healing, Healing 9 (Energizing, Resurrection, Stabilize; Distracting; dynamic) (2 pts)

Blood Magic 30 pt. array, Activation—Move

Blood Boil, perception range Damage 10 (Alternate resistance—Fortitude, Subtle 1; Distracting) (30 pts)
 Enervate, perception range Affliction 10 (vs. Fortitude, Fatigued/Exhausted/Paralyzed) (1 pt)
 Deny Senses, perception range Affliction 14 (vs. Fortitude, Impaired + Vulnerable/Disabled + Defenseless; Extra Condition, Subtle 1, Feature—Can choose which single sense during attack; Distracting, Limited to two degrees) (1 pt)
 Empower, Enhanced Abilities 14 (+3 Strength and Stamina, +4 Agility and Dexterity; Subtle 1) (1 pt)

SKILLS

Deception 8 (+12), Expertise (High Society) 8 (+12, Pre-based), Expertise (Magic) 19 (+12), Expertise (Streetwise) 8 (+11), Insight 5 (+11), Perception 6 (+12), Persuasion 8 (+12), Sleight of Hand 6 (+11/+15), Stealth 4 (+8/+12)

ADVANTAGES

Artificer, Benefit 2 (Independently Wealthy), Fascinate 1 (Deception), Languages 3 (Ancient Greek, French, Latin, Spanish), Minion 7 (3 Grave Lilies), Ranged Attack 3, Ritualist, Taunt

OFFENSE

Initiative +4/+8**Blood Boil**, Fortitude DC 25 damage**Enervate**, Fortitude DC 20**Deny Senses**, Fortitude DC 24**Mystic Bolt** +8/+12, Toughness DC 29

DEFENSE

Dodge	10/6*	Fortitude	8/5
Parry	11/4	Toughness	5/2
Will	10	empowered 17/13	

COMPLICATIONS

Motivation—Power: Blood Lily wants power in every flavor available. Magical influence, financial comfort, political force, physical strength, and the worship of all the beautiful people that put her down in her youth; Blood Lily wants it all, and more.

Resentful: Blood Lily hates the fact that her parents attempted to raise her well, with boundaries, love and discipline. She was one of the elite rich, and to be treated so shabbily has caused bitterness in her heart, for her parents, and anyone and anything that resembles them.

Vain: Blood Lily believes she is meant to have all of this. She was denied beauty and luxury in her childhood (in her mind), and so she is determined to prove that she deserves it. She cares deeply for her physical appearance and the way her surroundings accentuate that. Anything that mars her perfection is swiftly destroyed.

Power Points: Abilities 48 + Powers 67 + Advantages 19 + Skills 31 + Defenses 10 = 175 points

COMMANDOA

Male, 21 (physically), 5'9", 250 lbs., blue eyes, blond hair

Really: C-MDO2; that's it, he's just a project serial number, and he doesn't really care

A part of: no regular group, though he occasional allies with other criminals

Based out of: everywhere; he wandered the country

Worked as: a government experiment

Active during: the Iron Age

Looks: CommanDOA looks like Cyber-Commando except there isn't a shred of humanity left lingering in this body. He has even more modification, with rippling muscles and broad chest. He wears whatever he can scavenge, but isn't concerned with appearances. He is dirty and scarred, blond scraggly hair left wild, and a cold, hard look in his eyes.

Known History: If at first you don't succeed try, try again until you really screw things up. You'd think that the flaws in making Cyber-Commando would have convinced the project team to pull the plug. Instead, they felt sure they could increase its physicality while modifying its thought processes to be more pliable, letting the military direct it better. What they got was the self-named CommanDOA. The bulked out human-machine hybrid they pumped out this time was plenty machine, not so much man. Anything of Cody beyond pure genetic code was completely gone by this second generation. While Cyber-Commando might have been a killer, he operated under guidelines hardwired into his chemistry and strong hints of who he was in his "past life". CommanDOA offered nothing like that during his training and testing, and any attempts to direct him externally fell on deaf ears.

Embarrassed by yet another failure, the government tried to bury this project and ordered CommanDOA destroyed along with all records. He intercepted the call and decided that the whole project team was attempting to commit treason. Treason is a crime, after all, so he gathered up the gear crafted for him and murdered every last person in the compound. Then he took a motorcycle from the motor pool and struck out on the open road, following his original purpose—to punish the guilty.



Psychology: He kills without remorse based on some system of guilt that was either never finished, corrupted by the betrayal of his government, or always intended to be this sociopathic. He's smart enough to do his job, but once the shooting starts, he has trouble stopping. That's when survival mode kicks in, and he does everything in his considerable power to escape the scene again. He's cold, hard and unreachable, and certain that whoever tried to put him down is still out there, trying to finish the job. So you know, he's paranoid too.

Known Abilities: C-MDO2 is just a killing machine on two legs, like that old movie of the killer robots coming back from the future, but our boy has some meat on him. Like his predecessor, his optic nerves and ear canal have been grafted with bionics enhancing his senses; he can see the UV and IR spectrums and hear radio transmissions as well as ultrasonics. CommanDOA also wears an armored shell made of advanced polymers that make him even harder to hurt.

The biggest danger posed by C-MDO2 is the experimental kinetic railgun he carries. The damage output and firepower of this portable cannon is frightening. And, if that wasn't enough, he has another prototype weapon, a monomolecular blade that cuts through armor like a hot knife through... well... you know the saying.

On the other hand: There really isn't an other hand. This guy pretty much remains the same, proving that there are pan-chronal, interdimensional constants in this big ol' omniverse of ours. Just, why did it have to be psychotic killer cyborg clones?

Campaign Use

C-MDO2 is the quintessential killing machine. He has little in the way of emotions or personality outside of determining who is guilty of crime and who is not. If engaged in combat, C-MDO2 tries to end the conflict as quickly as possible, typically by laying down massive barrages from the railgun to take down unarmored heroes and wound the others.

Survivors are then treated to individual attacks. If they close for hand-to-hand, C-MDO2 will use his monomolecular blade.

Adventure Seeds

CommanDOA has tracked a high-profile mobster to his casino, hoping to catch the entire leadership. But in the basement, he's found and battle breaks out. When desperate mobsters lash out at a monstrous murder machine with everything they have, the building supports start to buckle, and the vault collapses around them. Now a building full of people is threatening to collapse while CommanDOA is trapped by steel and concrete, and starting to freak out.

CommanDOA arrives in a small town and holds it hostage, making his ultimatum to Cyber-Comman-do: a showdown! That's right, it's a cybernetic high noon in cowboy fashion, twisting the Haynes legacy into a greater mockery. But what has brought this about?

Customization Notes

CommanDOA**PL 17/200 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
10	10	1	7	8	0	2	5

POWERS

Armored Suit, impervious Protection 4, Impervious Toughness 10 (removable -3) (15 pts)

Cyber-Senses, Senses 4 (Ultra-violet Vision, Infra-red Vision, Radio Hearing, Ultrasonic Hearing) (4 pts)

Kinetic Railgun, 36 pt. array, easily removable -14
Kinetic Ammunition, ranged Damage 18 (36 pts)
Rapid Fire, ranged Damage 12 (Multiattack) (1 pt)
Kinetic Barrage, Damage 12 (Area-cone, Penetrating 12) (1 pt)

Monomolecular Blade, Damage 5 (Str-based, Penetrating 5, easily removable -4) (6 pts)

EQUIPMENT

Combat Knife, Damage 2, 19-20 Critical
Fragmentation Grenade, ranged area-burst Damage 4
Heavy Pistol, ranged Damage 4
Sub-Machine Gun, ranged multiattack Damage 4

SKILLS

Athletics 6 (+16), Close Combat (Swords) 6 (+14), Expertise (Soldier) 8 (+8), Intimidation 10 (+15), Perception 6 (+8), Ranged Combat (Guns) 6 (+13), Ranged Combat (Throwing) 4 (+11)

ADVANTAGES

All-out Attack, Close Attack 4, Diehard, Equipment 4, Great Endurance, Favored Foe (government super-soldiers), Fearless, Improved Aim, Improved Critical 2 (kinetic railgun), Power Attack, Quick Draw, Ranged Attack 4, Startle

OFFENSE

Initiative +1

Kinetic Railgun +17, Toughness DC 33

Monomolecular Blade +18, Toughness DC 30 (penetrating 5)

Railgun Barrage, Reflex DC 22 for half effect; Toughness DC 27/21

Rapid Fire Railgun +17, Toughness DC 27+ (multiattack)

Unarmed +12, Toughness DC 20

DEFENSE

Dodge	8	Fortitude	15
Parry	10	Toughness	14/10
Will	7		

COMPLICATIONS

Containment Phobia: C-MDO2 is terrified of being imprisoned or restricted in any way. When he is, his rational mind will shut down, going berserk with escape his only thought.

Killing Machine: C-MDO2 has no mercy. He kills anyone he feels is a criminal, regardless of the level of crime. He knows the concepts of pity, remorse, mercy and compassion, he just can't feel them.

Motivation—Hatred: C-MDO2 hates the monster he's become, turning this hatred on anyone he deems a criminal and killing them.

Power Points: Abilities 86 + Powers 49 + Advantages 23 + Skills 23 + Defenses 19 = 200 points

THE FRANKLINS

The Franklins are a secret society dedicated to literally owning the Earth, composed of the most cunning, ruthless, intelligent corporate sharks. Financiers, capitalists, lawyers, lobbyists and more, they've all slowly come together to realize that their combined assets could remake society; harmonize it, use the planet's resources to maximum effectiveness, and save the future for humanity. They remain in secret, manipulating money and people in covert moves to improve their latest schemes. They manipulate markets across the world, starting or crashing industries as needed to reach their ultimate aim: own the world. They determined that with enough build-up of capital, and the proper corporate web, they could literally buy up every inch of Earth, owning everything and everyone.

The actual make-up of the organization is a closely-guarded secret, with individuals acting as "links" holding the chains of discrete cells, helping to direct the group's efforts. The decision-making center of the Franklins is the deepest secret of the society. One person, a committee, another group altogether, no one outside this final leadership knows how the directives and strategies are composed, then issued to members. All anyone knows is that the link to a specific cell passes the directives down the line. Personally, I suspect that the Franklins are evidence of the mastermind behind the disaster threatening my present day, but I've been completely unable to penetrate this group. I'm just not that into money or businesses, which makes it hard.

Campaign Use

The Franklins are the global conspiracy with a philosophy of money approaching the spiritual. Money buys everything, money can buy anyone, and the world should be given to the people best able to

make use of its resources (including humanity). Most heroes run into the mercenary criminals and villains they've hired, second and third tier members directing the current scheme, and similar individuals. As such, the make-up of the group is left vague, so the GM can plug in characters from individual campaigns. The exact nature of the society's leadership is left vague for the same reason. This way, the mystery of the Franklins is maintained while allowing different game masters to utilize campaign-specific options.

Below are three templates of the most common "commander" characters, the ones that heroes will most likely run into while exposing who's paying off the mercenary villains involved. They give an idea of what sort of "master villains" will be members of the secret society.



Franklins Financier**PL 6/68 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	1	3	0	3	3	0

SKILLS

Expertise (Economics) 6 (+9), Expertise (High Finance) 8 (+11), Insight 4 (+7), Perception 5 (+8), Persuasion 9 (+9), Ranged Combat (Handguns) 4 (+7), Technology 4 (+7)

ADVANTAGES

Benefit 3 (Wealth: Millionaire), Connected, Luck 2, Minion 4, Second Chance (Financial Gambles), Well-informed

MINIONS**Administrative Assistant (48 pts, PL 5)**

Str 0 Sta 4 Agl 3 Dex 1 Fgt 3 Int 0 Awa 3 Pre 1
 Equipment: Computer, Smartphone, Reinforced briefcase (Damage 3); Advantages: All-out Attack, Assessment, Close Attack 3, Defensive Roll 2, Equipment 2, Interpose; Skills: Expertise (Administration) 4 (+4), Insight 2 (+6), Perception 2 (+5), Treatment 4 (+4); Offense: Initiative +3, Briefcase +6 (Damage +3); Defenses: Dodge 4, Parry 4, Fortitude 4, Toughness 6/4, Will 3

OFFENSE**Initiative** +3**DEFENSE**

Dodge	4	Fortitude	3
Parry	3	Toughness	2
Will	8		

Power Points: Abilities 24 + Advantages 12 + Skills 20 + Defenses 12 = 68 points

Franklins Lawyer

PL 5/74 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	4	3	1	0	2	3	3

SKILLS

Deception 8 (+11), Expertise (Law) 10 (+12),
Expertise (choose a sport) 4 (+6), Insight 6 (+9),
Intimidation 4 (+7), Persuasion 6 (+9)

ADVANTAGES

Benefit 2 (Wealth: Independently Wealthy), Con-
nected, Fascinate 2 (Deception, Persuasion), Min-
ion 4, Skill Mastery (Deception), Ultimate Skill 2
(Deception, Persuasion)

MINIONS

Private Investigator (60 pts, PL 6)

Str 1 Sta 3 Agl 1 Dex 3 Fgt 2 Int 0 Awa 3 Pre 2
Equipment: Car, Computer, Handcuffs, Light
Pistol, Smartphone; Advantages: Close Attack 3,
Contacts, Equipment 4, Ranged Attack 4, Tracking,
Well-informed; Skills: Athletics 2 (+3), Deception 3
(+5), Investigation 7 (+7), Perception 4 (+4), Per-
suasion 3 (+5), Ranged Combat (Handguns) 2 (+5),
Stealth 2 (+3); Offenses: Initiative +3, Melee +5
(Damage +1), Handgun +p (Damage +3); Defenses:
Dodge 4, Parry 4, Fortitude 4, Toughness 3, Will 3

OFFENSE

Initiative +3

DEFENSE

Dodge	6	Fortitude	5
Parry	4	Toughness	4
Will	6		

Power Points: Abilities 32 + Advantages 12 + Skills 19 + Defenses 11 = 74 points

Franklins Venture Capitalist**PL 6/148 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	1	1	0	4	2	4

POWERS

Empowered Lackey, Summon Minion 5 (Active, Heroic, Variable Type—Any armed lackey; Limited—Must arrive by own power, Activation—Move) (24 pts)

The Best Money Can Buy, Variable 4 (Affects Others; Limited—Can't be changed during the story) (28 pts)

OFFENSE**Initiative** +1**DEFENSE**

Dodge	3	Fortitude	5
Parry	3	Toughness	4/2
Will	7		

EQUIPMENT

50 points in **weapons**, **gear**, **vehicles** and **bases** as needed for the story

SKILLS

Deception 10 (+14), Expertise (Business) 10 (+14), Insight 8 (+10), Intimidation 6 (+10), Perception 4 (+6), Persuasion 10 (+14), Technology 4 (+8)

ADVANTAGES

Benefits 7 (Status, Wealth: Billionaire; Choose Diplomatic Immunity or Security Clearance), Connected, Daze (Persuasion), Equipment 10, Fascinate (Persuasion), Inspire 4, Set-up 2, Skill Mastery (Persuasion), Teamwork, Well-informed

Power Points: Abilities 28 + Powers 52 + Advantages 29 + Skills 26 + Defenses 13 = 148 points

ICEPICK

Male, 28, 5'6", 165 lbs., frost blue eyes, light brown hair

Really: Cesar Cardoza

A part of: the Cuban government

Based out of: Havana, Cuba

Worked as: a government assassin

Active during: the Iron Age

Looks: Icepick is a Cuban man in his thirties, with slicked back black hair and a pencil-thin moustache. He prefers to wear light colors, often a Bermuda suit with an ice blue tie and tinted-blue sunglasses. When his powers activate, his eyes and hair turn pure white, while his skin takes on a bluish pallor, like frostbite.

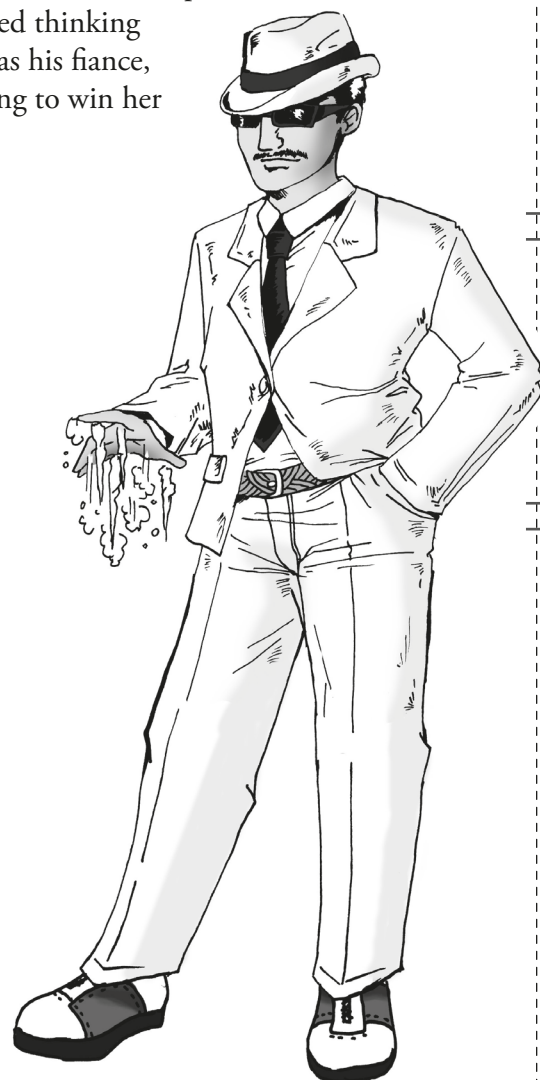
Known History: Born Cesar Cardoza, Icepick had a rough upbringing in a poverty-stricken country. He learned early that being ruthless would get enough to eat. The Communist rhetoric was all fine and good, but it wouldn't satisfy a gnawing hunger. Icepick has often bragged about killing for as little as a loaf of bread and I've no reason to doubt it.

He quickly learned how to grease the skids of society, picking out who to buy off to stay out of trouble, and who to roll over onto the government types to earn benefits. He didn't count on upsetting the wrong guy, so when that person became the local police chief, Cesar found himself swept into prison for a murder that he may or may not have committed.

But those government types he turned to, they didn't let him down. They recruited him into a secret project based off discarded Soviet Silver Age technology, to try and make their own super-agent. He had no idea he wasn't expected to live through the process; none of the other two dozen had. Were they ever shocked when he survived, and actually gained powers. They never told him the likelihood of this, they just tossed him into spy school, then sent him out to kill people they didn't like. For the

newly-christened Icepick, this was all he could ask for and more.

His government friends told him about a girl they thought might be a mutant, and sent him to spy on her. Cesar thought she was gorgeous, and decided that he was going to marry her. He tried to date her, but his abusive side frightened her terribly. Being a top agent of the Cuban government, her parents knew they had only one chance to save their daughter...escape to America. It worked for a while, but Icepick hasn't stopped thinking of Flashfire as his fiance, and he's going to win her back.



Psychology: Icepick is a power-obsessed thug. He gets his jollies from using his abilities to intimidate or control others. He's as cold inside as he is out, having absolutely no qualms or remorse about taking a life. He likes to think of himself as a practical joker, but his jokes are often very cruel, and his laugh just makes these moments worse. He also thinks of himself as a womanizer, but let's face it, he pays for the women. He gets his money's worth, in his mind, and the less said about that, the better.

Known Abilities: Cesar Cardoza has the ability to generate a field of intense cold around his body which is devastating to anyone that enters it, and isn't immune. This field acts like dry ice, and smokes up an area, making it hard to see. Between the ice particles and odd physical breakdown at near absolute zero, this field offers decent protection from attacks as well. He can focus this cold into his grip, a bone-numbing chill that causes immediate structural damage to anything he touches.

On the other hand: Icepick solidified his control over his gang and leveraged his power into the realm of politics, eventually organizing a coup to rule Cuba. He's not much more than a gang leader in an even more expensively-tailored suit. But being in charge of his country means he's made contacts with supervillains he normally wouldn't, and turned the country into the perfect island resort of villainy, while plotting attacks against America. This just gives him more people to abuse, and much more money.

Campaign Use

Icepick is a sick and twisted assassin with foreign government backing. He's also got a unique killing style, even if it's just one note. He should come across as slimy and cruel, with a sense of humor that leads him to laugh when icing the wings off flies. He can become obsessed with a target, such as his current paramour Flashfire. It's conceivable she's not his first, and it doesn't have to be a woman: a special car or boat, perhaps, or villa.

If engaged in combat, Icepick gets his shroud up first, then moves to get into touch range with the nearest person so that he can use his devastating zero touch. He prefers to establish where a fight takes place, and will smartly stay under cover, hidden to strike at the best advantage, then run when the jig is up.

Adventure Seeds

Flashfire is sure she's seen Icepick spying on her parents' home, and this has her alarmed. No one else can confirm his presence in the country though, and they have other missions to tackle. Is she right? Will Icepick target her parents in order to win his "love" back? Can she find the proof she needs? Is it all this straightforward, or is there something deeper to this mystery?

Icepick has decided to strike out on his own for his latest venture, setting up in a disaster-ravaged Caribbean country and holding the humanitarian aid for ransom. Each attempt to land more supplies is picked off by the assassin, and if the heroes can't pin him down quickly, the aftermath is only going to get uglier!

Customization Notes

Icepick

PL 14/186 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1	4	4	4	6	1	4	1

POWERS

Frigid Blood, Immunity 10 (all cold), Senses 3 (ranged acute Detect Temperatures by Touch) (13 pts)

Shroud of Absolute Cold, Environment (Extreme Cold, Visibility -5 Perception; 30' radius), Protection 8, reaction Damage 5 (Affects Insubstantial 1) linked to reaction Affliction 5 (vs. Fortitude, Hindered; Affects Insubstantial 1; Limited to one degree) (Activation—Standard action) (42 pts)

Zero Degree Touch, Damage 13 (Affects Insubstantial 1) linked to Weaken Toughness 6 (Affects Insubstantial 1, Affects Objects Also, Insidious) (28 pts)

SKILLS

Athletics 8 (+9), Close Combat (Ice Powers) 5 (+11), Close Combat (Knives) 4 (+10), Deception 5 (+6), Expertise (Streetwise) 6 (+7), Investigation 4 (+5), Perception 4 (+8), Ranged Combat (Rifle) 4 (+8), Stealth 8 (+12)

ADVANTAGES

Chokehold, Close Attack 3, Fast Grab, Fearless, Grabbing Finesse, Improved Hold, Improved Initiative, Language (English; Native—Spanish), Minion 3

OFFENSE

Initiative +8

Shroud, Toughness DC 20, Fortitude DC 15

Zero Degree Touch +14, Fortitude DC 16, Toughness DC 28

DEFENSE

Dodge	8	Fortitude	8
Parry	10	Toughness	12/4
Will	8		

COMPLICATIONS

Motivation—Power: Icepick enjoys the feeling he gets from holding a person's life in his hands.

Obsession—Flashfire The perfect woman for him, Icepick is determined to bring her back home to Cuba and make her his wife.

MINIONS

Bob the Mook

The Mook is well-known throughout the Gulf of Mexico, into Central America, and across the Caribbean. If someone needs thugs, or to be smuggled into a war zone, or acquire just the right kind of narcotic, the Mook is the guy to see. Bob is the Ultimate Mook, and passes his training and wisdom on to the lesser mooks in return for their agreement to work for him for two years. Icepick relies on the Mook as his primary means of getting around covertly, and extracted from a place quickly. Why the Mook is so loyal to Icepick remains a mystery, but it's believed he holds something over Bob. Use the Militant stats, giving him Expertise (Espionage), reduce Fortitude to 3, and put the point into Connections (which he can use with Deception).

Power Points: Abilities 50 + Powers 83 + Advantages 13 + Skills 24 + Defenses 16 = 186 points

METAL RAIN

Male, 32 (at time of death), 6'1", 185 lbs., red eyes, black hair

Really: Felipe Aguilar

A loyal servant of: Blood Lily

Based out of: Los Angeles, California

Worked as: a super-powered enforcer and body-guard for Lily

Active during: the Iron Age

Looks: He's pale and rugged, just over six feet tall, with a slim, well-defined physique. He has the same fiery red eyes as his "sister" Barb, but a much more delighted look to his face. He likes to scar, tattoo and pierce himself, but only if it adds to his "hotness". A significant reason for his presence is to look good at his mistress's side. He wears dark brown leather pants, combat boots, a studded black leather belt, and short biker gloves with studs on the knuckles, all while constantly surrounded by whirling saw blades of all sizes and shapes.

Known History: He grew up in the slums of East Los Angeles. He learned at a young age how to make a rep for himself and keep the bigger, meaner kids off his back. This rep took him higher up the criminal mob food chain. So on up the chain Felipe climbed, always the runner, the driver, the soldier, or the fall guy. The guys at the top, who bossed him around and took the cut of his money, they were the ones with bullseyes on their backs. They were the ones ending up in a river, crushed in a car, or making "suicide" leaps off tall buildings.

Felipe hit his own vision of the big-time: right-hand man and personal driver to Angeldust. He enjoyed his time in this role, and all the perks that came with it. This made him loyal to Angeldust as well. When the hammer fell on his boss for the murder of that nosy bitch heroine, he took what could have been the fatal shot himself. Felipe died knowing he had a good run, and his boss could get away to extract some pain on the heroes.

Then he was alive again. How could he? He also didn't care, because his reanimation included some impressive super-powers, and a level of indestructibility. All he had to be was the walking, talking, fighting love toy of his old boss's moll: renamed as supervillainess Blood Lily. Now he was Metal Rain. After all, he's just the muscle; it's Lily with the target on her back, and she picks out some sweet-looking people for her Grave Lilies. The perks of being number one among the flunkies.



Psychology: Metal Rain is a born follower. He learned early in life to find the coattails of the biggest, baddest, toughest person on the block, and hold onto them for all he was worth. Now he's learned that even if it doesn't work all the time, the rewards will come eventually, since he's sporting a handsome super-powered body thanks to that service. Very little can convince Felipe that he should be his own man. He's brutal when he needs to protect his charge, and doesn't believe in showboating. The sooner the fight ends, the safer his mistress will be; and the sooner they can both get to the hedonism back home. Felipe's not a thinker; he can get a bit lost if his boss isn't around and his instructions don't include whatever hiccup has occurred. He's also confused on one, very important point. He sees Barb as his "grave sister" and her defection has him thrown for a loop. He hates her as Jenny, but as Barb, she proved strong enough to escape Lily, and to hurt their mistress in return. So is Barb stronger, he wonders? And we all know that deep down, Felipe gravitates toward the strongest.

Known Abilities: Metal Rain is in an identical undead state to Barb (as magical reanimating of dead bodies gets). So that makes him a revenant too, I suppose. Maybe a zombie, but that brings up images that just don't suit Barb and Metal Rain. Regardless, Metal Rain shares all the physical attributes of his 'grave sister': incredible durability, no need for the basic needs of human life, and the ability to return from seeming death after a day or so.

Where he differs from Barb is in the power he possesses. Metal Rain can manipulate magnetic fields for various effects. Not being the brightest bulb in the floor show, he doesn't have many effects, but the ones he has are pretty darn good. He can propel himself and a number of other people through the air at tremendous speeds by creating platforms of ferrous metals. He has taken to mimicking Barb's chains with an array of saw blades he keeps whirling around his body, which also provide him a ready source of material to attack with. If he's out of blades, he's not above finding ferrous material

using his powers, and shaping them into new blades to restock himself.

On the other hand: it's possible that Metal Rain might see his reanimation as a second chance, one he doesn't want to blow this time. Being a follower got him killed for no good reason, and now, he's been brought back for the same role. No, worse, he's back as a boy toy? Metal Rain quickly slices up this Blood Lily, seizes control of her resources, then turns his attentions to what remains of Angeldust's former empire. Talk about knowing where the bodies are buried. Metal Rain is a vicious, bloodthirsty crime lord on the rise here, and nothing will get in his way.

Campaign Use

Metal Rain is the muscle that makes Blood Lily even more dangerous. He provides a powerful punch with his variety of buzzsaw attacks, and his loyalty means that he's ready and willing to take shots for his mistress in order to get her away. He has no reason to fear for himself, since he'll reanimate again in a day or so. When initially revealed, players might see his saw blades as a version of Barb's powers, making for a nasty surprise when they discover his actual superpower is magnetic control. He also provides a grotesque "love story" with Blood Lily and his uncertain feelings for Barb, the woman who seems stronger than his mistress. Just a little twist to put some flavor on an otherwise standard bodyguard/lap dog archetype.

Adventure Seed

"Please help me! I want out, please meet me!" That's the message Barb gets through covert means from Metal Rain. If she's gotten any hint that her "brother" is confused about his relationship with her, Barb may have taken advantage of it in the past. If not, this might be the time to do so. Can Barb trust Blood Lily's number one agent and man-strumpet? Does Metal Rain himself realize he's setting up Barb for recapture, or revenge?

Metal Rain**PL 10/194 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	6	2	4	6	0	0	3

POWERS**Manipulate Metal** 17 pt. array

Move Metal, Move Object 8 (Precise 1) (17 pts)
Flying Discs, Flight 8 (500 mph; Area-shapeable; Platform) (1 pt)

Metal Storm 28 pt. array

Metal Rain, ranged Damage 10 (Homing 2, Penetrating 6) (28 pts)
Metal Tempest, ranged Damage 8 (Indirect 4, Multiattack) (1 pt)
Metal Cyclone, ranged Damage 9 (Area—Cone, Concentration; Distracting) (1 pt)
Metal Blizzard, ranged Affliction 7 (vs. Fortitude, Hindered + Vulnerable; Area—Burst, Extra Condition; Limited to one degree) linked to ranged Damage 7 (Area—Burst; Limited—Against targets successfully Afflicted) (1 pt)

Sea of Saws, reaction Damage 8 (Removable -6) (26 pts)

Undead Body, Immortality 5 (1 day), Immunity 11 (aging, total life support), Protection 4, Senses 2 (darkvision) (27 pts)

SKILLS

Athletics 4 (+6), Close Combat (Unarmed) 4 (+10), Expertise (Mechanics) 5 (+5), Intimidation 7 (+10), Perception 4 (+4), Ranged Combat (Metal Storm) 4 (+8), Vehicles 4 (+8)

ADVANTAGES

All-Out Attack, Attractive 1, Close Attack 2, Die-hard, Great Endurance, Improved Critical 4 (18-20 with Metal Storm, 18-20 with Unarmed), Improved Grab, Improved Hold, Interpose, Power Attack, Ranged Attack 2

OFFENSE

Initiative +2

Metal Blizzard, Reflex DC 17 for ½ effect; Fortitude DC 17/14 vs. Affliction, Toughness DC 22/19 vs. Damage

Metal Cyclone, Reflex DC 19 for ½ effect; Toughness DC 24/20

Metal Rain +10, Toughness DC 25 (Penetrating 6)

Metal Tempest +10, Toughness DC 23+ (Multiattack)

Unarmed +12, Toughness DC 17; Toughness DC 23 vs. Sea of Saws

DEFENSE

Dodge	6	Fortitude	10
Parry	8	Toughness	10
Will	3		

COMPLICATIONS

Grave Sister: Metal Rain isn't sure how to feel about Barb. She was killed by his old boss for getting in his way and not being strong enough to avoid being killed in the process. On the other hand, her freedom is proof that Blood Lily's magic has limits.

Motivation—Following the Power: Metal Rain enjoys working for another, stronger person who can keep the heat off of him, while luxuriating in the rewards his boss achieves.

Weak-willed: Metal Rain enjoys serving, but can become confused if his employer/boss/mistress is defeated in a particularly telling way. Simple defeat isn't enough; everyone is forced to retreat sometimes.

Power Points: Abilities 46 + Powers 102 + Advantages 16 + Skills 16 + Defenses 13 = 193 points

SCATTERBRAIN

Male; age inapplicable; 5'8", 175 lbs., gray eyes, gray hair

Really: Subject Beta-410; uses the name Bobby or Betty Fortin depending on the mind in the "driver's seat"

A part of: no criminal organization

Based out of: Chandler, Arizona

Worked as: whatever would make ends meet to further his plots

Active during: the Iron Age

Looks: "Betty Fortin" is a male of average height and weight, with trim gray hair, slender and nearly effeminate. He wears a teal green bodysuit with black, wrist-length gloves and ankle-high black boots. The bodysuit has random jagged lines in yellow all over it, as if the costume were just as fragmented as "her" mind.

Known History: Scatterbrain's history begins with his conception in a test tube, part of a private research lab's Project Mimesis, Subject Beta-410. The goal of the project was to see if psionic powers could be cultivated through an amalgamation of different brains. The project was the brainchild (no pun intended, I promise) of Prof. Shane Marks, an expert in psionic research. Since an incident in his youth, he was certain he possessed latent mental powers. He also developed a terminal illness from all his experiments trying to activate them. Project Mimesis was his last chance to save his life and awaken those powers. First, he developed a cloned body without a brain to serve as the receptacle. Then, he gathered three other minor psychics with severe disabilities, facing death but with healthy brains. Marks and his partner, Dr. Roberts, never explained the procedure completely. They had no clue that the final phase of the project involved Roberts's team removing their brains, grafting the donor's psionic centers into Shane's own, and then transplanting the enlarged brain into the cloned body.

The most surprising element of this whole operation was its success. Shane's latent telepathy surfaced thanks to the infusion of active psionic cells. The



entire operation was moved into an isolated facility deep in the Rocky Mountains, where Roberts could continue to track its progress. It wasn't long before a huge side effect surfaced. One day, Shane's consciousness submerged and Danita LaCroix's mind took over. As the various personalities struggled for control, Beta-410 started to go crazy, despite all Roberts's efforts to sustain Shane's dominance. The entity named itself Fortin and escaped the facility in a rampage.

Since then, the four personalities have managed to create a detente, wandering in a nation-wide crime spree. They target expensive trinkets or events in which they can get large amounts of money quickly, then make their getaway to hide. The other three are starting to realize there's a master plan in action, and wonder what Shane has in mind with each note he leaves them with the next step toward Scatterbrain's agenda.

Psychology: Beta-410 as it's officially known, or Bob/Betty Fortin as it calls itself, or Scatterbrain as the media refers to it, is a mix of four distinct personalities battling for one organic shell. The first, and normally dominant, personality is Shane Marks. He's the man who designed and implemented Project Mimesis, and now has to deal with its fallout and unexpected side effects. He's an intellectual and a schemer, as well as survivalist. Now that he's going to live, and has his powers, he's ready to implement his next plan, making the best of the situation in the process. He has genuine friendship for life-long ally Dr. Roberts, but everyone else is just a tool for him to use in his long-range plans.

David Garvin was born sickly and decided early on he wouldn't let that stop him. He built up his body and mind with experimental biofeedback, overcame disciplinary issues with martial arts, and overcame the lingering chronic pain by mastering acupuncture. He became one of the more dangerous martial artists on Earth, but his body continued to betray him. He's become embittered by all these disasters, and hates to lose control when he's in charge. He takes what he feels is rightfully his, bullying anyone and everyone while he does it.

Danita LaCroix was one of the socialite princesses mortified to learn she would die by the age of twenty-five. She insisted that couldn't happen to someone like her. It didn't, and at first she wasn't pleased with the results. However, she's beginning to enjoy the ride, and puts her social skills and contacts to good use for Scatterbrain. All this power can make her life comfortable, and she's discovered being a guy is kind of hot. She's the personality that smooths out Shane's demands and keeps the quartet as unified as they are (which isn't much). She's fun-loving, personable, outgoing and a killer seductress who enjoys using people who have no idea they're being used...until it's too late.

Kelly Brice is a streetwise thief. She's a total punk, insulting, distrustful of authority, and hard as nails. She hates the other personalities, but as more of a physical psychic, she possesses the least ability to assert mental control, so she's bullied into working with them. When she's on the loose, she'll do whatever is asked of her, but it's grudging, lackluster, and takes second place to her own petty crimes.

They don't like each other, they all hate Shane, and they only listen to him at all because they believe he has a plan to make the host body rich and powerful. Danita has helped convince them of this, and Shane has failed to realize that she's done this to organize a coup when his plot comes to fruition. This is as dysfunctional as a person can get, really.

Known Abilities: Each of Scatterbrain's personalities possesses a unique psionic power accessible only when that personality is dominant. This makes Scatterbrain an unpredictable foe, both for heroes and Scatterbrain himself. Shane has at last tapped into potent telepathic powers, including the ability to create visual hallucinations and fire blasts of mental energy. David Garvin uses psychic energy to enhance his strength and agility, heal himself and boost the damage from his martial arts. Danita LaCroix is a powerful mind controller, while Kelly Brice is a strong psychokinetic.

The problem for Scatterbrain is that these personalities aren't in sync. When one is in control of the body, the other three are unable to know what's

happening. They also can't communicate directly with each other, forced to do so by leaving messages for the next personality to read or hear. The personalities have come to an agreement to make sure that they pass along all messages to each other as requested, or their existence would be unbearable. While they can choose to pass active control to a specific other personality at will, physical and mental trauma can shift the personalities around at random, making dangerous situations even riskier. [A failed Will or Toughness save will cause one of the other personalities to surface randomly.]

On the other hand: "Betty" actually merged into a more distinct entity, with all the other personalities still lurking in that over-sized brain. This means that Betty thinks of himself as one person, and has access to all the powers at the same time, but suffers severe schizophrenic unreality and occasional split personality. He views himself as a monstrous freak, with no problem unleashing this vast array of power on people who upset him. Dr. Roberts is his only friend, as he tries to find Shane's personality underneath everything, and someday may help Scatterbrain become a more coherent, intelligent threat. Then a most dangerous villain will erupt on the scene.

Campaign Use

Scatterbrain is a mad scientist's dream, and a potent, varied psionic threat. Just about all the standard psychic powers are found here, and he offers the campaign an unpredictable threat in a number of ways. Since each of the personalities wants different things, while working on instructions from Shane Marks, the heroes will have to figure out which personality is currently dominant, and what the two-layered scheme is. When combat breaks out, things get even harder, since any successful damage inflicted will bring up a different personality and power. Scatterbrain is subtly backed by a psionic research foundation operated by Dr. Roberts, providing another avenue of threat and investigation for the campaign.

Adventure Seeds

An strange outbreak of bizarre behavior from the city's elite points toward mind control, and all leads point to Scatterbrain. Danita is currently in control, but she insists she's innocent, and that she can sense the source of the mind control is from a psionic studies institute. She's mostly right, but is there more going on here than meets the eye? Is there something in the institute that Scatterbrain needs? Is the institute trying to lure Scatterbrain into its clutches?

Scatterbrain's attempt to rob a charity event has gone off the rails, and now it's a hostage situation. Worse still, the stress is making the personalities switch fast and furious, forcing the heroes to deal with unpredictable switches of power and agenda in a building full of innocent victims!

MINION

Dr. Lester Roberts (PL 2/45 pp)

Str 0, Sta 0, Agl 0, Dex 2, Fgt 0, Int 5, Awa 2, Pre 0; Equipment: Smart-phone, medical bag, truck, research lab; Advantages: Connected, Equipment 4, Well-Informed
Skills: Expertise (Business) 4 (+9), Expertise (Current Events) 3 (+8), Expertise (Science) 7 (+12), Persuasion 4 (+4) Technology 5 (+10), Treatment 7 (+12), Vehicles 4 (+6)
Offense: Initiative +0, Unarmed +0 (Damage +0); Defense: Dodge 0, Parry 2, Fort 0, Tough 0, Will 4

Lester Roberts is Shane's childhood friend and has worked on the project for years with him. It was his medical team that successfully grafted the brains together and transplanted it into the clone. Lester remains loyal despite the way the project has gone askew, using their foundation's resources to keep Scatterbrain free and covering for Shane's crimes.

Scatterbrain (Shane Marks)**PL 10/149 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	3	1	7	3	2

POWERS

Multiple Minds, Morph 2 (Metamorph 4, Innate 1; Limited—Mental only, Side Effect—Failed Will or Toughness check shifts personalities, Quirk—Doesn't share memories between personalities) (11 pts)

Telepathy, 38 pt. array

Telepathy, Mind Reading 8 (Sensory Link, Subtle 1), linked to Communicate 3 (Mental; Subtle 1) (38 pts)
Mental Blast, perception range Damage 9 (Alternate resistance—Will) (1 pt)
Hallucinations, Illusions 10 (Visual; Independent, Selective; Resistable by Will) (1 pt)

EQUIPMENT**Batons**, Damage 1**Staff**, Damage 2**Throwing Knives**, ranged multiattack Damage 1**SKILLS**

Deception 7 (+9), Expertise (Anatomy) 7 (+14), Expertise (Psionics) 8 (+15), Insight 5 (+8), Perception 4 (+7), Persuasion 5 (+6), Technology 8 (+15), Treatment 6 (+13)

ADVANTAGES

Defensive Roll 4, Eidetic Memory, Fascinate (Deception), Inventor, Minion 2, Taunt

OFFENSE**Initiative** +3**Mental Blast**, Will DC 23 damage**DEFENSE**

Dodge	13/8	Fortitude	6
Parry	12	Toughness	6/2
Will	12		

COMPLICATIONS

Motivation—Sanity: Scatterbrain is just trying to find a balance and control of the rainbow of conflicting personalities rattling about in his head.

Power Points: Abilities 42 + Powers 41 + Advantages 10 + Skills 25 + Defenses 23 = 149 points

Scatterbrain (David Garvin)

PL 10/149 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3/0	2	8/3	3	5	1	5	2

POWERS

Multiple Minds, Morph 2 (Metamorph 4, Innate 1; Limited—Mental only, Side Effect—Failed Will or Toughness check shifts personalities, Quirk—Doesn't share memories between personalities) (11 pts)

Bio-feedback mastery**Ki Strike**, 15 pt. array

Breaking Blow, Weaken 5 (Toughness; Progressive) (15 pts)

Diamond Blow, Damage 5 (Str-based; Penetrating 5, Split 1) (1 pt)

Mind Over Body, 16 pt. array

Empowering Ki, Enhanced Trait 8 (Strength +3, Agility +5) (16 pts)

Accelerate Healing, Healing 5 (Energizing, Persistent, Restorative; Self only) (1 pt)

Speed of Thought

Leaping 4 (100'), Speed 3 (15 mph), Quickness 1 (8 pts)

EQUIPMENT

Batons, Damage 1

Staff, Damage 2

Throwing Knives, ranged multiattack Damage 1

SKILLS

Athletics 9 (+9/+12), Close Combat (Unarmed) 5 (+10), Close Combat (Staves) 4 (+9), Expertise (Acupuncture) 4 (+5) Intimidation 7 (+9), Perception 6 (+11), Ranged Combat (Thrown) 5 (+8), Stealth 6 (+9/+14), Treatment 4 (+5)

ADVANTAGES

Accurate Attack, Close Attack 2, Defensive Attack, Defensive Roll 3, Equipment 1, Power Attack, Ranged Attack

OFFENSE

Initiative +3/+8

Ki Strike +12, Toughness DC 20/23 (penetrating 5) or Fortitude DC 14 Weaken

Staff/Batons +13, Toughness DC 17/22; Batons DC 16/21

Throwing Knife +10, Toughness DC 17+ (multiattack)

Unarmed +12, Toughness DC 15/18

DEFENSE

Dodge	13/8	Fortitude	6
Parry	12	Toughness	7/2
Will	12		

COMPLICATIONS

Motivation—Sanity: Scatterbrain is just trying to find a balance and control of the rainbow of conflicting personalities rattling about in his head.

Power Points: Abilities 42 + Powers 41 + Advantages 10 + Skills 25 + Defenses 23 = 149 points

Scatterbrain (Danita LaCroix)**PL 10/149 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	3	0	6	7	3

POWERS

Multiple Minds, Morph 2 (Metamorph 4, Innate 1; Limited—Mental only, Side Effect—Failed Will or Toughness check shifts personalities, Quirk—Doesn't share memories between personalities) (11 pts)

Mind Control, perception range Affliction 10 (vs. Will, Dazed/Compelled/Controlled; Cumulative, Subtle 1) (41 pts)

EQUIPMENT

Batons, Damage 1

Staff, Damage 2

Throwing Knives, ranged multiattack Damage 1

SKILLS

Deception 8 (+11), Expertise (Current Events) 4 (+10), Expertise (High Society) 8 (+11, Pre-based), Insight 4 (+10), Intimidation 6 (+9), Investigation 4 (+10), Perception 5 (+12), Persuasion 7 (+10), Stealth 4 (+7)

ADVANTAGES

Connected, Contacts, Fascinate 2 (Deception, Persuasion), Languages 2 (French, Italian), Skill Mastery (Deception), Taunt, Ultimate Skill (Deception), Well-informed

OFFENSE

Initiative +3

Mind Control, Will DC 20

DEFENSE

Dodge	8	Fortitude	6
Parry	8	Toughness	2
Will	13		

COMPLICATIONS

Motivation—Sanity: Scatterbrain is just trying to find a balance and control of the rainbow of conflicting personalities rattling about in his head.

Power Points: Abilities 42 + Powers 41 + Advantages 10 + Skills 25 + Defenses 23 = 149 points

Scatterbrain (Kelly Brice)

PL 10/149 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	3	4	1	4	4

POWERS

Multiple Minds, Morph 2 (Metamorph 4, Innate 1; Limited—Mental only, Side Effect—Failed Will or Toughness check shifts personalities, Quirk—Doesn't share memories between personalities) (11 pts)

Psychokinesis, 32 pt. array

Telekinetic Control, perception Move Object 10 (Precise, Subtle 1, Dynamic) (33 pts)

Telekinetic Blast, perception range Damage 10 (Subtle 1, Dynamic) (2 pts)

Telekinetic Flight, Flight 7 (Subtle 1, Dynamic) (2 pts)

Telekinetic Field, Protection 8 (Subtle 1, Sustained, Dynamic) (2 pts)

Deflection Field, Deflect 8 (Redirect, Dynamic) (2 pts)

OFFENSE

Initiative +3

Telekinetic Blast, Toughness DC 25

Unarmed +10, Toughness DC 15 (17 for Improvised Weapon)

DEFENSE

Dodge	10	Fortitude	6
Parry	10	Toughness	10/2
Will	10		

COMPLICATIONS

Motivation—Sanity: Scatterbrain is just trying to find a balance and control of the rainbow of conflicting personalities rattling about in his head.

EQUIPMENT

Batons, Damage 1

Staff, Damage 2

Throwing Knives, ranged multiattack Damage 1

SKILLS

Acrobatics 7 (+10), Athletics 8 (+8), Close Combat (Unarmed) 4 (+8), Expertise (Streetwise) 6 (+7), Intimidation 8 (+12), Perception 7 (+11), Stealth 6 (+9), Vehicles 4 (+7)

ADVANTAGES

Chokehold, Close Attack 2, Contacts, Improved Hold, Improvised Weapon 3, Leadership, Takedown

Power Points: Abilities 42 + Powers 41 + Advantages 10 + Skills 25 + Defenses 23 = 149 points

SHOTGUN SALLY I & II

I: Female, 32, 5'10", 180 lbs., black eyes, brown hair

II: Female, 42, 5'5", 145 Lbs., green eyes, blond hair

Really: Sallie Ann Trevette first, then Lysette Mills

A part of: no regular organization. The first Shotgun Sally was a hired killer, and worked in temporary alliances and groups. The second was an utter rogue, occasionally teaming up with others more by accident than real intentions, and it never lasted long after the first punches were thrown.

Based out of: Texas. Sallie Ann worked out of Houston, and Lysette was taken over in Fort Worth, to wander around the Midwest and American Southwest.

Worked as: a professional assassin. Lysette was a housewife before she became a wandering murdering monster, poor dear.

Active during: the Iron Age

Looks: Sallie Ann is a tall woman in her early twenties with an athletic build, her hair cut short and spiked up, and dark makeup around her eyes and lips. Her costume is "biker chic"—tight leather pants, boots with spikes, tight bustier, dog collar and dark wraparound sunglasses. Lysette is her exact opposite, petite with light-colored hair and eyes, preferring rugged sportswear. When each becomes Shotgun Sally, they're encased in constantly squirming, obsidian-looking links of metal. In this form, they lack any facial features, but have long, flowing white hair. When it sinks beneath the epidermis of its host, sharp-eyed observers can sometimes notice a dark shadow slither under the skin, or behind their irises.

Known History: Sallie Ann Trevette was trouble since she could walk. Always rebellious and strong-willed, she was constantly running away from home before she was even thirteen. She committed one petty crime too many to celebrate turning eighteen, and was sentenced to boot camp. She trained as a

driver, but that didn't stop her from piling on the charm with other soldiers, getting them to show her cooler skills. She turned out to be an excellent sniper and enjoyed the feeling of "one hit, one kill." When her time was up, Sallie reentered civilian life to find work that would satisfy her.

Naturally, this was professional killing. Snuffing out people in a single twitch of her finger while



running from the law and vengeful enemies fulfilled the adrenaline junkie in her. She earned a decent reputation and made good money, living the life she wanted. That came to an end when a drug ring in New Mexico cornered her and sent her to her death over the side of a cliff. Instead, her body smashed close to a dormant alien artifact laying in the ravine since it crashed in the 1950s.

This device was a sentient piece of weaponized nanotech that awoke due to the flickering bio-electricity that suddenly arrived. It slithered from its containment shell, covering Sallie Ann like a chain shroud. It awoke in a kind of safe mode, sluggish and learning about its new surroundings, so it let Sallie Ann take the driver's seat. When she awoke, Sallie Ann sensed the intelligence in the suit and let it explain to her the powers it granted her. When she was ready, Sallie Ann leaped out of the New Mexico desert as the newest, most capable hired killer to hit the scene: Shotgun Sallie. She found plenty of work, and thrilled at battling superheroes. After a few years though, the suit had learned enough to power up fully. By that time, it found Sallie Ann had built up a resistance to its control. The suit left Sallie Ann just before the Torchbearers arrived for a showdown, as if it knew they were coming.

Lysette Mills had built up a wonderful life for herself in the few short years since graduating high school. She'd gone from popular cheerleader with the local football hero boyfriend to respected young mother with a hard-working husband. She adored her daughter, and seeing her show off her smarts at school. She couldn't have been happier. She had no idea what was lurking in the shadows one day, as the suit sought out a new host. It had seriously underestimated the energy it stored up from Sallie Ann, so while Lysette wasn't physically ideal, it latched on anyway. It found her mentally perfect when it effortlessly seized control of her mind. Renewed, this Shotgun Sally mercilessly practiced its powers on Lysette's neighborhood before, heading out to begin its own agenda. Whatever it is, no one has been able to figure it out, for the Suit doesn't speak any Earthly language. For her part, Lysette is only allowed pathetic pleas for help, enraged screams of

pain, or angry, insane diatribes about the fundamental unfairness of the universe. For now, Shotgun Sally strikes fast and hard, then heads back into the American desert to prepare for the next phase of its plan, whatever that might be.

Psychology: Sallie Ann Trevette is a thrill junkie who longs for those moments when her life is endangered. It's the only time she truly feels alive. She has no more concern for anyone's life than she has for her own and no concept of private property or personal space. Even before the suit, she was on the edge of being a sociopath; becoming Shotgun Sally just pushed her the rest of the way. Deprived of the suit, Sallie Ann has become a junkie denied her drug. She's desperate for power, for the thrill of superhuman combat, and nothing else can do it for her. This makes her more desperate and bloodthirsty than ever.

Lysette is an unwilling victim of the nanotech that grafted itself into her body. Her life has been ruined and she's on the run, not just from those who would imprison her or use her for evil purposes, but from her loved ones and the only ones who might be able to help her. Lysette herself isn't a villain, but the alien tech makes her do things she doesn't want to. Lysette has gone from a happy person with an average life to a self-loathing monster in an cosmic world. She even tried suicide once, but the suit prevented it.

Known Abilities: Sallie Ann is a capable killer, well-trained as a military sniper despite having not been allowed to become one; it's all secondary training or practice.

Lysette has no superhuman abilities, and doesn't even have specialized training beyond taking care of a house and husband. She was a cheerleader in high school, still flexible and athletic, but that's about all.

Shotgun Sally derives all her powers and abilities from the weaponized nanotech suit that has attached itself, first to Sallie Ann, then later Lysette. The suit grants its host enhanced reflexes, coordination and balance, as well as speed, leaping and protection from damage. The suit can replicate its

links, allowing it to explode in a furious rain of shrapnel, or it can fire more controlled ballistic attacks, all of which do tremendous damage and can hamper a victim with lacerations, broken bones and blood loss.

On the other hand: Shotgun Sally could have revealed to the suit one thing it hasn't learned: reproduction. Instead of being abandoned by the suit, Sallie Ann helps it develop extra mass and then they kidnap Lysette. No longer alone, Sallie Ann takes the tormented housewife under her wing, and the suit helps its progeny understand its potential. Now the world faces two such bloodthirsty monsters.

Campaign Use

Shotgun Sally has two distinct uses depending on the period of time the GM prefers. Her overall storyline can be used as presented above, and the powers can even be used as a template and moved on to new hosts at the campaign's needs. Early on, Shotgun Sally is a rather unsettling paid killer, very capable, with a powerful long-range punch and plenty of maneuverability. She's full of bloodlust and a desire to push herself to the edge. Facing her is a high-octane action thriller, trying to save the victims on her list while tackling someone who cares as little for herself as she does her targets.

Later on, the suit starts to take over other hosts, and she becomes a more monstrous opponent with alien motivations that provide the heroes with an ongoing mystery. They must deal with a nomadic monster who could start a rampage at any location, then turn into a typical suburban housewife and walk away unnoticed. She becomes less dangerous in some ways, since the host's skill set might not be designed for super-villainy; in other ways, she becomes harder to tackle since under the suit is an innocent woman. Either way, figuring out the goal will push the heroes. Once it tires of Lysette, or Lysette becomes unusable to the suit due to injury or death, it can move back to Sallie Ann (for all sorts of story complications, since she'll want the power, but resent the control, and might feel betrayed by

the suit), or onto a new host to further confuse the players.

Adventure Seeds

Sallie Ann has been hired to assassinate a former mob lieutenant who's agreed to testify against his bosses. The Feds call in the heroes to provide protection for their witness until the trial ends, so the mob hedges its bet by putting an open contract out on the turncoat, drawing a number of assassins and leaving everyone caught in the crosshairs.

Lysette attacks a nuclear reactor to steal irradiated boron rods for the suit's purposes, when Lysette's daughter is on a school field trip to the plant. She has to somehow alert the arriving heroes to the fact that her daughter is in danger, knowing the suit refuses to let her talk to anyone. How can she reach the suit's hated foes?

Sallie Ann hears of the new Shotgun Sally and goes gunning for this "sad substitute." She's desperate, and has basically sold herself to another villain for the powers needed to teach Lysette a lesson. Of course, the villain has his own reasons for helping Sallie Ann. The heroes have to keep Lysette alive, try to capture her, capture Sallie Ann, and uncover the patron villain's identity and plot!

EQUIPMENT FOR SALLY SHOTGUN I Cell Phone, Lock Release Gun, Night Vision Goggles

Sniper Rifle, ranged Damage 5, 19-20 Critical

Heavy Pistol, ranged Damage 4

Knife, Damage 1, 19-20 Critical

Bulletproof Vest, Protection 4, Limited to ballistics, Subtle 1

Car Size L, Str 5, Spd 5, Def 8, Tough 8

Shotgun Sally I

PL 12/ 170 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
6/2	8/4	5	5	4	1	3	1

POWERS

Ballistic Weapons Array, 30 pt. array

Claymore Attack, Damage 15 (Area—Burst, Selective; Unreliable—5 charges) (30 pts)

Ballistic Attack, ranged Damage 10 (Penetrating 10) (1 pt)

Ballistic Spray, ranged Damage 12 (Multiattack, Penetrating 6; Tiring) (1 pt)

Debilitating Attack, ranged Weaken 7 (Broad—Physical Abilities, Simultaneous) (1 pt)

Bio-Enhancers, Enhanced Strength 4, Enhanced Stamina 4, Leaping 7 (900'), Protection 6 (Fades), Speed 4 (30 mph) (30 pts)

Sentient Self-Replicating Weapon System, Activation—Standard action

EQUIPMENT

SKILLS

Athletics 6 (+12/+8), Close Combat (Knives) 6 (+10), Close Combat (Unarmed) 4 (+8), Expertise (Streetwise) 6 (+7), Investigation 5 (+6), Perception 5 (+8), Ranged Combat (Guns) 4 (+9), Ranged Combat (Thrown) 3 (+8), Ranged Combat (Weapons Array) 4 (+9), Stealth 4 (+9), Vehicles 5 (+10)

ADVANTAGES

Chokehold, Close Attack 2, Defensive Attack, Equipment 7, Grabbing Finesse, Improved Aim, Improved Critical 2 (Rifles), Power Attack, Ranged Attack 3

OFFENSE

Initiative +5

Ballistic Attack +12, Toughness DC 25 (Penetrating 10)

Ballistic Spray +12, Toughness DC 27+ (Multiattack, Penetrating 6)

Claymore Attack, Dodge DC 25 for ½ effect, Toughness DC 25/20

Debilitating Attack +12, Fortitude DC 17

Knife +12, Toughness DC 22/18, 19-20

Sniper Rifle +12, Toughness DC 20, 17-20 critical

Unarmed +10, Toughness DC 21/17

DEFENSE

Dodge	8	Fortitude	12/8
Parry	8	Toughness	14/4
Will	6		

COMPLICATIONS

Motivation—Thrills: Sallie Ann is an adrenaline junkie. The more danger she's in, the bigger the rush she gets, often leading her to take unnecessary risks.

Sentient Weapons Suite: The armor Sallie Ann Trevette wears as Shotgun Sally is a totally alien nanotech hive mind that normally hibernates beneath the epidermis, possessing its own self-awareness and interests. While it gets along with Sallie Ann, she can't always be sure when the armor will erupt on its own for some unknown reason, or choose to remain hibernating or even switch off in battle.

Power Points: Abilities 50 + Powers 61 + Advantages 19 + Skills 26 + Defenses 14 = 170 points

Shotgun Sally II**PL 11/113 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	10/6	6/2	1	0	2	0

POWERS**Ballistic Weapons Array**, 30 pt. array

Claymore Attack, Damage 15 (Area—burst, Selective; Unreliable—5 charges) (30 pts)

Ballistic Attack, ranged Damage 10 (Penetrating 10) (1 pt)

Ballistic Spray, ranged Damage 12 (Multiattack, Penetrating 6; Tiring) (1 pt)

Debilitating Attack, ranged Weaken 7 (Broad—Physical Abilities, Simultaneous) (1 pt)

Bio-Enhancers, Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Ranged Attack 5, Leaping 7 (900'), Protection 6 (Fades), Speed 4 (30 mph) (35 pts)

Sentient Self-Replicating Weapon System, Activation—Standard

SKILLS

Acrobatics 2 (+12/+8), Expertise (Local Area) 4 (+4), Insight 3 (+5), Perception 3 (+5)

ADVANTAGES

Defensive Roll 2, Improved Defense, Instant Up

OFFENSE

Initiative +10/+6

Ballistic Attack +11, Toughness DC 25 (Penetrating 10)

Ballistic Spray +11, Toughness DC 27+ (Penetrating 6)

Debilitating Attack +11, Fortitude DC 17

DEFENSE

Dodge	12/8	Fortitude	4
Parry	3	Toughness	10/2
Will	2		

COMPLICATIONS

Hatred—Herself: She has become a monster, unable to even control her own body. If she could die she would.

Motivation—Acceptance: Lysette believes that she has little hope to ever get rid of the curse that is her own body. She is constantly trying to find ways to control or to deny it happening. Unfortunately, the more she fights it, the more it fights back.

Obsession—Cure: Lysette has tried everything from meditation to illegal narcotics in an effort to shut down the monster that has taken over her body. Somewhere out there must be some way of getting rid of it.

Power Points: Abilities 26 + Powers 71 + Advantages 4 + Skills 6 + Defenses 6 = 113 points

WASTELAND

Genderless, age inapplicable, 6'8", 400 lbs., baleful yellow, no hair

Really: unknown

A part of: no organization

Based out of: wherever ecological damage has occurred

Worked as: an unnatural avenger of the Earth

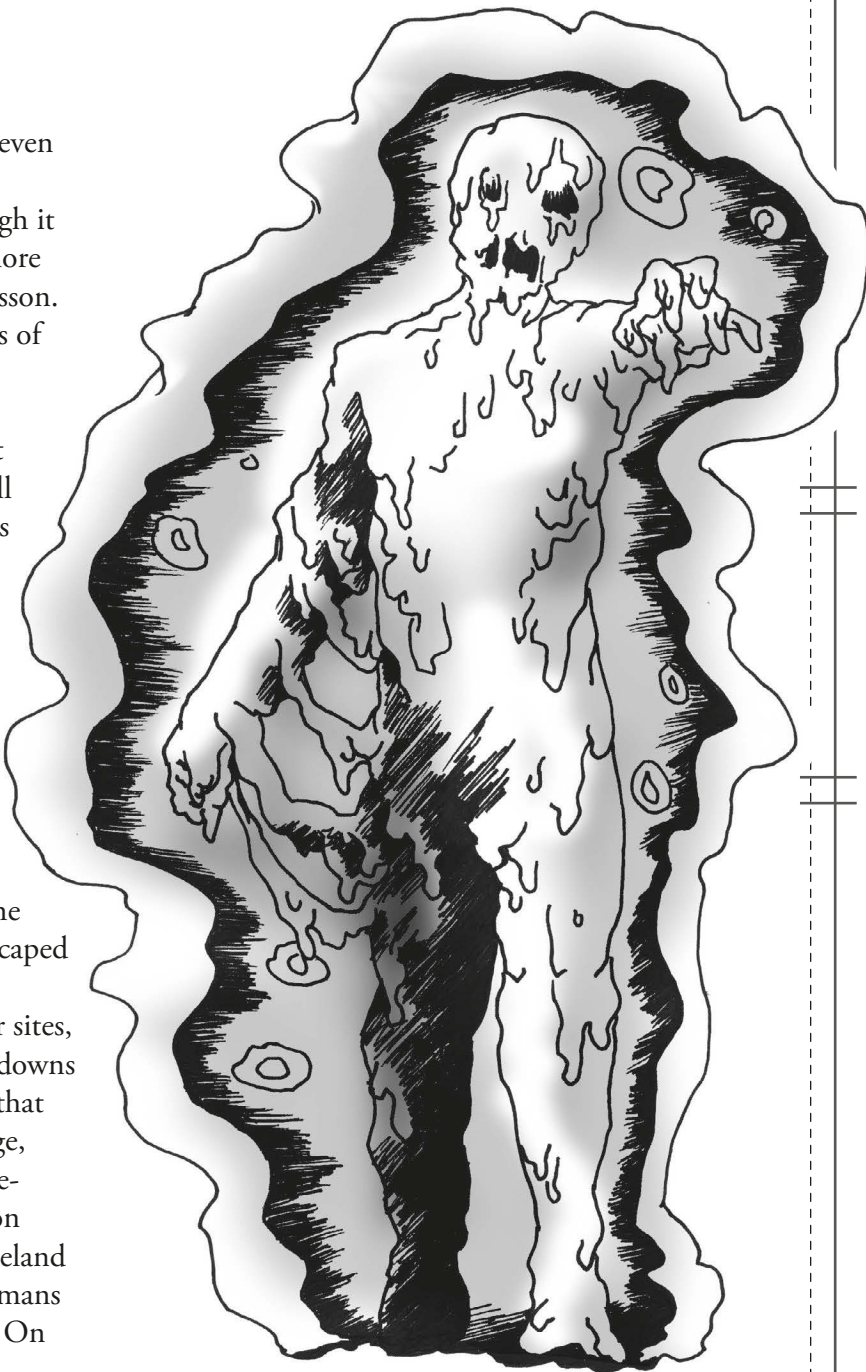
Active during: the Iron Age

Looks: This mindless monstrosity is a nearly seven foot tall walking pile of toxic waste, discarded biowarfare and raw solid pollution. Even though it bears the shape of a man, it is anything but, more a force of nature spawned to teach a terrible lesson. Its glowing yellow "skin" is dotted with chunks of barren earth. Stay far, far away.

Known History: One day, Wasteland just sort of oozed up out of a secure government landfill for obsolete biowarfare research, nuclear wastes and fuel residue, and other solid contaminants. There was supposed to be a maximum capacity in place, with carefully controlled separation of materials. The incoming waste mounted up quicker than intended however, and those contingencies fell by the wayside. They mixed, they mingled, and a portion at the very center somehow fused into a semblance of life. Wasteland destroyed the facility, starting an inferno that raged for a week. By the time it was finally put out, the monster had escaped into the countryside.

From there, Wasteland was drawn to disaster sites, whether it be toxic piles like Love Canal, meltdowns like Three Mile Island, or cargo ships of trash that couldn't find a home. It would go on a rampage, adding to the catastrophe until driven off or destroyed, only to reappear in some other location and begin again. Some people claim that Wasteland represented Mother Earth's fury at the way humans poisoned her, but I'm not too sure about that. On

the other hand, Wasteland's presence was particularly upsetting and hurtful to Maiden of the Mist, so that might be a clue.



Psychology: That would imply that Wasteland has a mind. It is more of a mindless force that strikes out against anything and anyone in reach. If someone is controlling its rampages, they don't do a good job. The only common factor is that it shows up, trashes what it can and slugs it out with whoever shows up until driven off or destroyed.

Known Abilities: Wasteland's body is extremely resistant to damage due to its semi-fluidity and the caustic chemicals that hurt whoever strikes the beast. Even when destroyed, it will reconstitute itself in a few weeks. Wasteland can generate an amazing variety of chemical attacks to hurl at enemies, inflicting any number of diseases, poisons, and viruses or afflicting a target's senses.

On the other hand: There's not a lot of other hands, actually. It's a mindless beast coalescing from the piles of toxic refuse built up over decades of carelessness. It's a pretty universal truth. I've heard of one timeline where the beast actually coalesced around a scientist that tried to expose corruption, and this Wasteland makes an intelligent domestic terrorist.

Campaign Use

Wasteland is a mindless monster with a ecological theme. Heroes don't really defeat Wasteland as much as limit his destruction or get rid of him for a while. If engaged in combat, Wasteland ignores the heroes until someone does a significant amount of damage to him. Once the heroes have established themselves as a threat, Wasteland alternates his biowarfare and chemical splash abilities in a radius around him. If the heroes attack from range, Wasteland uses his chemical splash attack.

Adventure Seeds

Wasteland appears in the aftermath of a nuclear meltdown, twice as big and particularly angry. The heroes have to help rescue teams with survivors while battling a rampaging super-monster! What if the meltdown is in another country? Now they need

to negotiate tricky diplomacy and antsy locals, all before Wasteland has a chance to go critical mass!

A group of anti-nuke activists have discovered how to control Wasteland with the help of a mysterious benefactor. They're threatening America's nuclear stockpiles, and the heroes have to figure out how it's happening. Who is the benefactor? What do they gain out of the destruction? How can they free Wasteland?

Customization Notes

Wasteland

PL 12/190 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
10	—	1	5	5	-2	0	4

POWERS

Inhuman Construction, Immortality 2 (1 week), Immunity 30 (Fortitude checks), Insubstantial 1 (permanent), Protection 15, reaction Damage 4 (Secondary Effect) (74 pts)

Toxic Stew 42 pt. dynamic array

Biowarfare, Variable 6 (Move action; Limited to Weaken powers, dynamic) (43 pts)

Chemical Splash, ranged Affliction 14 (vs. Fortitude, Impaired Perception+Dazed/Disabled Perception+Stunned; Cumulative, Extra Condition; Limited to two degrees; Dynamic) (2 pts)

SKILLS

Intimidation 8 (+12), Perception 4 (+4), Ranged Combat (Thrown) 4 (+9)

ADVANTAGES

Close Attack 4, Diehard, Fearless, Power Attack, Ranged Attack 4, Weapon Break

OFFENSE

Initiative +1

Chemical Splash +9, Fortitude DC 24

Thrown Object +13, Toughness DC 25

Unarmed +9, Toughness DC 25

DEFENSE

Dodge	8	Fortitude	—
Parry	9	Toughness	15
Will	4		

COMPLICATIONS

Lack of Manual Dexterity: Although human-shaped, Wasteland has no fingers, so anything requiring digital manipulation is beyond him.

Motivation—Vengeance: Wasteland is an avenger of the callous damage that the human race inflicts on the planet, a force of nature bent on teaching lessons through terror.

Power Points: Abilities 36 + Powers 119 + Advantages 12 + Skills 8 + Defenses 15 = 190 points

THE SILICON AGE TONE

Comics of the Modern Age are a direct reaction to the Iron Age. Like most things that get overused and overexposed, the dark anti-heroes fell out of favor as readers wanted more optimistic heroes. This was especially true as the real world faced growing economic challenges, increased international strife, and the rising tide of terrorist activity. Heroes had been deconstructed to death, and now they were portrayed as modern gods, beings of great power who will either be humanity's salvation or its destruction. These characters were handled far more realistically than the over-exaggerated drama of the previous era, and comics came to be far more in line with the real world. A goodly amount of this tonal shift can be placed at the feet of the attack on the World Trade Center in 2001, a tragedy so great that people were reminded that real heroes exist and don't run about in spandex doing improbable things. Comic heroes were extremely powerful but great pains were taken to ground them in "reality," and to make sure above all else that they were human beings rather than cartoons played for cheap exploitation.

Along with moving from the "shock and awe" writing of the Iron Age, attempts were made to either "move super-hero comics forward", tackling real world themes in new ways to establish long-term shifts of story and atmosphere over an entire fictional universe; or to restore the best elements of the old Silver Age, this time with "modern sensibilities." As the phrase Modern Age would indicate, these experiments are still on-going, and make for fascinating study as groups attempt to apply the best of what they like to their own gaming.

Another element of the Modern Age is the weird: trying to accept the fundamental absurdity of super-hero reality and the "physics" that accompany it and take them to their ultimate end. This can result in all sorts of high strangeness that sees the gimmicky, awkward elements of comic books' history reapplied

in new and inventive ways to tell stories that somehow still look at the real world. Often, these stories and characters are aware to some extent that their lives are not their own, or not real, and are interested in tackling what that might mean for them.

These often disparate viewpoints are applied in this chapter with characters set at the default PL 10/150 points, since super-humans in this age aren't solely about brute force, but also interesting powers, or dealing with weird events surrounding their lives.

One last note on the Modern Age of Comics: it's a modern age for us, the creators and readers, but for our beleaguered narrator Danni CIPHER, it's still ancient history. For Danni's discussion of the characters and events of this time period, the phrase "Silicon Age" is used instead, maintaining the material progression, and owing to the prevalence of our computerized society. Danni will be the first to point out that it's all still up in the air, and "Silicon Age" might someday be cast aside by future historians. If Danni can save the future, that is.

PURSUIT OF JUSTICE

IT Girl, Jimmy Hazard, La Diabolica, Resplandora, Rotoscope, Skyscraper, Synapse

History: At the start of the 21st century, new heroes arose: heroes with a different look and different feel to them. But unlike some of the brutal vigilantes of the previous decade, these were true heroes. They just did things their own way.

That's what led to the Pursuit of Justice. Or the Vigil. Maybe the Thrillseekers. Most of the media just stuck with the Pursuit of Justice, and that's what I'll do here. Some of these newer heroes fell into the same routines as their predecessors, first pairing up, then a trio here, or a foursome there, to work on cases that drew their common interests. Eventually, these small groupings became a team that kept in contact through the social media of the day, taking advantage of the growing power of the Internet to keep each other apprised, coordinate activities, and bypass the notion of regular meetings and central headquarters.

It was after their third outing, to stop Doctor Colony's latest scheme to "enlighten" humanity, that the press finally cornered them for questions about their existence. When asked if they were officially banded together to uphold law and order, Resplandora answered, "We're not law and order. We're the pursuit of Justice." From there came the name the media applied to them. Why? Well, because when you look at their group's message board, you'll find a dozen threads labeled with group names: Seekers, Thrillers, Thrillseekers, the Vigil, Team Extreme, and more. They never did get a consensus.

And so the Pursuit of Justice became official in the eyes of the world. They worked together as needed, in small units or the whole group, as their social pages and electronic alerts called to them. They didn't do monitor duties, or run a central base, but they were effective nonetheless.

Resources: The Pursuit of Justice were never organized enough, at least in the beginning, to have

group equipment. They all lived in different parts of the country and tended to stay in those areas unless drawn away by an active case. Their use of social media enabled them to stay in regular contact without the need for scheduled meetings, and their use of RSS, search engines and website alert programs meant that "monitor duty" wasn't really necessary either. The wealthier members made sure that everyone in the group at least had basic laptops or smartphones, keeping them connected. Beyond that though, they maintained few resources.

Legacy: The rise of social computing impacted the super-team the same way it impacted everything else, and that's one of the legacies of the Pursuit. They were close internet friends, but never quite gelled or socialized the way earlier teams did. In some ways, they were in more constant contact with each other, while in others, they were more distant. They trained together less often, and they managed to work well without all the organizational frameworks that held other groups together. This would resonate down the years, offering other ways for groups to bring the good fight to the people of the world.

IT GIRL

Female, 21, 5'2", 115 lbs., brown eyes, black hair

Really: Neesha Briggs

A part of: the Pursuit of Justice

Based out of: Washington D.C.

Worked as: a research assistant

Active during: the Silicon Age

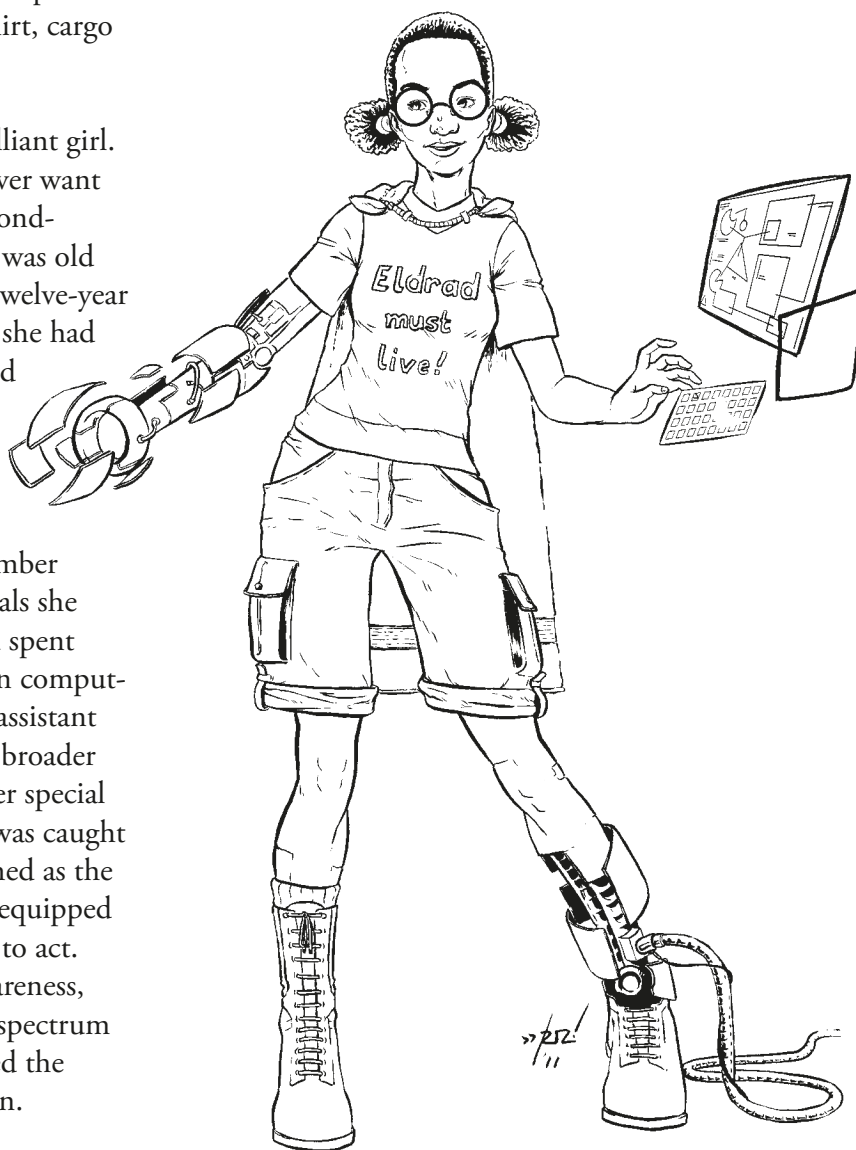
Looks: IT Girl is an undersized African-American geek girl with an oversized intellect. She's in her early twenties, with dark hair dyed two tones, and mocha-colored eyes behind a bridge-pierced pair of eyeglasses. Her normal attire is a sci-fi t-shirt, cargo shorts and a pair of boots.

Known History: Neesha was always a brilliant girl. Her parents worked hard so she would never want for books, and even managed to buy a second-hand computer for her when they felt she was old enough. Within six months of study, the twelve-year old Neesha had rebuilt it. The few friends she had gave her strange looks when she mentioned it as well, so she just kept her mouth shut after that. She focused on high school, and the scholarships she'd need to win to get into a good technical college.

With her gifts, she had the edge in a number of science fairs and racked up the credentials she needed. She won her full ride to MIT and spent three years acquiring her Master's degree in computer engineering. She went on to a research assistant job for a prominent physicist, acquiring a broader scientific background, all while keeping her special gifts a secret. This changed when Neesha was caught in a bank heist gone awry. Everyone watched as the outgunned police struggled with the well-equipped criminals. The young girl realized she had to act. She grafted a security camera for 360° awareness, then turned her smartphone into a multi-spectrum energy weapon. In minutes, she'd disrupted the criminals and the cops brought them down.

Her actions drew the attention of the Pursuit of Justice and Jimmy Hazard was sent to recruit her. One fancy lobster dinner and whirlwind night of dancing later, she was convinced that becoming the team's IT Girl would let her do a lot of good and give her a circle of friends she could be open with. She hasn't looked back since.

Psychology: Neesha loves science and pop culture in equal measure, marking her as a geek in her time.



A brilliant geek, who often tosses out pop references mingled with high-tech jargon in such a way that even other experts (in either area) can become confused about which is which. She's upbeat and friendly, if not outgoing. She's just more comfortable with people approaching her. She's also savvier than the typical geek, having grown up in a tough neighborhood. Then there's the heavy crush she has on Jimmy Hazard since her recruitment "dinner," which she doesn't pursue because of that 'not outgoing' thing combined with his womanizing. He'll come to her when he's ready, she consoles herself.

Known Abilities: Neesha Briggs is a brilliant computer engineer and scientist, with an eidetic memory and innate understanding of technology, and this alone would make her invaluable to her teammates. But she also has the ability to incorporate technological devices into her own body, adding their capabilities to hers. She can then apply her knowledge to adjust these properties, providing her with an almost limitless array of powers. Her only frustration is having difficulty making some of her more wild advances work when they're not grafted onto her body.

On the other hand: Her ability to become one with technology lured her into a stronger connection with computers. This brings her consciousness onto the Internet, altering and expanding her thought process. This Neesha barely thinks of herself as a "mere human" anymore, instead focusing her expanded reach, to become the center of a real world-wide web of information and espionage. She's also become a rallying point for people who see the virtual world as superior, and the information superhighway as the only way to live. She's building up a cult of personality, like the goddess she believes herself to be, dedicated to changing the world to fit the needs of her and her followers.

Campaign Use

IT Girl is the super-scientist with elements of being a cyborg, but with a difference: she's only a cyborg when she needs/wants, and even then it's very modular in nature. This makes a versatile character type, for players who enjoy a creative array of abilities that changes up regularly. In combat, she'll draw on available tech to become whatever the group needs of her, adjusting herself as necessary.

She's also the geek, with quotes and in-jokes drawn from pop culture peppering her speech. She's not an awkward geek however, but geek chic and geek cool, with the smarts and know-how to back it all up. As the resident expert on technology, she can usually answer any question the heroes have and figure out the mystery tech of the plot.

Adventure Seeds

IT Girl has incorporated a computer into herself that just happened to have Micro Mini in it at the same time. The heroes have to figure out why their friend has gone nuts with a whole new personality, while Neesha and Micro Mini have to learn how to undo the damage before it's too late!

Neesha's being blackmailed by the Scavengers, who need her to enhance their own group-think. They reveal to her that there is nowhere she can hide her parents from them. How can she protect her family and stop the Scavengers in a way that convinces everyone never to try this again, but doesn't compromise the team's heroic ideals?

IT Girl**Neesha Briggs**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	3	2	5	2	6	3	1

POWERS

Techno-grafting, Variable 5 (Move action; Technology Check DC 15, Limited—Only able to mimic technology present, Removable -6) linked to Transform 6 (50 lbs; any technology is merged into her body; Move action) (48 pts)

SKILLS

Expertise (Computers) 9 (+15), Expertise (Physics) 6 (+12), Expertise (Teaching) 4 (+10), Insight 5 (+8), Investigation 4 (+10), Ranged Combat (Energy Weapons) 4 (+9), Technology 8 (+14)

ADVANTAGES

Close Attack 3, Eidetic Memory, Improved Defense, Improvised Tools, Inventor, Jack-of-all-trades, Teamwork, Ultimate Skill (Technology), Well-informed

OFFENSE

Initiative +3

Energy Weapons +9

Unarmed +5

DEFENSE

Dodge	9	Fortitude	7
Parry	9	Toughness	3
Will	12		

COMPLICATIONS

Motivation—Responsibility: IT Girl never intended on being a hero, but figures if she has these powers, she might as well use them for everyone's benefit.

Obsession—Technology: Neesha is a technophile, and easily distracted by cutting edge gadgets, even if more pressing matters are occurring. A good bit of her spare time is taken up with designing ways to take advantage of her powers.

Power Points: Abilities 44 + Powers 48 + Advantages 11 + Skills 20 + Defenses 27 = 150 points

JIMMY HAZARD

Male, 27, 5'10", 210 lbs., blue eyes, brown hair

Really: James Achilles Hazard

A part of: the Pursuit of Justice; runs his own detective agency, Jimmy Hazard Services

Based out of: Pasadena, California

Worked as: a private detective and hero for hire

Active during: the Silicon Age

Looks: Jimmy Hazard's what you call a hottie.

Wavy brown hair, sapphire eyes, that cocky grin that really should irritate but instead just melts...sorry, I was saying? Oh right, Jimmy's a good-looking guy, who dresses in a modern hipster style. Baggy blue suit coat, beige pants, white shirt unbuttoned to give a glimpse of the goods beneath, it's a total package. He's a smooth, suave collection of easy smiles, strutting, womanizing and adventuring.

Known History: According to the story, Jimmy Hazard was literally born under a lucky star. It was the Lucky Star Pub and Grille, granted. He certainly seemed to have the fortune to go with it.

He was born in a cab under the neon flickering of the sign, with his father and the cabbie there to help deliver him. He grew up with a natural gift for athletics, a flare for fast-talk, and all the luck of the Irish. Never broke a bone, never took a sick day, never a missed opportunity. He earned good grades in school, got a criminology degree, then set up shop in Pasadena ready to become an ace investigator, the super-hero to the stars.

He knew all the right people, shook all the right hands, and with a self-assured smile combined with a stiff left hook, Jimmy Hazard had what it took. He did a lot of pro bono work in those early lean years, to get his name out there. But the reporters loved him (even the male reporters, even if they won't admit it, Jimmy assures us), and his name had zing and media appeal. By the time he worked alongside others in the Pursuit of Justice, he was absolutely

the star of the case when it broke open. At first, they went their separate ways, because Jimmy's about the money, and the group was about..well, the Pursuit of Justice. Eventually, they put Jimmy on retainer because his contacts were just too useful to be without. He made it so much easier to convince people they were a legitimate help, so there it is.

Of course, this is Jimmy Hazard. Is this origin story true? Or media fabrication? Modern urban storytelling to put a shine on the hero of the day? Does it really matter? Jimmy's a good guy, with sharp looks, a keen eye, a mean punch, and most important, deep down inside, whether or not he denies it, a decent heart.



Psychology: Jimmy's very laid back, never letting himself get too ruffled. From a martini that's not dry enough, to an overdue payment, to an alien invasion, he'll get a resolution that makes him happy. He likes his ladies, his drinks, and his press, pretty much in that order. He enjoys his money too, but that just enables his lifestyle. Despite all that, Jimmy is a hero at heart. He stands up for the weak, defends the innocent, and avenges the persecuted; he just does it in his own slick fashion. He does get paid for his super-hero work, but the sliding scale of his charges would surprise people if they were allowed to see his ledgers. He's reached a point where the rich people have made him enough money to take on plenty of charity cases. Really, that's why he charges his teammates: it gives him the ability to help the poor even more. But you'd never ever get him to admit it.

Known Abilities: Jimmy Hazard is in great physical shape, very athletic and one of the best martial artists on the planet. He's also a keen investigator, with sharp eyes and a glib tongue that can worm out all manner of information important to his cases. When all else fails, he can shoot and drive with the best of them, too.

Then there's the luck. There's no way a normal person could survive the things Jimmy's walked away from. I don't know about this super-luck, but I do know that things absolutely go Jimmy's way. If Jimmy's in the area, his allies often find things easier on them, and occasionally harder on their enemies (another reason he's kept on retainer by the Pursuit). Does that make him superhuman? Can he alter the laws of probability? If you ask Jimmy, he'll shrug, buy you a drink, dance the night away with you, and leave you waking up in the morning with a smile.

On the other hand: Jimmy could be a ruthless snake if he applied that glib tongue for self-serving ends. With his boundless luck, penchant for cons and athletic gifts, Jimmy could leave a trail of ruin in his wake. But then again, it might be much worse. Emotional destruction, broken hearts and

wrecked homes, finances stolen away and the hopes bound up in that money stolen with them.

If this Jimmy got a taste for blood, if he developed a hunger for ending lives, he could become a serial killer the likes of which could frighten the law and super-heroes alike.

Campaign Use

Jimmy Hazard is the super-normal brawler and investigator. He's the detective of the team, able to work out mysteries and expose criminals. He's tough in a fight, holding his own through decent defenses, high attack bonuses, and combat advantages. However, his big edge in combat is the Luck power. He has all four effects of Luck, and he's strongest when helping his allies, who can cover for him while hindering the enemy trying to punch the smirk off his face. He jabs and moves, a hit-and-run expert best in combat helping his super-powered allies.

He's the guy who people like to talk to, even if they think they don't. He's happy, relaxed, almost a slacker, but he's very sharp and knows how to apply his laid-back demeanor to disarm wary people. He should never feel great angst, but melodrama is still possible. After all, he might be a womanizer, but he's not heartless. He's a scoundrel, not cold, and when he's with a woman, she's the center of his world. He'll be moving on to the next woman to orbit around fairly soon, but never in a way that leaves people angry, hurt or badly off. He's the guy with that annoying talent of leaving friends in the wake of ended romances.

Adventure Seed

Someone is collecting Jimmy's former lady-friends. As they disappear, people are beginning to suspect Jimmy is more than just a super-investigator. Do his fake history and smug grin hide a much more alarming threat to society? Can the heroes unravel the mystery before Jimmy faces the long arm of the law? If he's already in prison, the heroes have to do it with limited access to their primary detective, while he faces vengeful cell-mates!

Jimmy Hazard

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	5	2	2	8	2	2	1

POWERS

A Very Lucky Guy, Luck Control 4, Movement 4 (Safe Fall, Sure-footed 2, Swinging) (20 pts)

EQUIPMENT

Armored Sports Car (30 pts)

Size L, Str 5, Spd 7 (200 mph), Tough 9, Def 9;
Navigation System, Oil Slick, Remote Control;
Sub-machine guns, ranged multiattack Damage 5

Heavy Pistol, ranged Damage 4 (8 pts)

Knuckledusters, Damage 1, subtle 1 (2 pts)

Smartphone (cell phone, camera/internet), Lock Release Gun, Binoculars

SKILLS

Athletics 8 (+10), Close Combat (Unarmed) 5 (+13), Expertise (Current Events) 6 (+8), Investigation 10 (+12), Perception 6 (+8), Persuasion 8 (+9/+14 w/Attractive), Ranged Combat (guns) 8 (+10), Stealth 5 (+7)

ADVANTAGES

All-out Attack, Attractive 2, Connected, Contacts, Defensive Roll 5, Equipment 9, Improved Critical 2 (unarmed), Improved Disarm, Improved Initiative 2, Improvised Weapon 2, Jack-of-All-Trades, Languages 3 (French, German, Japanese, Spanish), Luck, Power Attack, Second Chance (Investigation), Ultimate Skill (Deception), Well-Informed

OFFENSE

Initiative +10

Car SMGs +10, Toughness DC 20+ (multiattack)

Heavy Pistol +10, Toughness DC 19

Unarmed +13, Toughness DC 17; DC 18 with knuckle dusters or with Improvised Weapon; Critical 18-20

DEFENSE

Dodge	10	Fortitude	8
Parry	10	Toughness	10/5
Will	8		

COMPLICATIONS

Code of Ethics: Jimmy abides by his contract, never betrays a client, and if he fails one, he'll go to the wall to make reparations. He won't commit murder; he's an adventurer, not an assassin.

Motivation—Paycheck: Jimmy Hazard is a mercenary, first and foremost. Is there a heart in there? Sure. Has he offered charity ever? At least once or twice. But in his view money does buy justice, and in the long run, he's cheaper than a lawyer.

Public Identity: Jimmy Hazard Services is his career and social life. He likes the celebrity lifestyle.

Power Points: Abilities 48 + Powers 20 + Advantages 35 + Skills 28 + Defenses 19 = 150 points

LA DIABOLICA

Female, 31, 6'3", 185 lbs, red eyes, black hair

Really: Katherine Demers and Catherine DeMarco

A part of: the Pursuit of Justice

Based out of: Washington D.C.

Worked as: a nun and a gladiator

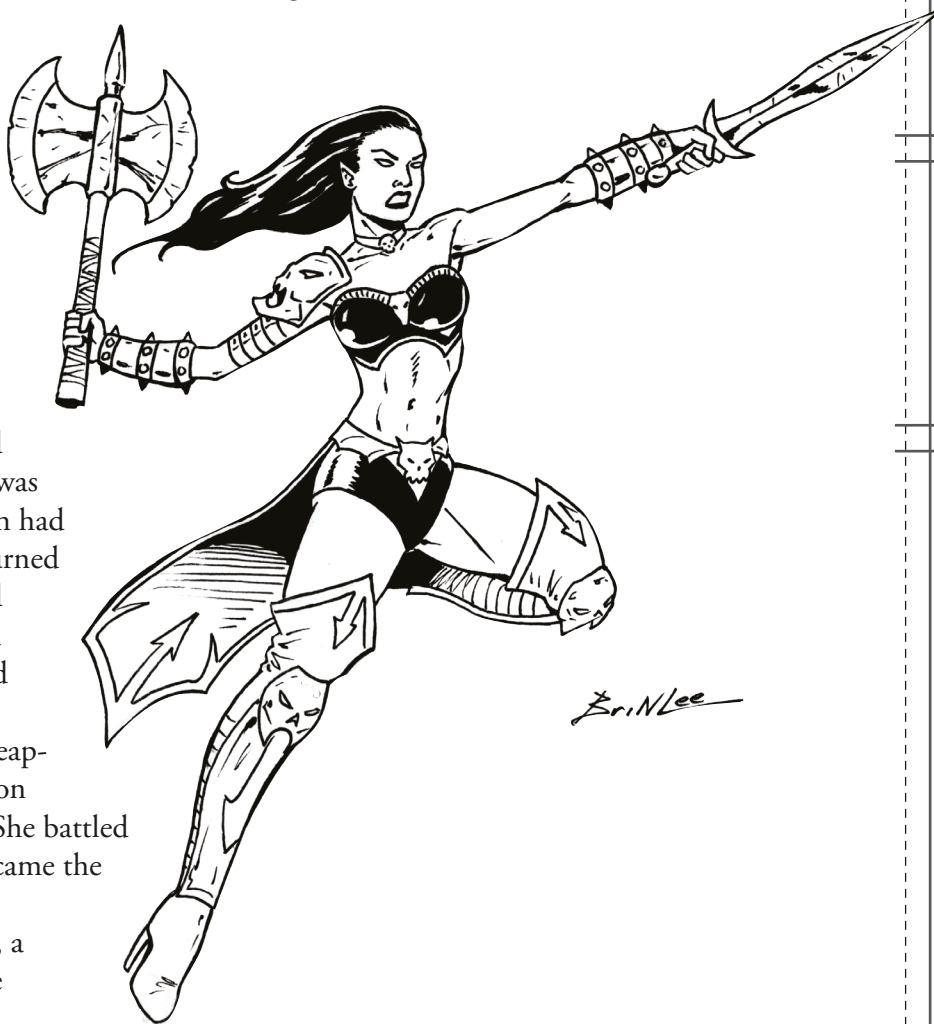
Active during: the Silicon Age

Looks: Sister Katherine is a demure girl of Italian descent with brown eyes and chestnut hair. She wears simple dresses with dull colors, hiding her looks as best she can so she can serve the people without distraction. That all changes when Catherine awakens and they become La Diabolica. Her hair turns as black as pitch, her eyes burn blood red, her skin pales, and she wears Infernal armor that somehow protects the body but not her modesty.

Known History: During the American Revolution, young Catherine DeMarco made an infernal bargain to save her Loyalist sister from a wasting disease when she felt that God had forsaken them both. As she matured, she began to wonder about the cost. She could feel the taint on her soul, and even though her sister lived, Catherine was never sure if the deal or her family's faith had saved her. As she reached old age, she turned to holy men, bought religious texts, and fought to find a loophole. On her death bed, she begged God for forgiveness and an angel came to her with an offer: she would enter Hell armed with its own weapons, and battle for the survival of souls on the cusp. She could win her soul back. She battled for centuries to save her charges and became the most feared Infernal gladiators.

Three centuries later, Sister Katherine, a Grey Nun, found a child believed to be

a victim of demonic possession. An exorcist was dispatched to assist. The exorcist lost control of the rite with the demon and its enforcer, Catherine DeMarco. With the exorcist brutally killed, Katherine stepped in to save the child. Catherine pleaded with Katherine to open her soul up to Catherine's soul to defeat the other demon. Katherine agreed, and the two souls fused together, giving Katherine the power needed to defeat the demon and save the child. Sister Katherine was mortified to find their two spirits fused in her body, while Catherine was delighted to be alive again. They struggle to forge a balance while battling the evils of the world in their distinct ways.



Psychology: The two women share the same body but maintain their separate personalities. They try to keep things balanced, with Katherine running their private life and Catherine dominating as La Diabolica, but key moments or memories that resonate strongly with either of them can disrupt that focus. Sister Katherine is calm, introspective and restrained, very much ashamed at the scandalous appearance of La Diabolica, and Catherine's more vulgar entertainments. Catherine is forceful, demanding and vivacious. She gets a thrill out of embarrassing Katherine in small ways, but would never actively ruin her ability to do good work. The women share a belief in justice and protecting the innocent from the shadow world of sin.

Known Abilities: La Diabolica possesses tremendous strength and stamina, as well as great skill in combat. Then there's her arsenal, an extra-dimensional space from which she can draw an endless supply of weaponry. These weapons are magical by nature, able to strike insubstantial beings and objects, and draw on the full history melee conflict, including paired, two-handed, and other weaponry. Even thrown weapons can be found in this arsenal; anything that's not modern. She wears a suit of armor designed to both guard her body and show it off in mystical fashion, something Catherine has learned to enjoy, even though Sister Katherine is appalled.

On the other hand: when you play with fire you get burned, and when it's hellfire, it burns even hotter. Years of fighting for her life in Hell have driven Catherine past caring about the souls she was supposed to save. Instead, she just revels in battle and bloodshed. She used the demon prince's attempted escape to trick Sister Katherine, and now she has no intention of ever relinquishing control. Catherine is back among the living and she intends to live it up without any more remorse or regret...or justice.

Campaign Use

La Diabolica is a dual being; one devoted to Heaven, one defying Hell and both seeking the salvation of the innocent. She's a combination of weapons expert and occult specialist. One of her two personalities is respectful, modest and gentle, the other hard-bitten, cynical and raucous. She offers a range of options for both role-play and adventure use as a result, good for people who like to straddle divides. In combat, she's a hard-hitting toe-to-toe fighter with centuries of experience against infernal forces, able to dish out and absorb a lot of damage. She's a trained gladiatrix however, and not very skilled in teamwork, often playing the role of feral striker in a battle.

Adventure Seeds

The heroes are swallowed by Hell and Catherine has to summon Katherine into her Infernal body. Now the heroes learn first-hand the horrors that Catherine has gone through, and face off against any number of La Diabolica's arch-foes, while Sister Katherine struggles to bring light to a desolate dimension and cope with the foreign body.

Religious radicals raise a public outcry against La Diabolica and her Infernal origin, trying to discredit her as a hero. All their protests, web videos and text feeds have stirred trouble but failed to make a difference, so now they're taking a drastic step: staging a fake Satanic rite in her name and luring the police to break up the sacrifice. But when they accidentally summon up the demon prince she stopped during her own escape from Hell, can she save their ungrateful souls?

La Diabolica**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
5	6	2	3	6	2	3	3

POWERS

Hellish Armor, impervious Protection 6 (Sustained), Feature—Quick Change (13 pts)

Unending Arsenal, 11 pt. array

Melee Weapons, Damage 3 (Str-based; Affects Insubstantial 2 (w/Strength), Reach 1, Split 1 (w/Strength), Feature—Can draw forth any melee weapon) (11 pts)
 Thrown Weapons, ranged Damage 4 (Str-based; Affects Insubstantial 2 (w/Strength), Feature—Can draw forth any thrown ranged weapon) (1 pt)

SKILLS

Athletics 4 (+9), Close Combat (Unarmed) 4 (+10), Expertise (Hell) 8 (+10), Expertise (Theology) 8 (+10), Insight 4 (+7), Intimidation 7 (+10), Perception 4 (+7), Persuasion 3 (+6/+8 w/Attractive), Ranged Combat (Thrown) 6 (+9), Treatment 4 (+6)

ADVANTAGES

All-Out Attack, Assessment, Attractive, Close Attack 6 (Limited—not for Unarmed), Fascinate (Persuasion), Favored Foes (Demons), Fearless, Improved Disarm, Improved Trip, Power Attack, Ranged Attack 2, Seize Initiative, Takedown 2, Throwing Mastery 2, Uncanny Dodge

OFFENSE

Initiative +2

Melee Weapons +12, Toughness DC 23

Thrown Weapons +11, Toughness DC 24

Unarmed +10, Toughness DC 20

DEFENSE

Dodge	8	Fortitude	12
Parry	8	Toughness	12/6
Will	8		

COMPLICATIONS

Driven: La Diabolica is ruthless and unforgiving in her war on evil, though she has yet to cross the line in taking a life since her return to the world of the living.

Flashbacks: Catherine spent centuries in Hell, battling to rescue lost innocents from demonic realms. Her time as an infernal gladiator haunts her dreams, and can seep out during similar events.

Motivation—Justice: La Diabolica seeks out the wicked with a relentless need to redeem her sins, housed in the body of Sister Katherine, who likewise seeks redemption.

Shared Body: Sister Katherine and Catherine Demers share the nun's body, and it's hard for them to keep their thoughts separate as a result; this can confuse La Diabolica at inopportune moments, especially when they disagree on how to handle a situation

Power Points: Abilities 60 + Powers 25 + Advantages 20 + Skills 26 + Defenses 19 = 150 points

RESPLANDORA

Female, 30, 5'4", 140 lbs., bright green eyes, black hair with streaks of red and yellow

Really: Teresa Mendez

A part of: the Pursuit of Justice

Based out of: Hollywood, California

Worked as: a spokesmodel

Active during: the Silicon Age

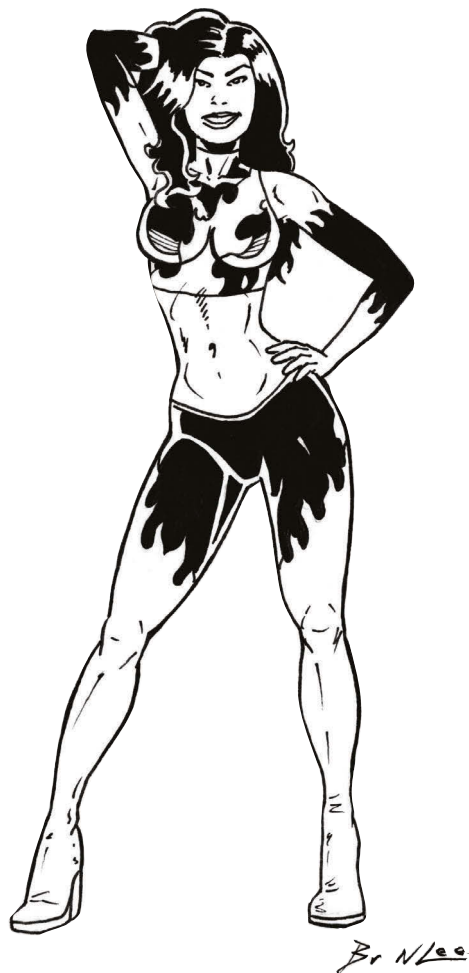
Looks: Poured into a short-cropped bodysuit with a swirling flame pattern, Teresa has become one of the most stunningly beautiful women in the world. Bright green eyes glittering in her radiance, full black hair streaked in yellow and red sweeping across her shoulders and upper back, and smooth dusky skin combine to make her one of this age's sexy icons, something she knows, and revels in.

Known History: Teresa Mendez managed to escape from corrupted government control, earning her own United States citizenship and heralding her new life at long last. Flashfire turned into Resplandora and not only survived the scandal of TEAM Force, but thrived in this new age. She showed how much she'd learned while on the government payroll: becoming a savvy user of the media, playing up her story and earning a living for herself that let her become a full-time superheroine. Resplandora also let her hair down, both literally and metaphorically. Her fame coupled with her stunning looks resulted in offers for photo shoots, spokesperson jobs and movie roles. The deluge overwhelmed the poor girl, who grew up with tall tales of America's rags-to-riches and nearly had them destroyed in her youth. The lure of a fairy tale life come true has started to override her caution.

As the money flowed in, Resplandora suddenly found herself with a luxurious house, fast cars, cutting edge fashion and expensive jewelry. It all went to her head and the hedonist started to slip out. It wasn't enough to have nice things, she needed to make up for years of repression. It was a lifestyle she

threw herself into with abandon and the press was there to capture every moment of it for a voyeuristic public.

Tabloids screamed headlines about wild parties, drunken binges and sex scandals, nothing conclusive but they sold out. She learned not to confirm or deny any of it, since it only increased her fame and she liked that. By the time she joined the Pursuit of Justice as its venerated veteran, Teresa Mendez was at the apex of her popularity. Who knows how she'll handle the inevitable crash once the media finds its next hot thing or her act goes too far, but I hope there's enough of the little girl from Havana left in her to weather the storm.



Psychology: Teresa is living in a whirlwind of attention for being a popular super-heroine and gorgeous media darling. She's learned to speak well, present herself just so, and love her life. For now, she's careful enough not to lose control, to prevent gossip from creating scandals that hurt her high-flying star, and risk losing the heroine she enjoys being. That control is moments away from slipping out of her grasp though. In her heart she remains a true hero, the sweet woman devoted to keeping other people safe and saving them from being used, abused, and trampled over by forces beyond their control. Teresa might not realize she's very quickly becoming one of those people with the lifestyle swallowing her up.

Known Abilities: Resplandora's powers have earned her the informal title "Mistress of Heat and Light." She can fly by generating heat for thrusts that propel her at 2000 miles per hour, and is immune to all forms of heat or fire. As her powers grew from her days as Flashfire, she gained mastery over light as well, raising or lowering both with equal ease. This mastery has expanded her formidable arsenal of attacks. These include raw blasts of heat; microwave beams that cause painful internal damage that is slow to heal; a fiery tornado that lingers in her wake; precision lasers for multiple targets and careful strikes; and brilliant bursts of light for singular targets or large areas. With such control, is it any wonder she's one of the strongest, and most popular, super-heroines of the age?

On the other hand: Flashfire was freed from TEAM Force only to be deported back to Cuba as an illegal alien. She broke free of the immigration agents and fled into the heartland of America. This Teresa is now a wanted fugitive who has resorted to crime to survive. Terrified of what would happen to her if caught, she will not hesitate to defend herself aggressively, hardening her heart and turning her slowly into a terrifying Inferno, who seeks only revenge against the US government.

Campaign Use

Resplandora is the superhero as child actress now grown up. She's a cautionary tale of fast fame and glittering lights shone onto a sheltered person, but written on the stage of heroes. The good Catholic girl is gone and replaced with Girls Gone Wild. Down underneath are all the noble virtues, but with the raw power and freedom of her celebrity, it's hard to remember the grounded life from before. For a campaign, she's a great exploration of those modern themes of celebrity, over-exposure and going off the rails. And the heroine is still there; redemption stories are a grand superhero tradition. In combat, her role remains similar to the one from TEAM Force, acting as the long-range artillery with a more varied range of attacks to choose from. Now though, she's the veteran.

Adventure Seeds

A paparazzo has snapped pictures of scantily-clad Resplandora with a married actor on a European beach catching some sun. She's saying that the photos look worse than they appear due to tricky perspectives and judicious photo manipulation. The actor is feeling the heat since it's his wife that really has the star career; he's just riding her gravy train. When the photographer claims he's being stalked by a superhuman, is it Resplandora finally gone over the edge? Is it a desperate husband? Is there another agenda at play? Could there something else in the photo that's made the photographer a target?

To try and bring an end to decades of isolation from each other, the Cuban government has sent their superteam on a goodwill tour of the States. When a number of vicious supervillains attack, will the heroes respond to help out? When they arrive, will they uncover the truth: the villains are mercenaries in the employ of Icepick, who has drawn Resplandora out to be abducted in the confusion of the battle before anyone realizes what has happened? The Cuban government intends to brainwash Teresa into denouncing her American citizenship and turn on her adopted homeland.

Resplandora

PL 12/180 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	5	4	4	4	2	3	5

POWERS

Fire Resistance, Immunity 10 (Fire effects) (10 pts)**Mistress of Heat and Light**, 28 pt. dynamic array

Heat Blast, ranged Damage 13 (Split 2, Dynamic) (29 pts)

Microwave Beam, ranged Damage 10 (Accurate 1, Incurable, Penetrating 5, Subtle 1, Dynamic) (2 pts)

Tornado of Fire, Damage 10 (Area—Cylinder, Sustained; Fades; Dynamic) (2 pts)

Laser Beam, ranged Damage 7 (Accurate 1, Multiattack, Penetrating 5, Precise, Dynamic) (2 pts)

Dazzling Light, ranged Affliction 14 (vs. Fortitude, Sense Impaired/Sense Disabled/Sense Unaware; Cumulative; Limited—Visual; Dynamic) (2 pts)

Dazzling Burst, ranged Affliction 9 (vs. Fortitude, Sense Impaired/Sense Disabled/Sense Unaware; Area—Burst, Cumulative; Limited—Visual; Dynamic) (2 pts)

Fiery Corona, Flight 10 (2,000 mph) linked to Force Field 8 (Dynamic) (2 pts)

Ambient Heat and Light, Environment 2 (extreme heat and bright light over 60' area) (1 pt)

Extinguish Flames, Nullify 9 (Fire effects; Area—Burst, Concentration, Simultaneous; Distracting) (1 pt)

SKILLS

Acrobatics 6 (+10), Close Combat (Unarmed) 4 (+8), Deception 8 (+13/+18 w/Attractive), Expertise (Media Relations) 10 (+12), Expertise (Pop Culture) 7 (+9), Insight 3 (+6), Perception 3 (+6), Persuasion 8 (+13/+18 w/Attractive), Ranged Combat (Heat and Light) 6 (+10), Treatment 5 (+7)

ADVANTAGES

Accurate Attack, All-out Attack, Attractive 2, Benefit (well-off), Close Attack 3, Connected, Language 2 (English, French; Native—Spanish), Precise Attack 2 (ranged cover, ranged concealment)

OFFENSE

Initiative +4**Dazzling Blast**, Dodge DC 19 for ½ effect, Fortitude DC 19/15**Dazzling Light** +10, Fortitude DC 24**Heat Blast** +10, Toughness DC 28**Laser Beam** +12, Toughness DC 22, Penetrating 5**Microwave Beam** +12, Toughness DC 25, Penetrating 5**Tornado of Fire**, Dodge DC 20 for ½ effect, Toughness DC 25/20

DEFENSE

Dodge	9	Fortitude	14
Parry	9	Toughness	13/5
Will	10		

COMPLICATIONS

Branded: Resplandora makes her living as a spokesperson for a number of different sponsors, any of whom could come to see her increasingly hedonistic life as a negative, and cut her off.

Motivation—Thrills: Resplandora still protects the innocent and fights injustice, but more and more, it's because she loves the spotlight and the gratitude she gets.

Wild Child: Since becoming a U.S. citizen and escaping government control, Resplandora has grown to enjoy her freedoms, perhaps a bit too much. She is a media darling (some say media whore), with an appetite for excitement and fun.

Power Points: Abilities 58 + Powers 53 + Advantages 13 + Skills 30 + Defenses 26 = 180 points

ROTSOSCOPE

Hermaphrodite, age unknown, 6'0", 200 lbs., brown eyes, bald

Really: unknown

A part of: the Pursuit of Justice

Based out of: Washington D.C.

Worked as: a super-hero

Active during: the Silicon Age

Looks: Rotoscope is an intersex person with a full range of private parts to prove it. Hir appearance is smooth and pale, tall and willowy despite having some decent heft and nicely formed muscles. Rotoscope is bald, with watery-brown eyes that seem a little large, but maybe it's because so much of hir is slender and petite for a six foot tall person able to lift two hundred pounds.

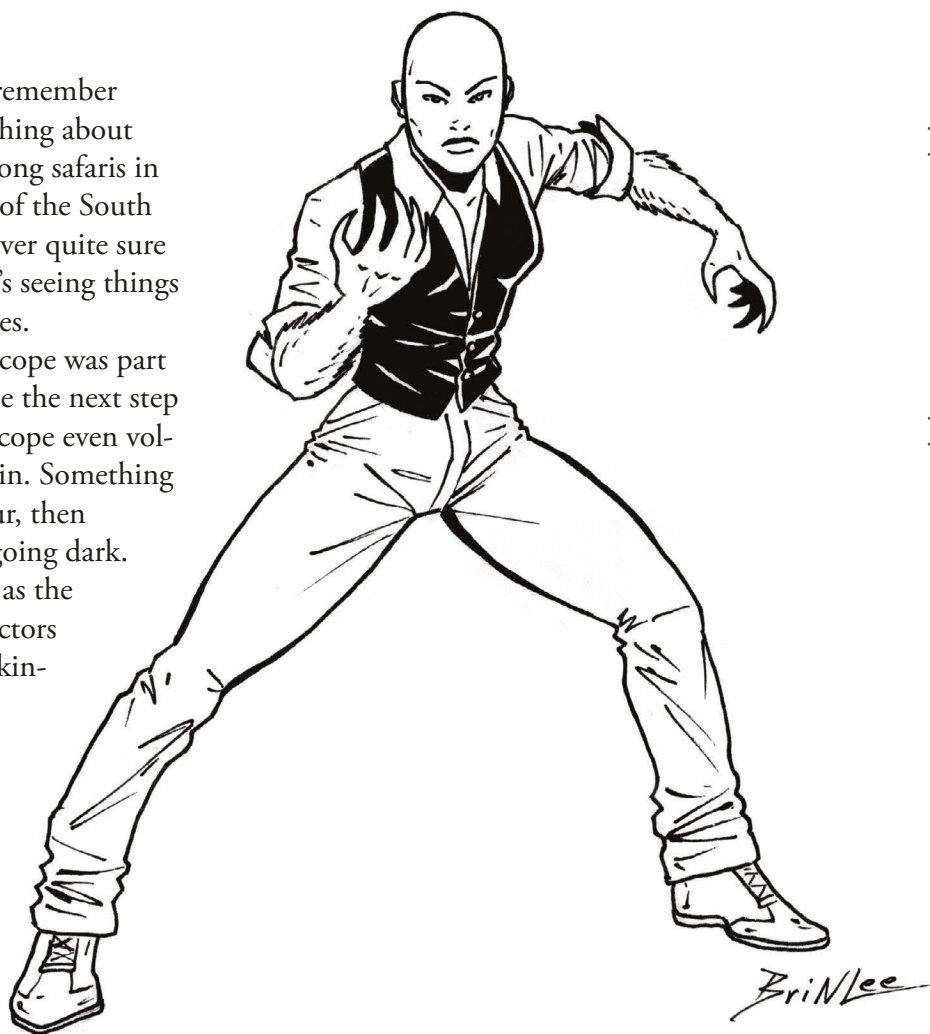
Known History: Rotoscope doesn't remember much before the crash. There's something about being a leading naturalist, flashes of long safaris in Africa, and journeys into the jungles of the South Asian sub-continent. Rotoscope is never quite sure what gender he was, since Rotoscope's seeing things through his own eyes. Or her own eyes.

All that's certain is the crash. Rotoscope was part of developing a skinsuit that would be the next step in motion-capture technology. Rotoscope even volunteered to test it, that much is certain. Something went wrong though. It's all a fiery blur, then buildings collapsing and everything going dark.

Rotoscope woke up in the hospital as the only survivor of the accident. The doctors were puzzled when asked about the skinsuit, insisting that he'd been brought in naked. They did reveal that he healed quickly and now that he was conscious, he seemed in perfect health, though intersexed. When Rotoscope tried to make a new life with hir strange body, tried to prevent a lost tourist from be-

ing carved up by a street gang, Rotoscope discovered hir powers; hir zoological knowledge granting the new body animalistic abilities. Rotoscope swiped with tiger claws, and saw a black-and-orange striped paw superimposed over the forearm. Luckily for all involved, Synapse was one of hir doctors. He arranged for hir to join the Pursuit of Justice.

Rotoscope has found a name for himself, and come to deal with hir powers. Rotoscope enjoys the super-heroic life and hir friends on the team, because the troubled soul can lose himself in the action.



Psychology: Rotoscope is an extremely confused individual. He has no idea if he was male or female before the accident, or if he's a he or she now, and how to behave. That's on top of the amnesia that keeps the hero from knowing how this state came to be. Rotoscope is slow to trust and slower to make friends, and tends to be shy and withdrawn. She gets hir greatest pleasure from being the hero Rotoscope, often accepted for hir deeds despite the controversy around hir physical state. When he's in super-hero mode, he knows hir purpose: protect the weak.

Known Abilities: Rotoscope's power is to manifest animal characteristics over hir body. She can mix and match any combination of abilities found in the animal kingdom, allowing hir to fly, gain tremendous strength or speed, use nightvision lenses, and so forth. There's a subtle imposition of the creatures' distinctive markings and colorations when adopting these gifts as well, though Rotoscope always remains at hir size, weight and human shape. Something about this power also enables hir to understand and read all Earthly languages, and speak to anyone. In fact, Rotoscope can somehow speak different languages at the same time, and that's freaky. This universal translation also seems to work on animals, which makes only makes sense.

On the other hand: An angry, confused, amnesiac Rotoscope could become a terrifying wanderer, perpetually lost, lacking in companionship and feared by a society that can't, and won't, understand hir. With the powers at hir command, this Rotoscope would become the Frankenstein monster many fear she already is, and only blood and grief can come in hir presence.

Campaign Use

Rotoscope is the oddball of the Pursuit of Justice, the character with a lost background and a confusing current state. Despite not knowing where and how he or she fits into things, Rotoscope has the biggest heart and clearest directive: protect people

and help their lives be better. Time with the heroes will help hir to come out of the shell, to make a place for himself and become even stronger, if given the chance. Tackling the more serious subject matters of gender identity, tolerance and social justice are also obvious routes with this character. Hir powers seem subtle, but are strong and versatile as well, able to take a number of roles in combat and in adventures, limited only by final point costs and the player's imagination.

Adventure Seeds

Rotoscope's wife shows up with his son, having finally tracked her husband down. She is trying to adjust to the changes that have struck him, but is determined to reach the man he was and restore her family. She has information that helps him, and Rotoscope is swept up in a tempest of greater confusion, but what if the other heroes are suspicious? Are they right? Does something about her tip off Jimmy Hazard, womanizer? Is there something not quite right in the boy? If they aren't who they say they are, what are they trying to accomplish?

Rotoscope is on the trail of a group of exotic animal smugglers, only to be confronted by human-animal hybrids defending them. Who is behind the smuggling ring, and what are they hoping to accomplish with the hybrids? And what happens if the heroes realize that the technology of the hybrids is only a step or two away from Rotoscope's own abilities?

Rotoscope**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	6	3	4	0	5	1

POWERS

Mask of the Animal World, Variable 5 (Mimic the abilities of natural animals in any combination; Feature—Rotoscope's body adopts some of the physical characteristics of the animals he mimics, shifting skin color, eyes, grow fur or feathers, claws, a tail, etc.) (36 pts)

Universal Translator, Comprehend 6 (can speak to all intelligent beings in their own tongue, understand and read all intelligent languages, and can speak to animals) (12 pts)

SKILLS

Acrobatics 4 (+10), Athletics 5 (+7), Close Combat (Unarmed) 4 (+8), Expertise (Naturalist) 8 (+8), Expertise (Zoology) 8 (+8), Insight 5 (+10), Perception 4 (+9), Stealth 4 (+10)

ADVANTAGES

Animal Empathy, Assessment, Beginner's Luck, Close Attack 5, Great Endurance, Jack-of-All-Trades, Luck, Tracking, Uncanny Dodge

OFFENSE

Initiative +6

Unarmed +13, Toughness DC 17

DEFENSE

Dodge	9	Fortitude	8
Parry	8	Toughness	4
Will	12		

COMPLICATIONS

Amnesia: Rotoscope's missing large chunks of his memory. Occasional flashes of an earlier, more normal life come to mind from time to time, as if taunting the poor hero.

Motivation—Acceptance: Rotoscope just wants to fit into a society.

Sexual Identity: Rotoscope is struggling with his condition, and not sure how to handle being both sexes at once.

Power Points: Abilities 50 + Powers 48 + Advantages 13 + Skills 21 + Defenses 18 = 150 points

SKYSCRAPER

Male, 16, 12', approximately 3,000 lbs., black eyes, no hair

Really: Deion Hiller

A part of: the Pursuit of Justice

Based out of: Brooklyn, New York

Worked as: high school student

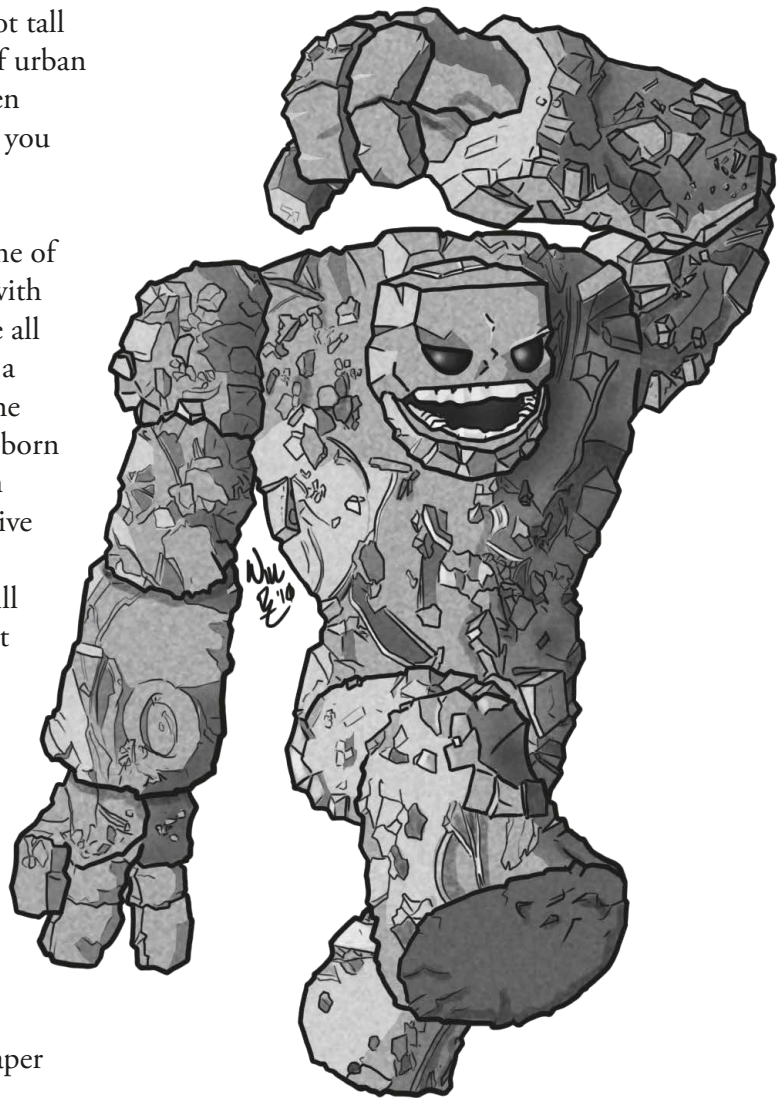
Active during: the Silicon Age

Looks: Deion Hiller is a sixteen-year old African-American with no particularly distinguishing features. That is, until the day he got caught up in a battle for reality, and had a building charged with strange energies crash onto him. When he stood back up, he was transformed into a twelve foot tall humanoid, over a ton in weight, composed of urban rubble. Concrete, cement, brick, stone, broken I-beams, shards of glass, lengths of torn pipe, you name it, it's part of Skyscraper's body now.

Known History: Deion Hill grew up in a time of uncertainty, in a bad part of Brooklyn beset with increasing gang trouble and crimes. To escape all that, he worked hard to earn a scholarship to a college far from his neighborhood. Not that he was running away from his home. He'd been born into a family of activists, and invested time in civic awareness and politics. He intended to live up to that, returning to the old home with a Law degree, or maybe Political Science (he still had time to decide) and the chance to make it better.

All that came crashing to an end along with the brownstone he happened to be near. It was during an invasion of the city, and this reality, by a strange inter-dimensional force called the Lord in Scarlet. Its forces battled a large number of heroes, potent energies tore up the cityscape during the struggle, and Deion was buried under the charged wreckage. Somehow, it altered him forever; where Deion fell, Skyscraper

stood back up, an "urban elemental" ready to put his tremendous strength to the cause of justice in spite of being disoriented and confused. After the Lord in Scarlet and its Crimson City had been driven back, the Pursuit of Justice stayed together as a new team for a new age, and Skyscraper joined right up. Despite everything, he was eager and excited to lend his power to the cause. Just so long as everyone understood that he still had school to attend, and college in his future.



Psychology: Skyscraper is a really well-adjusted young man, considering that his whole life has been totally, and apparently irrevocably altered. At a time when teenagers worry about a growth spurt, or putting on more weight than anticipated, or a particularly nasty pimple, Deion is twelve feet tall, three thousand pounds, and with dozens of jagged protrusions. That'd be enough to upset anyone, but Deion refuses to let it get to him. There are times he feels alienated from others by his massive body, but he forces himself to remember he can do things few others can, and that's a great thing. He's pleasant, with a good sense of humor and infectious charm, a genuinely good guy and loyal friend. For the Pursuit of Justice, Skyscraper is almost literally the spine of the team, providing immense physical power on the field, and a younger brother when socializing.

Known Abilities: Skyscraper is big and strong. Really, what else can you expect from a person who's a walking heap of rubble? He is one of the strongest people on the planet in his time, able to lift up to one hundred tons. He is incredibly resistant to injury, with most regular weapons doing little more than scorching the broken pieces of his outer body. He doesn't suffer from disease or poison, and most environmental conditions are also ignored by his powerful form. He can slam his fists into the ground and create a powerful, bone-jarring shockwave that levels people and objects in a wide area.

On the other hand: It's not hard to see how badly this could go: a teenager from a bad neighborhood, transformed into a giant freak and denied normal human contact. On some worlds, Skyscraper could easily go as badly as you'd expect. A rampaging urban elemental driven by a hormonally-charged young man can make for a terrible monster indeed. What more is there to say about the directions this could go in? Thankfully, not in our time.

Campaign Use

Skyscraper is the team powerhouse: super-strong and super-straightforward in his use in combat. He takes damage for his allies, and releases heavy damage on his enemies. He has a rather standard Shock-wave attack as well, to shift up his actions from round to round, but overall, Skyscraper is a rather simple construction.

Story-wise, Skyscraper has several useful hooks: being a teenager, being a huge monstrous humanoid, and desiring a career in social activism. Deion has friends from school who he may or may not have kept in touch with after his transformation, adding further to the physical distance he feels from normal people. He provides story angles such as impulsiveness, anxiety, and loneliness. But he does provide the heart of the team as well, being a good guy, and willing to overlook his limitations for the good of others.

Adventure Seeds

Skyscraper is shocked at the latest headline news: the body of Deion Hiller has been uncovered in one of the last lots to be rebuilt after the battle that birthed the hero! Skyscraper has to wonder if somewhere beneath the exterior of rubble is really the body and soul of Deion Hiller. If not, then just what is Skyscraper? And if he really is Deion, than who could be behind this macabre find, and what do they hope to achieve?

Private tutors, specialized appointments for entrance exams, personal attention from recruiters, everyone has worked hard to give Skyscraper the chances he seeks to graduate high school and go to college, understanding the limitations of his body. But does anyone realize what he might be really missing? What about commencement? A chance for his family to show its pride in their first college student? What about the prom, a highlight of the high school senior year? It might not be cosmic danger or villainous threats, but a young man's mental health could be at stake.

Skyscraper

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
12	12	2	4	5	0	3	5

POWERS

Shockwave, Damage 10 (Area—Burst; Limited—Targets must be on the ground) linked to Affliction 8 (vs. Dodge, Prone/Hindered/Incapacitated; Area—Burst, Alternate Resistance—Dodge; Instant Recovery, Limited—Targets must be on the ground) (14 pts)

Urban Physique, Growth 4 (Innate, Permanent), Immunity 7 (All environments, disease, poison), Impervious Toughness 12 (28 pts)

SKILLS

Insight 4 (+7), Intimidation 6 (+13), Perception 4 (+7), Persuasion 5 (+10), Ranged Combat (Throwing) 4 (+8)

ADVANTAGES

Close Attack 3, Improved Grab, Improved Hold, Inspire, Interpose, Power Attack, Takedown 2, Ultimate Effort (Strength), Weapon Break

OFFENSE

Initiative +2

Shockwave, Dodge DC 20 for ½ effect; Toughness DC 25/20 and Dodge DC 20/15 to avoid Prone/Hindered

Unarmed +8, Toughness DC 27

DEFENSE

Dodge	6*	Fortitude	12
Parry	6*	Toughness	12
Will	8	* -2 from permant growth fractured in.	

COMPLICATIONS

Giant Body of Rubble: Aside from the complications arising from his height and mass, Skyscraper's body is composed of ruined cityscape, making it hard for Deion to do delicate work, touch fragile objects, feel softness, or offer physical comfort.

Minor: Deion is technically still a legal minor, although a lot of people give him more leeway due to his condition.

Motivation—Responsibility: Deion was in a socially aware family, and his powers haven't changed that. Instead, Deion is more dedicated than ever to using his power for the common good.

Power Points: Abilities 70 + Powers 42 + Advantages 12 + Skills 12 + Defenses 14 = 150 points

SYNAPSE

Male, 32, 5'7", 175 lbs., hazel eyes, dull brown hair

Really: Doctor Stephen Starling

A part of: the Pursuit of Justice

Based out of: Washington D.C.

Worked as: a psychologist

Active during: the Silicon Age

Looks: Synapse is a rather good-looking guy, with a decent build, pretty hazel eyes and brown hair that just doesn't do anything to help him. His costume is a simple pale yellow top with thin angular black lines to accent part of the chest. He wears a dark green domino mask with a similar-color belt, durable pants, gloves and boots.

Known History: Stephen Starling was always fascinated by the human brain: how it worked, processed information, perceived the world, helped a person to interact with it, and how that perception changed from person to person. It came as no surprise to anyone that he pressed his genius toward the goal of graduating high school as fast as possible, so he could move on to college, medical school, then residency. He conquered this path by the age of 26, a nearly-unheard of speed to be able to practice his specialty of neurosurgery. He then began a true exploration of the human brain, wandering into the associated fields of psychiatry and metahuman physiology.

Stephen began to design new instruments to measure and gauge brain activity, to read the nuances of its communications system. The design seemed effective, but too slow to capture the true "speed of thought" of synaptic responses. He miniaturized the designs, and with the help of a partner, implanted them along his temple and attached them to his own nervous system. It worked better than he ever expected. His brain was opened to whole new vistas of mental awareness. He learned he could project his neural commands into others, read their

synaptic messages, and manipulate the information fed to the brain. He was nearly driven mad by the initial experiences, but was helped by Resplandora during a scheme by Scatterbrain. Teresa offered to help him control his powers, and designed a costume for him. He's unsure about being a super-hero, but protecting the innocent and supporting their superhuman defenders sits well with his Hippocratic Oath. His time with the Pursuit of Justice and their enemies helps enhance his understanding of his medical fields, and he does enjoy being able to talk with people who see the world in the same superhuman way he does. He fights the good fight, collecting his data for the research papers to come.



Psychology: Stephen's a consummate professional, a medical doctor through and through, viewing the world with a concern for overall health and well-being. He's something of a control freak, not surprising considering the amount of power he could wield over people if he let himself go wild. Therefore, he keeps himself restrained, "uptight" according to teammates, but he's okay with that. He knows it's all in good fun, and he can enjoy his time with his peers. He is a dedicated physician, focused on helping his patients and resolving medical dilemmas. He acts like he's using the whole super-hero scene to gather up precious research data. The truth is, the team wants for nothing to keep them organized thanks to his personal resources, which show he's really whole-heartedly into the their endeavors.

Known Abilities: Synapse appears to be a typical mentalist, and it's not that far off. But technically, he's not a telepath. He actually controls the way synapses fire information to the brain, manipulating that information in a myriad of ways. He can make the synapses in another person act as a messenger for his own thoughts, and "over-hear" what they're saying to the person. He can also prevent sensory information or neural commands from reaching the brain, shutting down a sense group, or preventing one or more parts of a target from moving. One of his most potent powers is the ability to switch synapses between people, making them sense what the other person senses with no clue to the truth. He can super-charge the brain's response to an injury to temporarily help someone overcome damage, though it will eventually fade and require medical attention. Finally, he can cause small-scale synaptic misfires, or swifter reactions. Observers think it's a lucky coincidence when someone steps at the wrong time, over-balances an easy routine, utters the wrong word, or catches a ledge; but its Synapse nudging them.

On the other hand: The experiment resulted in mental damage that drove Stephen towards socio-pathic tendencies. Outwardly normal, Stephen is a mental serial killer, leaving behind drooling victims

lucky to be able to tell you what day of the week it was, while making it almost impossible for authorities to find him. Now he's turning his attention on the superhumans.

Campaign Use

Synapse is a support character who is best at staying away from direct combat and affecting enemies to put them at severe disadvantages. Stephen doesn't enjoy doing what he does to people's minds, but he sure as heck is going to take notes about the results. Even so, he is compassionate about his teammates and their health, both physical and mental. He finds Rotoscope absolutely fascinating and, possibly, his own magnum opus of studies.

Adventure Seeds

Scatterbrain is in federal custody and Synapse is called in to do a mental profile of him, to determine his competency to stand trial. Traditional psychotherapy is going to be useless, so Synapse devises a way to "piggyback" the heroes into Scatterbrain's subconscious mind. What happens and what will the heroes meet when they enter a madman's brain?

A supervillain has captured Synapse in the hopes of learning dirty little secrets about the heroes who were his patients. He wants to know their phobias and hang-ups to use as weapons against them. Fortunately, Synapse has pretty formidable mental defenses, so it will be some time before the villain can break him. But the heroes still need to move quickly to rescue him and keep their secrets!

EQUIPMENT

Team Equipment: This is less about 5 equipment points, and more about the fact that Synapse has set aside a portion of his income to ensure that each member has computer, a devoted server for the team, and money for traveling across country for those members lacking their own transport.

Synapse**PL 10/150 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	3	3	2	2	4	3	1

POWERS**Brain Manipulation**, 24 pt. array

Paralysis, ranged Affliction 11 (vs. Will, Dazed/Prone/Paralyzed; Cumulative, Precise, Subtle 1; Limited—Organic brains) (24 pts)

Sensory Deprivation, ranged Affliction 11 (vs. Fort, Sensory Impaired/Sensory Disabled/Sensory Unaware; Cumulative, Precise, Subtle 1; Limited—Organic brains) (1 pt)

Switch Perceptions, Illusion 6 (All sense types; Independent, Selective; Distracting, Limited—Organic brains, Resistible by Will, Quirk 2—Only two or more targets, illusions of what others can already sense) (1 pt)

Bypass Injury, perception range Healing 7 (Move action, Stabilize; Limited—Organic brains, Temporary) (1 pt)

Protective Costume, Protection 5 (removable -1) (4 pts)

Synaptic Impulse, Luck Control 2 (Luck 2; Limited to organic brains; Spend own Luck or Hero Points on another's behalf; Force another to reroll) (6 pts)

Thought Transfer, 10 pt. array

Transmit Thoughts, Communicate 2 (Mental; Area, Selective; Limited to organic brains) (10 pts)

Steal Thoughts, Mind-Reading 10 (Sensory Link; Feedback, Limited to organic brains) (1 pt)

SKILLS

Acrobatics 7 (+10), Expertise (Medicine) 8 (+12), Expertise (Science) 6 (+10), Insight 7 (+10), Perception 5 (+8), Persuasion 7 (+8), Ranged Combat (Synaptic Control) 6 (+8), Technology 6 (+10), Treatment 8 (+12)

ADVANTAGES

Benefit 2 (Independently Wealthy), Close Attack 3, Connected, Equipment, Leadership, Second Chance (Medicine), Skill Mastery (Treatment), Trance

OFFENSE

Initiative +3

Paralysis +8, Fortitude DC 21

Sensory Deprivation +8, Will DC 21

Switch Perceptions, Will DC 16

Unarmed +5, Toughness DC 16

DEFENSE

Dodge	10	Fortitude	7
Parry	9	Toughness	8/3
Will	10		

COMPLICATIONS

Motivation—Recognition: Synapse originally did the superhero gig for academic study and the recognition gained for his publication credits. Since then, he has transitioned it into gaining clients for his practice.

Relationship—Clients: Synapse has numerous heroes and villains as his clients and, as such, he knows a lot about them. Some of the people who target Synapse do it to gain access to doctor-patient confidential information.

Responsibility—Private Practice: Synapse runs a successful psychotherapy practice and has to work his heroism around a appointment calendar.

Power Points: Abilities 36 + Powers 48 + Advantages 11 + Skills 30 + Defenses 25 = 150 points

TORCHBEARERS OF THE SILICON AGE

ABBIE GIBBONS

Female, 17, 5'8", 175 lbs., black hair, green eyes

A part of: the Torchbearers Institute

Based out of: Long Island, New York

Worked as: a high school student, part-time computer troubleshooter and apprentice adventurer

Active during: the Silicon Age

Looks: Abbie Gibbons is a seventeen-year old woman of average build, with wavy black hair that she usually ties into dual ponytails stretching to her mid-back. She's got sparkling green eyes that catch the gaze easily, and pale olive skin made even lighter by the heavy black eyeliner and lipstick she prefers. It's all part of her goth look, one that suits her well, relying on raven-blacks and blood-reds for her clothing, and almost never without her black lace, finger-less elbow gloves. She makes sure to don her hardened combat boots when she's lacing up for superhero duty, the only nod to a costume she allows.

Known History: Abigail Gibbons grew up the second of two children to upper-middle class parents in a friendly suburban neighborhood where everyone knew each other. She discovered a facility for electronics in general, and computers in particular, when she received a (then-cutting edge) computer for her eighth birthday. Her parents gave her the newest model every couple of years afterward, but that was the biggest splurging she received. Reaching twelve, she started to have an affinity with the gothic life, but unlike others, she stayed bright and cheery. Her parents figured it was a phase like any other near-teen but wouldn't indulge it. If she wanted the clothes and jewelry, she'd have to pay for them from her own allowance. As she got older, she offered her computer expertise to fellow students and neighbors to earn extra cash for her clothes, and save up for a really "boss tattoo" (as soon as her parents will give in).

What no one knows is how Abbie was lured into

this lifestyle. It wasn't a voice, per se. At least that's what she says. It was just a comforting sense in the shadows, an extra freedom in the night that spoke to her heart. The gloom (as she called it) took care of her, she realized, especially after a broken bottle gashed her leg badly due to a mistimed prank while out with some friends. By the time she rolled her pantleg up to check it out, it had nearly healed completely. In secret, she tested out this healing, discovering her recuperative speed in the dark. She had a lot to explain about her cutting exercises



when they wouldn't heal in the light. After that, she was more careful about practicing.

When she was caught up in a battle between the Torchbearers and Doctor Colony, she discovered what else the cool, supportive gloom could do: she was able to call on its help to keep her safe from the massive powers being thrown around her. Acting quickly, she helped save a number of people also surrounded by the fight, and even rescued victims caught up by Colony's hive molders. It seems this gloomy field cocooned her in pearlescent splendor, and prevented the powers from touching her. She figures the gloom helps her cheat reality and get away with being super-lucky, but the Torchbearers aren't sure that's the right answer. To help sort this out, they invited her to join their Torchbearers Institute, a new school for would-be superheroes to master their powers in a safe environment. She agreed only if she didn't have to pick one of those silly names and put on all that spandex. This girl wasn't turning her back on her goth patronage.

Psychology: Abbie is a mixture of tough girl, rebel, sprite and computer nerd. She loves being active, and enjoys being mischievous about it, especially as she can recover quickly in the right environment. Between her gloom and her darkness-based regeneration, she has very little fear. Coupled with her youthful abandon, she is fully-seized of the idea that she's immortal. She'll take risks that make others blanch, but she's not stupid. She can think ahead, she just chooses not to let any chance of success slip out of her grip. She's friendly and upbeat, but has little regard for rules and restrictions. She won't break laws, or straight-out defy authority, but she gets plenty of joy out of bending laws or tweaking noses.

Known Abilities: Abbie's source of power remains a mystery. There's no defining moment that granted her these abilities, nor does she register as a mutant, alien or the like. She believes the gloom (as she cheerily calls it) lets her hide from the sight of the universe and cheat it. While her teachers try to find a more satisfactory explanation, this works as well

as anything. Whatever the cause, the results are one very lucky young woman, who gets away with much more than people would expect.

When relying on the gloom, she becomes next to impossible to affect with superhuman powers. This mainly seems to affect natural powers and gifts (mutant, mystical, psionic, etc.). This is a field that extends up to sixty feet around her, which becomes shadowy like an overcast day. At the same time, she shimmers like mother-of-pearl, and it's really quite pretty. This field even works on indirect power effects, though the more metaphorical steps away from Abbie a power gets, the more likely it is to continue working. The gloom also helps to heal her quicker than normal, but that takes a much deeper darkness than the field she generates. It needs at least the equivalent of night-time before the regeneration kicks in, but when it does, she heals even bad wounds in minutes. Aside from these powers, her luck helps to make her very agile and coordinated. She has an incredible knack for throwing weapons and has taken up using Lone Jack's old battle discs from the trophy room. She is nearly as effective throwing...just about anything she can pick up, actually. More of that incredible luck it seems. She's also skilled at wrestling, even participating in her high school team. [Her gloomy field provides Perception -2 to Vision checks in the area, but because of her mother-of-pearl glow, any checks against her are unaffected by the gloom. Her Nullify Powers work against anything that will affect her, directly or indirectly. She can try to nullify an area affect attack that might strike her, or prevent an energy bolt that could knock a building onto her, for example. Her gloom field is not dark enough to activate her regeneration.]

On the other hand: Abbie could have embraced the gloom much more deeply in other Earths. Such parallels could find it to be the dark (rather than the gloom), and darken her personality as well. She's still mischievous, even spritely, but tinged with much more coldness and calculated cruelty. This Abbie would become a supervillain groupie of sorts, following the bad guys for when the battle breaks

out, and then using her powers as a wild card for both sides. This would only enhance the injuries and destruction, and make her black soul sing with the carnage.

Campaign Use

Abbie is an interesting take on the typical defensive style of character. Her powers enable her to keep getting back into the fight, and to make it hard for the villains to hurt people she's actively protecting. With her Throwing Mastery advantage and the battle discs, she can even provide some nice attack support for more offensive-oriented characters. In a fight, she'll usually keep moving around the battlefield as much as possible and rely on her powers and defenses to get her where she needs to be, to protect people or block enemies. For a less physically powerful character, she's got an effective grapple set, allowing her to pin down faster opponents for the slower-moving bricks on her team.

Story-wise, Abbie is wide open. She's the archetypal "immortal teenager" with no fear for the results of her actions, but she's not stupid and she's not mean. She's goth, but not angsty and woe-filled; instead she embraces the rebellious and challenging aspects of her lifestyle, making others work harder to prove themselves. That's just a good thing, in her mind. She needs to learn to become a team player, and needs to learn responsibility, giving plenty of different directions for plotlines. And then there's the gloom: what is the source of her powers, and is it something that her teachers and teammates should worry about?

Adventure Seeds

Abbie's friend Armory comes to her away from the Institute and shows her evidence that the teachers are actually brainwashing their students. She shows Abbie the blueprints for the sleep-conditioning machinery, and Abbie can't deny its purpose. Finally, Armory has the proof of the heroes' treachery and wants to go in to expose them for good, but Abbie can't believe it's true. Can she convince her friend to give her the time to investigate deeper? Will Armory

insist on infiltrating with her to find out? Who could have put the machinery in place, and what are Abbie's fellow students being conditioned to do?

A night out on the town with her goth friends brings Abbie into contact with the new girl in town: Sister Shadow! She's got the gloom as well, and the two should hit it off, but Sister Shadow embraces the gloom in all the wrong ways. She turns her cheat codes on innocent people, enriching herself in the process. Sister Shadow insists that the gloom speaks these things to her, convincing her to do it, and now Abbie has a rival (maybe an arch-enemy, depending on this initial meeting) with her gifts but corrupted and cruel. Abbie's starting to worry that the gloom may become more vocal, and more insistent with her as well, unless she can get to the bottom of the mystery!

Customization Notes

Abbie Gibbons

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	4	4	3	1	2	0

POWERS

Shadowy Embrace, Regeneration 6 (Source—Darkness) (3 pts)

You Can't Hit Me, Nullify 8 (all powers, vs. Will; Area—Burst x2, Broad, Simultaneous, Sustained; Close range, Fades, Limited—Only against powers affecting her, Quirk—Abbie is covered in a mother-of-pearl sheen) linked to Environment 2 (Gloomy shadows, -2 Vision Perception) (33 pts)

EQUIPMENT

Steel-Toed Boots, Damage 1

Throwing Discs, ranged Damage 3 (Str-based)

Smartphone, Flash Goggles, Multi-tool

SKILLS

Acrobatics 4 (+8), Athletics 5 (+5), Close Attack (Unarmed) 4 (+7) Deception 4 (+4), Expertise (Art) 3 (+4), Expertise (Streetwise) 7 (+8), Investigation 4 (+5), Perception 4 (+6), Ranged Attack (Thrown) 4 (+8), Sleight of Hand 3 (+7), Stealth 3 (+7), Technology 7 (+8), Vehicles 2 (+6)

ADVANTAGES

Agile Feint, Benefit (Ambidexterity), Beginner's Luck, Close Attack 3, Defensive Roll 3, Equipment 2, Evasion 2, Fast Grab, Grabbing Finesse, Improved Grab, Improved Trip, Prone Fighting, Redirect, Throwing Master 5, Uncanny Dodge

OFFENSE

Initiative +5

Battle Disc +8, Toughness DC 23

Thrown Objects +8, Toughness DC 20

Unarmed Combat +7, Toughness DC 16 (w/boots)

DEFENSE

Dodge	12	Fortitude	8
Parry	12	Toughness	5/2
Will	8		

COMPLICATIONS

Goth Girl: Abbie enjoys the goth sub-culture, walking the walk and talking the talk, but this leads others to make judgments on her abilities, personality and lifestyle that aren't necessarily true. She takes umbrage at the idea she can't smile, for example, or look good in a tankini on the beach.

Minor: Abbie is seventeen, which restricts her socially and leads older people to dismiss her comments out of hand at times.

Motivation—Thrills: Abbie loves her powers and the fun they let her have facing these stuck-up, arrogant supervillains.

Power Points: Abilities 32 + Powers 36 + Advantages 26 + Skills 27 + Defenses 29 = 150 points

BAI JI GUAN

Male, 38, 6'1", 200 lbs., black eyes, black hair

Really: Bai Leng

A part of: the Torchbearers as a reserve member

Based out of: the People's Republic of China

Worked as: an adventurer while doing various odd jobs; formerly a farmer

Active during: the Silicon Age

Looks: Bai Leng is a distinguished looking older gentleman, tall for his ethnicity, often standing nearly a half-foot taller than people around him. He has black hair that's just hinting at gray, shorn close to his head, and piercing black eyes that are constantly searching around him. He's broad shouldered, and prefers to wear loose tunics and blousy pants that enhance a certain softness and hide the strong body beneath.

Known History: Bai Leng was born to a simple peasant family, and loved digging in the soil, cultivating life. It was much of his philosophy, and he was a respected neighbor, turned to often for help and comfort. His life would have remained like this, if not for the night a badly-wounded Windstorm crashed into his tool shed. Leng took him into his house and restored him to health, learning of a terrible coup within Windstorm's School of the Tempest Spirits. Windstorm had failed to restore the Respected Teachers against unexpected numbers of usurpers. While he healed, he started to teach the basic techniques to Leng, who showed a natural talent for the style. With Leng's help, Windstorm's second attempt freed the temple and in return, the Teachers took Leng in as a student.

He proved to be extremely adept at their art, drawn toward the thunderstorm style unlike his patron Windstorm. Leng even recovered the long-lost Furious Thunderstruck Mind technique, a method of stunning an opponent's mind with a thunderous gaze. He had learned all he could, and helped add

to the School's knowledge, so departed to put these skills to good use. He found he couldn't return to farming; he could do too much more to aid others, and instead, took to the roads. He became a folk hero to the Chinese people, wandering the land and aiding those in trouble. He was given the alias of Bai Ji Guan, for his courageous defense of the people from terrible threats in an age of struggle; and his love of the tea, named after a legendary rooster that died guarding its young from a powerful eagle. He was also a reserve member of the Torchbearers, helping them when they needed the extra strength, but he preferred not to leave his home permanently.



Psychology: Bi Ji Guan is a simple man who desires peace for himself and others. Despite being soft-spoken and reserved, Leng has an iron will, unwilling to back down in the face of evil or injustice. He knows his limits, and will act wisely against a superior force, but he won't surrender. He's gentle and pleasant, enjoying conversation along with a delicious meal or over tea. He willingly throws himself into whatever odd job is needed in whatever community he arrives at, working for his room and board even after his fame reached a level where people were honored to host him. He is kind, courteous and truly modest.

Known Abilities: Much like Windstorm, or the other magicians I've covered, whether the White Cockscornb has true superhuman powers is questionable. What can't be questioned is his mastery over the School of the Tempest Spirits, and the abilities it grants him. He can release such a fury of blows that his opponents have trouble defending against them, striking hard, blasting through defenses and unleashing a flurry against one or a number of targets. He can also focus his strength into a blow that rings the ears and exhausts an opponent all at once. His most impressive technique is a potent stare that inflicts what some call a "mental lightning" that stuns the opponent. And that's just the most spectacular of his martial feats.

On the other hand: Bai Leng could help Windstorm save the school, rediscover the lost Thunderstruck technique, and accomplish so much only to be denied a place on the council of Respected Teachers. They reason that his age when he started will prevent him from reaching their exalted mastery, and thus send him off as they do with their other students. This Bai Leng takes up the name of Zhayu instead, a dragon that eats human souls, developing a technique to do just that: steal the soul of a person and add it to his own powers. By the time he left the School, there were none left alive and his personal power was frightening.

Campaign Use

Bai Ji Guan is a powerful martial artist in the body and mind of a peaceful, middle-aged man. Bai Leng is a father-figure, a kindly uncle and stern defender all wrapped into a single package. He can be used for stories of entwined honor, reluctant clashes of allies forced into being enemies, and all those classical elements that make great tragedy and heroism. In combat, he moves fast, strikes hard, and supports his teammates with a potent array of techniques that impair and disable foes.

Adventure Seeds

Bai Ji Guan remains an independent adventurer because he knows that the Communist government must not be given access to the School's techniques. So when he learns a renegade of the School is approaching the government with a deal, he must figure out how to stop it from happening. He'll need help from his fellow heroes, and the School faces the possibility that it will need to go on the run!

Bai Ji Guan meets a beautiful woman who just happens to be the wife of the local crime boss. She suffers abuse at his hands, and is forced to aid his activities, but she's a delicate flowering spirit. Can he bring down the crime boss and free her? What if he's drawn to her romantically? What if she finds him an attractive man? Or what if she's really the criminal mastermind and Bai Ji Guan is being set up for a terrible heartbreak?

Customization Noes

Bai Ji Guan**PL 10/150 PP**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	6	8	0	8	0	4	0

POWERS**School of the Tempest Spirits**, 20 pt. array

Furious Thunderstruck Mind, perception Affliction 10 (vs. Will, Dazed/Stunned/Incapacitated; Distracting) (20 pts)

Clap of Thunder, Damage 3 (Penetrating 5) linked to Affliction 5 (vs. Fort, Fatigued+Audio Impaired/Exhausted+Audio Disabled; Cumulative, Extra Condition; Limited to Two Degrees) (1 pt)

Lightning Stroke Punch, Damage 5 (Multiattack, Penetrating 7; Inaccurate) (1 pt)

SKILLS

Acrobatics 6 (+14), Athletics 8 (+10), Close Combat (Unarmed) 4 (+12), Deception 8 (+8), Expertise (Philosophy) 6 (+6), Insight 8 (+12), Perception 6 (+10), Persuasion 6 (+6), Sleight of Hand 6 (+6), Stealth 4 (+12), Treatment 6 (+6)

ADVANTAGES

Agile Feint, Assessment, Close Attack 3, Defensive Attack, Improved Critical 2 (Unarmed 18-20), Improved Smash, Improved Trip, Instant Up, Languages 3 (English, Cantonese, French, Japanese; Native—Mandarin), Power Attack, Trance

OFFENSE

Initiative +8

Clap of Thunder +15, Toughness DC 20, Fortitude DC 15

Furious Thunderstruck Mind, Will DC 20

Lightning Stroke Punch +13, Toughness DC 22+ (multiattack penetrating 7)

Unarmed +15, Toughness DC 17

DEFENSE

Dodge	14	Fortitude	8
Parry	14	Toughness	6
Will	12		

COMPLICATIONS

Motivation—Doing Good: Bai Ji Guan believes in providing for others with his gifts, in order to make the world better. This started as a farmer supplying food to neighbors and has grown into a wandering champion since his schooling.

Wanderer: In an ordered society like Communist China, a nomad like Bai Ji Guan who answers only to a higher code stands out, and can cause authorities and more order-minded citizens to be suspicious of his activities.

Power Points: Abilities 56 + Powers 22 + Advantages 16 + Skills 34 + Defenses 22 = 150 points

INDEPENDENTS OF THE SILICON AGE

ARMORY

Female, 24, 5'8", 170 lbs., brown hair, blue eyes

Really: Megan Jones

A part of: no team

Based out of: Colesville, NY

Worked as: college student and part-time mechanic

Active during: the Silicon Age

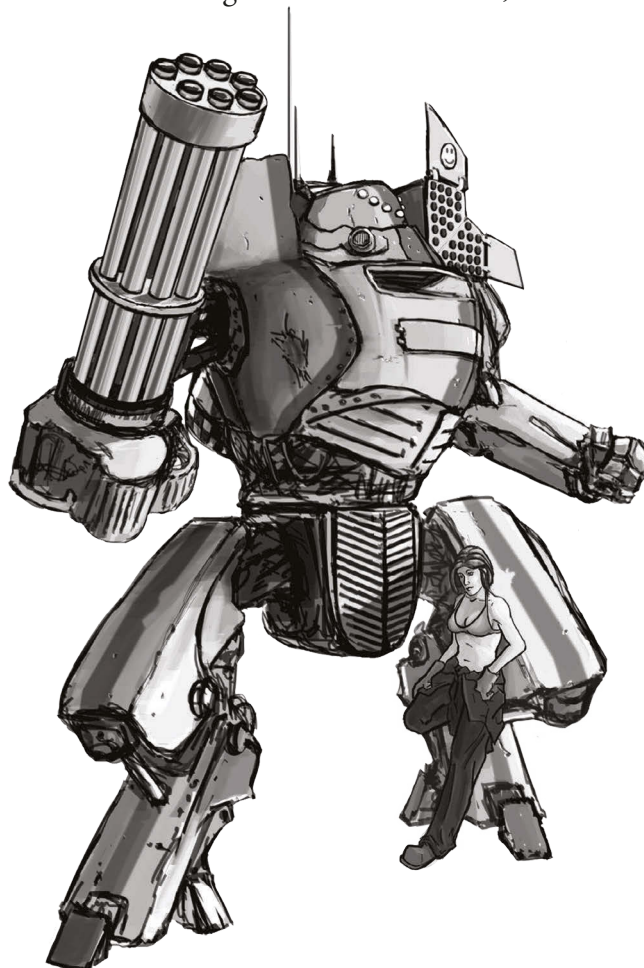
Looks: Megan Jones is a classic tomboy, with light hair bobbed short, bright blue eyes and a smudge of oil on her cheek, off-setting the button nose and making her absolutely adorable. Not that she'd ever notice that. She stomps around like an oversized pro wrestler, in her stained coveralls, gray t-shirt (that was white once upon a time), and battered workboots, eager to get her calloused fingers on any machine or electronics she's never seen before, to learn all about it.

Known History: Megan Jones had what she felt was a perfectly normal childhood, with her father David running one of the largest junkyards in the state, and her mother April globe-trotting for the International Atomic Energy Agency as a nuclear inspector. Dave collected all manner of scrap, and Megan thoroughly explored it, finding something new each time to take apart and learn. April was physically distant, leaving Dave as the authority and making her visits home times of celebration. Despite the excitement and loose rules of her mother, Megan loved her dad, even if he was the only one to tell her "no".

Things changed drastically for Megan just before her tenth birthday. April was in New York City to present papers to the United Nations, when Shotgun Sally struck, only to be opposed by Cyber-Commando. Their battle tore up the building and drove everyone outside in a mad rush. The fight broke out onto the street, and Cyber-Commando crushed Shotgun Sally under a thrown bus, which tore the road up in a long, terrible slide. The villain

was taken down, the alien suit driven into retreat and leaving its host paralyzed for life. It also killed April Jones, her broken body barely visible as Cyber-Commando stood triumphantly for a photo op over the broken villain.

The family was devastated. David recovered over time, but Megan couldn't. She put her smarts toward making a counter to the rampant superhumans, and their terrible fights. David noticed how withdrawn she'd become, how she threw herself into her schoolwork while diving into the depths of the junkyard with a different kind of fervor. He listened to her talk about how all superhumans were callous monsters that ignored "the mundanes," and needed



to be put in their place. She could never forgive the heroes, and had no mercy for the villains. She slowly fused those wonderfully unique pieces of junk she acquired, turning them into the villain's worst nightmares. Megan won a scholarship to Cornell University, prepared to take the next step in her agenda: the job of protecting the unpowered might be too large for her alone, but she knew her father would never approve of the massive assault vehicle she had built for this purpose. When she saw her friend Abbie Gibbons rescuing people caught between Dr. Colony and the Torchbearers, she knew that they didn't just share a passion for electronics, they shared a desire to protect people. She trusted Abbie with her secret, and Abbie in turn feeds Megan information from the Torchbearers Institute, both for training and for emergency alerts. Armed with this inside information, Megan made her public debut as the Guardian of the Innocent, Armory! She's unaware that David has found her hidden base and powered suit, and stands by in case he can help his little girl, or call in the authorities if she steps over the line.

Psychology: Megan is a troubled young girl working too hard to learn everything she can, sacrificing a normal teenaged life in order to become Armory. She doesn't trust superheroes, with the exception of Abbie. She has great hatred for the villains, and doesn't hold anything back when engaging them in combat. If she were to kill any of them, she's sure she wouldn't care at all, but so far she's not reached that line. Whether she could become that stone cold a killer is unknown, but with her father and her friend, it's possible she could step away from this bitter edge. When she gives herself a chance, she can be friendly, fun and excitable, but these days are rare right now. It's ironic that she has much of the angst and petulance that one normally associates with her goth friend.

Known Abilities: Megan Jones is a brilliant young woman, with an instinctive knowledge of engineering and robotics, and a passionate love of firearms at every size. This love translates to a decent natural

ability. She's slowly training herself in other areas of vigilante activity, such as stealth and investigation as well.

Armory's abilities come from her powered walking tank, what they'd call a mecha in Japan. It's huge, twenty feet in height, and heavily armored. The cockpit in its chest contains advanced heads-up displays, and is a sealed environment. Powerful thrusters along its length allow it to fly at surprising speed for its bulk and shape. Most impressive is the array of weaponry she's laid into it (being the gun bunny that she is). Included are a large-caliber machine gun, a prototype laser beam, a flamethrower, and an autocannon that can fire on its own while she focuses with her laser. In time, this mecha will only become more powerful and versatile, without question.

On the other hand: Megan's life is already heading down a darker path. Branches not too far from this main timeline show where this can go; an Armory who actively hunts down any superhuman she can find, hero or villain. This Armory has managed to acquire some level of popularity among others who think like she does, that all superhumans need to go away forever, and the support she receives enables her to elude justice. This is a lonely, mean, hard woman teetering on the edge of all-out insanity.

Campaign Use

Armory stands as a loner policing the super-police. She's built a big, intimidating, powerful suit of armor to protect normal people during battles, and goes after villains (and "heroes") without regard for their actions. She's a hard young woman, who could get a chance to heal and become a true heroine, or become more vicious, and walk a bloodier path. Her story potential in a campaign is rife with growth, and object lessons on the nature of power, consequences, and social responsibility.

In combat, she's a tank. Literally, she's a big walking tank, and will sweep minor support away with her flamethrowers first, then face bigger targets with the best weapon for the job. She enjoys guns,

knows their performance and will think tactically in how best to use them. She's also mobile and strong, and will take advantage of those assets as well. If the heroes are "behaving" (in her mind), she'll back their actions against the villains, but anyone who doesn't pay attention to the bystanders will find her weapons focusing on them too. In a team campaign though, players should be cautioned to take this action only if it adds to the fun of the group and the drama of the story.

Adventure Seeds

Super-criminals are targeting Dave's Scrapworld, believing that a super-powerful gadget has been sent there in the wake of a battle. Megan must face a threat to her father, her home and her secret base, using all the knowledge of her junkyard to stop the criminals before they can find their prize...or Armory!

The government is coming after Armory...for patent violation! It seems the mecha is using technology derived from No. 1 Gun, and the feds want it back! As the heat is turned up, it seems likely there's more to this than meets the eye, but Megan's best chance to find out is to turn to the superheroes for help! Will she be able to trust them?

Customization Notes

BENEFITS FOR EVERYONE!

Benefit: Online Research—Use Gather Information with computers rather than interacting with people.

Benefit: Salvage—Roll Technology DC 15 when with machines to salvage parts that provide a +2 to Technology or Inventor rolls later in the adventure. If the roll is 10 or more, add a +5 instead.

ARMORY, NOW IN HER OWN TITLE!

Armory's drive puts her in opposition to heroes as well as villains, and she would make an interesting solo character in the comics. This also makes her a good choice for a solo campaign. The stats provided in the main page put her on par with her fellow players, at the very start of her career with her very first home-built mecha. For GMs looking at a solo campaign or a higher-power group, increase her Power Level and add 30 more Power Points to upgrade her abilities.

Armory

PL 10/150 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
12/2	8/0	0	3	2	3	0	0

POWERS

Armory Mecha, removable -20, Standard Activation

Large Assault Vehicle, Communications 3 (radio; Subtle 1), Enhanced Strength 2 (Permanent), Flight 7 (250 mph), Growth 8 (permanent), Immunity 10 (Full Life Support), Impervious Toughness 8, Protection 4 Senses 9 (Radial vision group, Darkvision, Infravision, Direction Sense, Distance Sense, Radio, Ultra-Hearing) (77 pts)

Minigun Platform, 22 pt. array

Energy Beam, ranged Damage 10 (Accurate, Precise, Dynamic) (23 pts)
Machine Gun, ranged Damage 11 (Multiattack; 5 Charges) (1 pt)
Flamethrower, ranged Damage 5 (Area—Cone, Secondary Effect) (1 pt)
Autocannon, ranged Damage 7 (Area—Shapeable, Sustained; Fades; Dynamic) (2 pt)

SKILLS

Close Combat (Mecha) 3 (+5), Expertise (Robotics) 5 (+8), Expertise (Physics) 4 (+7), Investigate 2 (+5), Perception 3 (+3), Ranged Combat (Mecha) 2 (+5), Technology 6 (+9), Vehicles 5 (+8)

ADVANTAGES

Benefit 2 (Online Research, Salvage), Close Attack 3, Contacts, Defensive Roll 3, Inventor, Language (Spanish), Ranged Attack 3, Skill Mastery (Technology)

OFFENSE

Initiative +0

Autocannon, Dodge DC 17 for ½ effect, Toughness DC 22/19 (Fades)

Energy Beam +10, Toughness DC 25

Flamethrower, Dodge DC 15 for ½ effect, Toughness DC 20/18 (Secondary Effect)

Machine Gun +9, Toughness DC 25+ (multiattack)

Unarmed +8, Toughness DC 27

DEFENSE

Dodge	8/4*	Fortitude	0/8*
Parry	8/4*	Toughness	3/0/12*
Will	4	* in mecha	

COMPLICATIONS

Hostage Paralysis: Megan believes her primary goal is to protect the unpowered, leading her to panic when villains endanger them or hold them hostage, desperate not to repeat the mistakes that created Armory.

Motivation—Revenge: Megan has built her suit of armor to get revenge on the careless and callous superhumans who pay no attention to the innocents caught in their battle.

Secret Identity: Megan keeps her secret identity hidden from nearly everyone, knowing that she's made powerful enemies who would destroy her father if they could. Only Abbie Gibbons was let in on the secret, and her father does know, though Megan is unaware of this.

Power Points: Abilities 20 + Powers 82 + Advantages 15 + Skills 15 + Defenses 18 = 150 points

VILLAINS OF THE SILICON AGE

BRICKYARD

Male, 19, 6'10", 450 lbs., red, none, brick skin

Really: DaMarcus Rodden

A part of: no regular organization

Based out of: Harlem, New York

Worked as: a gangster

Active during: the Silicon Age

Looks: DaMarcus used to be an average-looking street thug, but that's long since gone. Now he's nearly seven feet, five hundred pounds of humanoid brick wall. There's really no other way to describe him. Bricks jut out from his body at odd angles, adding to the monstrous look of his form. There's a good reason his face always has a sneer on it.

Known History: DaMarcus grew up the typical gangbanger, running with a tough crew out of his neighborhood. He learned to rumble with the best of the packs that roamed his streets, developing a decent following of his own as a result. He used his crew for more than simple street cred, aiming for true organized crime and shoving his greedy fingers in all the crimes on his turf. Full of pride, Rodden defended that turf against all comers viciously.

Of course, his turf was inside a bigger boss's turf, which wasn't such a big issue until DaMarcus responded to a made man sent to straighten him out. Rodden killed him as a message, overconfident in his own power. Then Rodden disappeared. No flashy drive-by shooting, no car bomb, and no offers he wouldn't be able to refuse. One morning his crew came by to see what the business of the day would be, and he was gone.

A year later, DaMarcus resurfaced in the most bizarre way imaginable. He'd been mixed into the mortar of a building that was later destroyed during the Lord in Scarlet's invasion of reality. The magical fallout from the conflict seeped into the destruction and gave birth to Skyscraper, and also revived the spirit of DaMarcus Rodden. Rodden was bound up

in the brick and mortar of his murder, and stalked away from the wreckage as the monster Brickyard. He quickly put his power and anger toward getting revenge on those who killed him, and rebuilding what was taken from him.



Psychology: DaMarcus Rodden's a bad guy, just ask him. Even before his death, he liked shoving people around, beating up the ones who ticked him off, and taking whatever he needed to make his life better. He wanted the things that impressed people: good clothes, piles of bling, a pimped out sports car slung low, all of that stored in his grimy, rundown apartment.

His resurrection hasn't changed him at all. He likes all the trophies of a successful gangster, and even tries to wear the gold and the clothes, no matter how absurd they look on him. He collected his old crew and plots against the crime boss who had him killed, but Rodden's not dumb. Despite all his raw power, he knows that the boss has bigger bosses behind him, with more resources. When Brickyard's ready to go to war, he will, and enjoy the bloodshed he'll cause. For now he smartly bides his time gathering people and favors, and taking his frustrations out on smaller targets.

Known Abilities: Brickyard is very strong and hard to hurt, thanks to the fact that his body is a pile of bricks. He can lift up to fifty tons, and punch through some of the hardest materials around. His blows can actually damage a target's structural integrity. He can ignore nearly any normal weapon, and he no longer needs to eat or breathe. Along with his invulnerable body, the bricks seem to have armored his spirit, and people who affect emotions have claimed to find it impossible to move him in that way as well. He can move through brick and stone as if swimming in water, as well as see through such objects. Given enough time and source material, he can reform his body from seeming destruction.

He's also developed a couple of very useful tricks with his powers. The first is a choking cloud of particles he releases with a clap of his hands or stomp of his foot. Second, he can jam his fists into stone, concrete, cement or like material and cause it to crash like a tidal wave over a large area.

On the other hand: Brickyard awakens full of pain and rage, storming off into the world with nothing but the desire to break and hurt, maim and kill.

This monster is nearly mindless, a furious tempest of urban materials desperate to cause bloodshed. This Brickyard could become even larger, and more monstrous as he adds the ruins of his rages to his form.

Campaign Use

Brickyard is a super-strong enemy for Skyscraper and a tough battle for a group of heroes. He's...well, a brick, and he's good at it. He has a couple of neat combat tricks to make him more dangerous, and enough intelligence to know how to be an effective small-time hood. This gives him a hook to stories other than just breaking into really tough banks or jewelry stores. Because of his background, he's a gang war waiting to break out. He just needs to identify the people who back his killer, and how to handle them, then it's time for blood on the streets.

Adventure Seeds

Brickyard is being hunted by strange creatures that have nothing to do with his life on the streets. They come equipped to capture or harm him, and he's running scared. The heroes have to protect him from the mysterious attackers, and figure out where they're coming from and what they're up to! Perhaps there's a sliver of the Lord in Scarlet trapped in Brickyard's form, and they're part of his army eager to retrieve it! If that's the case, is the same true of Skyscraper? Are they closer to "blood brothers" than they could have imagined?

Brickyard's current body reformed from the local construction site as usual, but this time there was a piece of Skyscraper in the mix. Now Brickyard discovers he can sense Skyscraper's thoughts, giving him advance warning of his foes. Can Brickyard take advantage of the situation, maybe even against the crime family that killed him? What if that same piece of Skyscraper is starting to work other changes to Brickyard, making him see the world differently, and giving him a conscience?

Brickyard

PL 11/176 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
11	14	0	4	4	0	1	3

POWERS

Brick **house**, Immortality 2 (Limited—Must have access to brick/stone/mortar), Immunity 15 (full life support, resistant to emotion descriptors), Impervious Toughness 14, Movement 3 (Permeate 3; Limited—Only through stone/brick), Senses 4 (Vision penetrates concealment; Limited—Only through brick and stone) (36 pts)

Body Blow, Damage 3 (Str-based) linked to Weaken 3 (Stamina) (6 pts)

Demolition, 20 pt. array

Choking Dust, Affliction 10 (vs. Fort, Physically Impaired/Physically Disabled/Incapacitated; Cumulative) (20 pts)

Wave of Masonry, Affliction 10 (vs. Dodge, Hindered and Vulnerable/Defenseless and Prone; Area—Line, Extra Condition; Limited to Two Degrees) (1 pt)

SKILLS

Close Combat (Club) 4 (+8), Close Combat (Unarmed) 4 (+8), Expertise (“Gangsta” lore) 8 (+8), Intimidation 10 (+13), Persuasion 4 (+7), Ranged Combat (Thrown) 4 (+8)

ADVANTAGES

Chokehold, Diehard, Great Endurance, Improved Critical 2 (Unarmed), Improved Hold, Improvised Weapon, Power Attack, Takedown Attack 2, Weapon Break

OFFENSE

Initiative +0

Body Blow +8, Toughness DC 29 and Fortitude DC 13

Choking Dust +8, Fortitude DC 20

Thrown +8, Toughness DC 26

Wave of Masonry, Dodge DC 20 for half effect; Dodge DC 20/15 to avoid, Fortitude DC 20/15 to recover

DEFENSE

Dodge	6	Fortitude	14
Parry	6	Toughness	14
Will	6		

COMPLICATIONS

Motivations—Personal Glory: Brickyard is about the accumulation of prestige through money and luxury items. The more toys he owns, the more important he is.

Revenge: Brickyard hates the syndicate that killed him and turned him into this monstrosity. Usually he can bide his time to get his desired revenge, but sometimes this burning hate gets the better of him.

Rivalry: Brickyard needs to prove that he’s the stronger, more powerful “urban elemental” when compared to Skyscraper. The hero’s presence draws Brickyard’s attention above others when a battle breaks out.

Power Points: Abilities 74 + Powers 63 + Advantages 11 + Skills 17 + Defenses 13 = 178 points

DOCTOR COLONY

Male, 38, 5'10", 185 lbs., brown eyes, black hair

Really: Dr. Alexander Jacobson

A part of: no team.

Based out of: Providence, Rhode Island

Worked as: a theoretical physicist

Active during: the Silicon Age

Looks: No matter how nutty he went, he liked to dress well, favoring simple monochrome attire, most often grays and dark reds. Taking a look at him, no one could guess he was a raving lunatic.

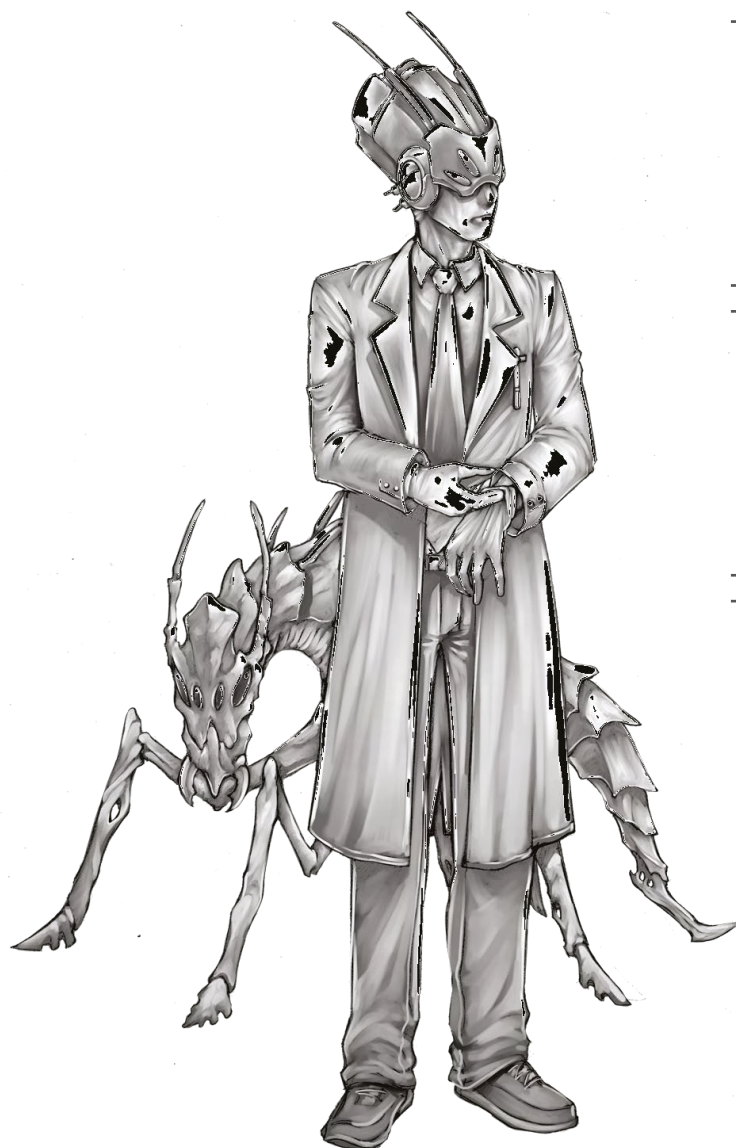
Known History: Dr. Alexander Jacobson is certifiable in two very distinct ways. First, he's a certifiable genius, one of the smartest men on the planet. His genius left him on the fringes of the scientific community as no one could understand the immensity of his work.

He didn't care though. He knew he was on the right track, that the field of inter-dimensional physics he was pioneering would lead at last to the Grand Unified Theory, and freedom from the physical constraints and energy crises that plagued humanity. They might hold him at a distance, might scorn him now, but he'd show them all!

His research led him to the blueprints and devices of the Golden Age villain Hive King. What drew him to this work is a mystery. What we do know is that he took this original helmet and moved it forward in quantum leaps. When he was finished, he tested his "high-realm resonator" and he'd become a certifiable lunatic.

The resonator put him in contact with a realm of creatures he calls astral insects: multiple species of alien intelligences that turned their attentions on Dr. Jacobson when he made contact, and through Jacobson, turned their focus on Earth. His first public display of the resonator's powers, and the potential of merging the human race with the astral insects, destroyed his career, his reputation, and

what remained of his sanity. Doctor Colony was born that day, a villain with a need to expand his resources in order to push the resonator and related research further. Dr. Colony feels with humanity merged into the insects, Earth will awaken to a greater reality, and Dr. Colony will at last be able to free the people, bringing them kicking and screaming into a glorious future.



Psychology: Dr. Colony is insane. He's cool and rational, which throws people at first. He doesn't rant, rave, or froth at the mouth. He's clean, healthy, and educated, more than capable of presenting his arguments as a series of cogent points that he builds into a coherent rationale, for merging humanity with a race of insects from the astral plane in order to awaken us to a greater cosmic awareness. See what I mean? If anything, his insanity is scarier than the frothing at the mouth kind, because you can get drawn into his reasoning long before you realize he's a complete nutcase.

Known Abilities: Doctor Colony is one of the smartest people in history, but otherwise, he's a normal human being. It's believed he has latent psychic powers, but that's a guess at best. He is the foremost authority on dimensional physics.

With his high-realm resonator, Dr. Colony becomes a genuinely dangerous man. The resonator gives Dr. Colony the ability to release various astral insects onto our level of reality. His "jabber bugs" allow him to read minds and project his thoughts into the minds of others, even across dimensional barriers. By drawing down a swarm of "armor wasps" he can protect himself from damage, and he can release "hive molders" against other people, using these strange cocooning creatures to remake the target into any manner of abomination. This also remakes their minds to be obedient to Dr. Colony. With each victim he remakes, he can contact "ascension beetles" to graft new appendages or attributes to his own body, granting him any number of frightening, powers. The biggest limit Dr. Colony has when using the resonator is his own paranoia, that the insects are absorbing his will into their hive nature, something Jacobson refuses to allow.

On the other hand: Already claimed by these astral insects, Dr. Colony is no longer human, not even in appearance. Instead, it continues to draw more insects into this world, adding to its power and monstrous form, while spreading its influence across more and more people. Dr. Colony no longer has any common ground with humanity, making it

harder to anticipate or outsmart, and pretty much impossible to reach intellectually or emotionally.

Campaign Use

Doctor Colony is a mad scientist with the flavoring of "Things Man Was Not Meant to Know" in his powers and plots. He's a scientist character without a trace of magic in him, and wishes to help humanity ascend to something greater. To do this, he has to combine them with monstrous inter-dimensional aliens, but that's what mad scientists do. Using Doctor Colony can take some work on the game master's part, since his powers are very flexible. If the idea is to race against a plot of Colony's, then he should start at very little with his Variable power and Affliction, gathering power as his plot is advanced. This can give the players a chance to keep him from becoming very powerful at all, and makes it a suspenseful game of move and counter-move.

Dr. Colony can also be brought on board ready for action. He can already have four Afflicted characters already at his side, and this gives him full access to his Ascension Beetles power to start. This is a good option for a combat-heavy adventure, where Colony has to stand up to a group of heroes looking for an epic fight.

It is important that he already have the stats plotted out for what he wants Dr. Colony's Variable to give him, as well as what kind of creatures he'll mold Afflicted characters into. These are not things that should be figured out during play, and it fits Dr. Colony, who is a planner. He'll want to be prepared with the astral insects anyway, since only by knowing them in advance can he be sure to keep them controlled, and not controlling him.

On Dr. Colony's sheet: his Intellect 6 is just a starting point. He is meant to be one of the most brilliant people in the campaign, and game masters should adjust this score to match that statement. He starts as a 6 in this book as a good middle ground, but since raising or lowering the score doesn't impact any combat or power effect directly, just add Intellect ranks to match individual campaign numbers.

Doctor Colony**PL 12/200 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	3	1	1	6	4	0

POWERS**High-Realm Resonator**, removable -26

Armor Wasps, Protection 10 (Sustained) (10 pts)

Ascension Beetles, Variable 4 (Limited—One rank of power per currently molded creature, Slow) (20 pts)

Hive Molders, perception range Affliction 12 (vs. Will; Entrance and Fatigued/Compelled and Exhausted/Controlled and Transformed; Contagious, Cumulative, Extra Condition, Sustained; Instant Recovery, Resistible—Fortitude) (60 pts)

Jabber Bugs, Mind Reading 10 (Contagious, Cumulative, Dimensional 3; Distracting, Surface Thoughts Only), Communication 4 (Mental; Dimensional) (40 pts)

SKILLS

Acrobatics 5 (+8), Deception 6 (+6), Expertise (Dimensional Physics) 10 (+16), Expertise (Science) 9 (+15), Insight 6 (+10), Perception 4 (+8), Persuasion 6 (+6), Technology 10 (+16)

ADVANTAGES

Eidetic Memory, Inventor, Languages 3 (Chinese, Greek, Latin, Russian), Skill Mastery (Technology)

OFFENSE**Initiative** +3**Hive Molders**, Will and Fortitude DC 22**Unarmed** +2, Toughness DC 15 (before any enhancements from Ascension Beetles)**DEFENSE**

Dodge	9	Fortitude	6
Parry	9	Toughness	12/2
Will	14		

COMPLICATIONS

Motivation—Science!: Dr. Colony is a classic mad scientist, researching the applications of interdimensional physics regardless of consequences. Now that he's made contact with the astral insects, he realizes just how much greater their cosmic awareness is, and he's determined to bring this grand vision to humanity, no matter what fearful resistance gets in his way.

Paranoid: Dr. Colony is hampered by the awareness that the insects might be controlling him. He understands that it's the hive mentality that grants them their greater vision, but he doesn't want to lose his self-identity on the verge of bringing humanity understanding. After all, it will take someone of his genius to help the poor humans deal with this grandeur. He can't do that if he's one of the alien hive!

Power Points: Abilities 34 + Powers 104 + Advantages 6 + Skills 28 + Defenses 28 = 200 points

LADY HANNE

Female, 24, 6'3", 210 lbs., ice blue eyes, platinum blond hair

Really: Johanne Vogel

A part of: the Red and Anarchist Skinheads

Based out of: Fritzlar, Hesse, Germany

Worked as: a photographer

Active during: the Silicon Age

Looks: Lady Hanne is one big woman. She's every bit as powerful as she appears, and that's a lot. She's six-foot three inches tall, and over two hundred pounds of solid muscle. She has brilliant blue eyes as clear as ice that bore straight through you, and platinum blond hair shorn close to her skull save for a thick lock that hangs over her brow. She wears typical anarchist skinhead garb, including simple dark-colored sleeveless t-shirts, suspenders holding up black heavy jeans, and thick steel-toed work boots.

Known History: Johanne Vogel always had trouble with authority. The answer lay in the anarchist skinheads she met. She threw herself into the whole lot. She learned everything she could about what it meant to be an anarchist, a skinhead, and "fight the power." She was appalled by some of the racist rhetoric that had taken over branches of her movement. She wanted authority to be toppled, but everyone had an equal right to be safe and happy.

Her teenage years were turbulent and exciting; she occasionally ran away from home and ran with her friends, fighting "the power" while getting into scraps with different gangs. It came to a sudden stop when she got a knife in the back during one alley brawl. She lay on the concrete feeling her life leak away, and heard powerful wings beating above her. She suffered a strange hallucination in the last minutes of her life: a powerful warrior woman on a winged horse, bearing aloft a large spear. Johanne accepted no authority over her life, not even death. She fought back with every ounce of strength she

could muster. When her eyes opened a few moments later, she was stunned to discover she was unharmed. Not just unharmed, but stronger than ever. She clutched the spear she'd seen in her near-death experience, she stood a half a foot taller, and had more muscles than she knew existed. She was now a Chooser of the Slain. She grinned as she punished the racist scum that had stabbed her in the back, then took one of their motorcycles as her war prize before flying into the night sky. Now she'd show the world her philosophy properly. Now she'd show that might did make right. And she would topple the corrupt powers of the world, freeing the people from the yoke of cruelty.



Psychology: Lady Hanne is a strong, confident woman with a dual mission. Her first she has embraced from the very start: to topple authority, and make people responsible for themselves. She fully believes that without governments, corporations and organized religions, people will find the strength to make themselves strong and become responsible to each other. Her other mission was thrust on her by claiming the Valkyrie's spear: choosing the dead and sending them to their rewards. She's not happy with this task, but she embraces the power it gives her. It has taught her that might not just makes right, but gives her the duty to watch over those who lack that might themselves. She's a stern, hard woman, always ready for a fight, especially if it involves either of her missions. She does know how to party though, and it can sometimes be harder on her surroundings when she's socializing.

Known Abilities: Lady Hanne possesses the powers of a Valkyrie, one of the Choosers of the Slain from Norse mythology. The spear she apparently claimed from the Valkyrie that came to take her has granted her tremendous physical gifts, including superhuman strength and resistance to damage. Most small arms fire is unable to even bruise her. She's immune to disease and high pressure, and she hasn't seemed to age a day since she received her spear. She can fly her motorcycle into the air at tremendous speeds, reaching mach 10. The most dangerous powers come from her spear, with a gaze that weakens a person's body, and the ability to inflict tremendous injuries. On the other hand, if Lady Hanne chooses otherwise, she can restore a person to health, even resurrecting a recently dead person.

Aside from this array of powers, Lady Hanne is a very skilled fighter, and nearly peerless in her prowess with spears in particular. She's a savvy political activist and artist as well.

On the other hand: it could become much worse if more of the Valkyrie won out in the battle. Stuck in the back by a treacherous fellow skinhead, and come into possession of powers over life and death, this time Lady Hanne decides that her might makes

right, and starts to forge a kingdom of death on Earth. She could easily cut a swath through Europe, her speed, strength and deadly gaze downing resistance and building an empire of her very own.

Campaign Use

Lady Hanne is a powerhouse who can be used for standard magical plots that rely on her Valkyrie mission, or ones that lean toward her political aspirations of a social anarchy that improves the world. Her strength and death powers make her a tough foe in combat, and when she appears on the scene, heroes (and their players) can never be sure which mission she's on. This unpredictability can add an edge to her encounters.

For story value, Lady Hanne offers a look at a sub-culture that's marginalized into one stereotype. She gives a peek into angry young political firebrands, and the skinhead sub-culture, as an honorable villain. Lady Hanne's not, strictly speaking, evil. She's a killer and often considered a terrorist, but she has an honest desire to protect oppressed "under-classes", and to see justice done against what she sees as worse villains. She's not against teaming up with heroes to take down bigger threats, especially those that work against her aims, and she's determined to be as honorable and truthful as possible, to show that a person doesn't need society's rules to be good.

Adventure Seed

The Valkyrie denied by Lady Hanne has come back for her spear. She's been working out all this time, increasing her own physical power and learning new, modern weapons. She's ready to even the score, and the heroes have to decide if they should get between two touchy Choosers of the Slain. It's very likely one of them will be murdered by the end of the fight, drawing in heroes with a strong sense of law and order; there are people who will be caught up between them who need saving; and finally, for all her faults, Lady Hanne is a human, with human feelings and connections. The Valkyrie is a death goddess, and a vengeful, bitter one at that.

Lady Hanne

PL 15/220 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8	10	6	4	8	1	5	6

POWERS

Body of a Goddess, Immunity 4 (aging, disease, starvation, high pressure), Impervious Toughness 10 (14 pts)

Chooser of the Slain 28 pt. array

Valkyrie's Spear, Damage 13 (Accurate 2, Affects Insubstantial 2, Incurable, Penetrating 8, Reach 2) (28 pts)

Death's Touch, Affliction 12 (vs. Fortitude, Fatigued/Exhausted/Incapacitated; Affects Insubstantial 1, Cumulative, Incurable, Reach 2) (1 pt)

Restore Breath, Healing 9 (Resurrection, Stabilize) (1 pt)

Death Sight, perception range Weaken Stamina 8 (vs. Will; Affects Insubstantial 2, Incurable, Insidious; Fades, Sight Dependent) (12 pts)

Flying Mount, Flight 12 (Platform—Motorcycle) (12 pt)

Speech of the Dead, Comprehend 4 (ravens, ghosts, spirits, undead) (5 pts)

EQUIPMENT

Motorcycle (10 pts)

Size M, Str 1, Spd 6, Def 10, Tough 8

SKILLS

Athletics 5 (+13), Close Combat (Spear) 3 (+11), Expertise (Art) 6 (+7), Expertise (Politics) 7 (+8), Insight 3 (+8), Intimidation 6 (+12), Persuasion 6 (+12), Treatment 4 (+5), Vehicles 8 (+12)

ADVANTAGES

Close Attack 2, Diehard, Equipment 2, Fearless, Improved Critical 2 (18-20 w/spears), Improved Trip, Languages 2 (English, French; Native—German), Power Attack, Takedown 2

Power Points: Abilities 96 + Powers 73 + Advantages 14 + Skills 24 + Defenses 13 = 220 points

OFFENSE

Initiative +6

Death Sight, Dodge DC 18 to avoid eye contact; Will DC 18 to resist

Death Touch +13, Fortitude DC 22

Spear +17, Toughness DC 28, penetrating 8

Unarmed +10, Toughness DC 23

DEFENSE

Dodge	10	Fortitude	10
Parry	12	Toughness	10
Will	10		

COMPLICATIONS

Motivation—Anarchist: Lady Hanne believes in social anarchy and that might makes right. The strong (in whatever endeavor) are more worthy than those who can't contribute, but the strong have a responsibility to watch over the weak, and prevent their exploitation.

Power Loss: Lady Hanne's spear isn't removable in the traditional sense. If separated from it within the immediate area, she can call it back to her. But with care and effort, she can be shielded from it, and in such cases, she no longer has access to her Death Sight or Chooser of the Slain powers.

Temperamental: Lady Hanne doesn't take guff from anyone. She doesn't like being denied, or given back talk, and especially if it's being done to interfere in one of her missions, it can easily set her off. She'll turn such frustrations into a physical conflict very quickly, and anyone hoping to try and talk to her should be careful of her hair trigger.

MICRO MINI

Female, 20, 5'2", 105 lbs., blue eyes, blond hair

Really: Bess Summers

A part of: no criminal organization

Based out of: Charlotte, North Carolina

Worked as: a college student

Active during: the Silicon Age

Looks: Micro Mini is a attractive woman in her twenties with short-cut blonde hair and twinkling blue eyes. She wears variations of her costume, a blue lycra top with a stylized zero and one on it, a pair of cowboy boots, a smartphone holster on her belt and her namesake skirt. She's always got a stylish pair of sunglasses as well, usually pushed up on her forehead like a hairtie.

Known History: Bess is one of those girls who make make you want to sin. As the old song goes, she's got legs and knows how to use them. She was one of the new breed of technology-based villains that arrived with the dot-com age. And like the venture capitalists who feed that boom, it's hard to say no to her, even if you wake up to find a cold pillow and a missing holochip. I got it back. Bad girl. [file naked.jpg moved to secure storage]

She wasn't always so callous. From what I've researched, she was the party girl in school, struggling to get by on her parents' allowance so she could have fun on weekends. Bess majored in computer science, hoping to get a job with an Internet startup, get rich quick and then retire to the tropics young. It wasn't a bad plan and might have even happened if not for the accident.

The school had been working on a nano-laser to improve microchip circuit imprinting. Bess and her classmates worked on the software to control the beam. Nasty hangover or not, Bess worked alone at deadline to get it to beta-testing. A slip of the controls, and she accidentally hit herself with the beam. Somehow it didn't kill her: Bess was digitized into

the laser system. It took her a long time to figure how to get out and return herself to normal size.

Bess realized there was only really one use for such a great power: get rich quick as an "information broker," selling data that she stole—took—no,



stole!—from other systems careless people (sigh). As her powers and confidence grew, Bess learned that she could control machines that had any level of sentience to them, allowing her to charge more.

Bess isn't much of a villain, just an entitled criminal encouraged by easy money. She could be so much more if she put her mind to it. I know you're reading this, call me.

Psychology: Bess is just a fun-loving party girl making life better for everyone and earning a simple living in the process. The fact that the Man says she breaks the law doesn't count against her since they really deserve to be ripped off. What's a few hundred thousand here and there when they make billions?

- Bess, stop editing my entries, please.

Known Abilities: Micro Mini has the ability to shrink herself down to subatomic size. While at atomic size, she is able to interact with a machine's internal "speech," and can reprogram or control electronic intelligences. In addition, Micro Mini has a sub-atomic purse that makes use of a pocket dimension for storing equipment. Because no matter the age, what's a stylish lady doing without a cool purse, right? When not romping about with atoms, Bess is skilled in the use of both a stun gun and a taser, a crackerjack thief, and very knowledgeable about electronics.

On the other hand: Micro Mini could become one of the greatest enemies of society with her powers. If she were to become more cold and develop a cruel streak coupled to her mischief, she could conduct catastrophic sabotage, the living embodiment of chaos theory's dark side. Spending more and more time at subatomic size serves to separate her from other people, and that could dampen her humanity, turning her sociopathic. I've seen it, Bess. Please, call me.

Campaign Use

Micro Mini is mainly a data thief and information broker, with a light-hearted personality. She's the classic nuisance thief, not a bad person, but still a criminal. She's a prankster as well, and her brain coupled with her shrinking powers make for a lot of jokes she can pull. On the other hand, she's the criminal the heroes (at least one particularly handsome hero) can reach, occasionally drawing her to the side of angels, especially if the stakes are very high. Micro Mini has her taser or stun gun for personal defense, but she's not meant to be a combat encounter, just a tricky thief offering a wide variety of mysteries to solve and stories to tell.

Adventure Seeds

A large pharmaceutical company has its entire database stolen by Micro Mini. She intends to sell the information off piecemeal as usual, but finds it strange that the company is keeping the theft publicly quiet. Instead they're hiring dangerous people to retrieve the information from the thief's dead body! The heroes and Micro Mini have to find out what she actually stole before it's too late!

A villainous mastermind appears to die battling the heroes, but not before arming his orbital death laser. The heroes have to reach the killer satellite in order to shut it down, but the only one familiar with the advanced computer systems at work is Micro Mini. They have to recruit her, pay her price and keep her safe from the automated defenses, while keeping her from making off with secrets that could lead to more problems down the road! And of course, with no body, clearly the mastermind isn't dead...what if luring Micro Mini to his satellite was all part of the plan?

Micro Mini**PL 13/155 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
2	4	6	3	2	3	2	0

POWERS**Electronic Size**

Digitize, Shrinking 20 (Atomic) (41 pts)
 Sub-atomic purse, Feature 1 ('storage space' pocket dimension for Equipment) (1 pt)
 Electronic Travel, Movement 1 (Dimensional Travel—Sub-atomic realm) (2 pts)
 Machinespeaker, Comprehend 2 (Machines; Limited—Must be size rank -7) (2 pts)
 AI Control, Affliction 8 (vs. Fortitude, Dazed/Compelled/Controlled; Accurate 3, Concentration, Cumulative, Subtle 2; Instant Recovery, Limited to sentient machines, Limited—Must be size rank -7) (9 pts)

EQUIPMENT

Smartphone, lock release gun, flashlight, multi-tool

Stun Gun, affliction 5 (daze/stun/incapacitate)

Taser, ranged affliction 5, triggered (daze/stun/incapacitate)

SKILLS

Acrobatics 5 (+11), Athletics 3 (+5), Close Combat (Stun Gun) 4 (+6), Deception 8 (+8), Expertise (Electronics) 6 (+9), Expertise (Streetwise) 4 (+7), Perception 4 (+6), Ranged Combat (Taser) 6 (+9), Sleight of Hand 6 (+9), Stealth 4 (+10), Technology 4 (+7)

ADVANTAGES

Close Attack 3, Defensive Roll 3, Equipment 4, Improvised Tools, Move-by Action, Power Attack

OFFENSE

AI Control +11, Fortitude DC 18

Stun Gun +9, Fortitude DC 15

Taser +9, Fortitude DC 15

DEFENSE

Dodge	8+	Fortitude	8
Parry	6+	Toughness	7/4
Will	8		

COMPLICATIONS

Fame: Micro Mini is an Internet celebrity. This fame doesn't always cross over to the mainstream, but there are hundreds of blogs, wikis, fan art, fan-fics and videos of her exploits online.

Motivation—Greed: Data is money and money is fun.

Power Points: Abilities 44 + Powers 55 + Advantages 13 + Skills 27 + Defenses 16 = 155 points

ROCKSTAR

Male, 64, 5'10", 163 lbs., blue eyes, light brown hair

Really: Danny Arkansas

The leader of: his own network of devoted groupies

Based out of: Forest Hills, New York

Worked as: a musician and environmentalist; later an eco-terrorist

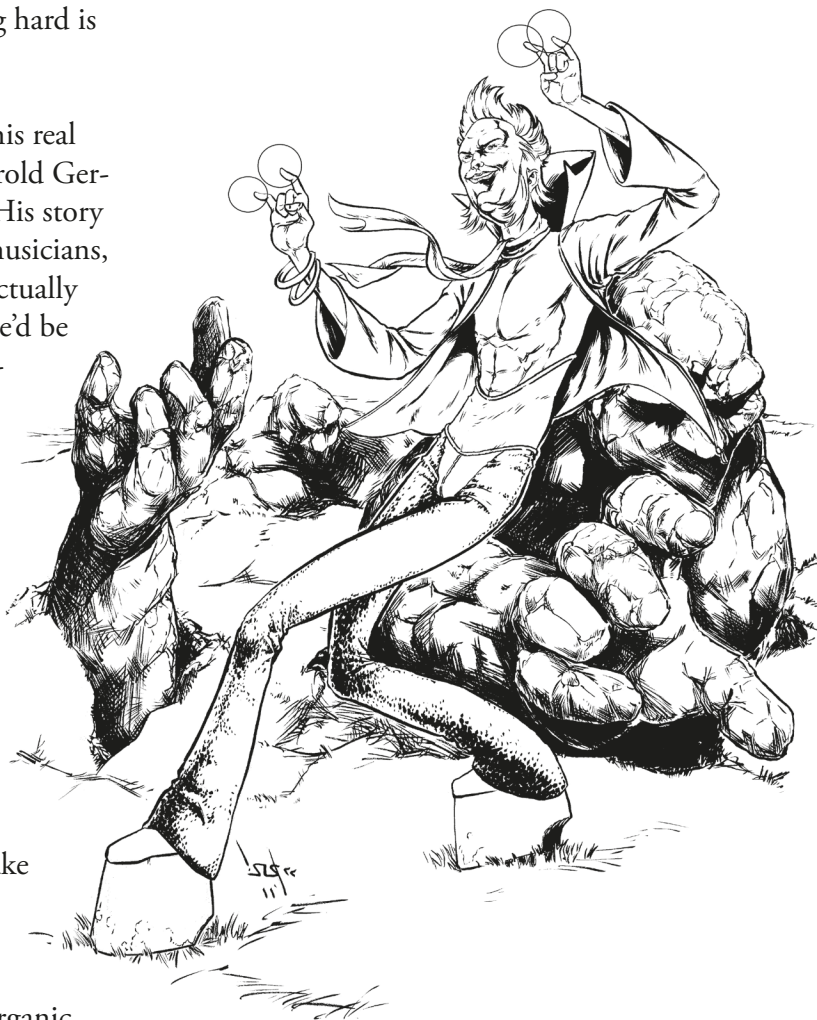
Active during: the Silicon Age

Looks: Rockstar is an aging rock n' roll musician, in his early sixties and looking it, with blue eyes and fluffy, light brown, spiked hair. His costume is merely his stage outfit - a short jacket with no shirt underneath, flared pants with rhinestones along the legs, and platform boots. A life of partying hard is etched on his face,

Known History: Danny Arkansas is not his real name. He had it legally changed from Harold Gerrod before he signed his first record deal. His story isn't much different than most wannabe musicians, aside of the part where he got lucky and actually made it. Back in high school he decided he'd be rich and famous rather than flipping hamburgers for a living. So he formed a band and gained a small following. Eventually hitting the big time. With the big time, Danny didn't just go down the well-trodden road of drugs, booze and easy women. He hurled himself along the road like a runaway tractor trailer.

He got older and his star began to fade. He tried everything to keep it bright, but the sold out stadiums became smaller halls and eventually free summer festivals. Along the way, Danny became an environmentalist to make time with a groupie still interested in the rock legend. Danny started to see what this young lady was talking about. She presented him with a new kind of drug, organic,

clean and pure, and they shared it. It was then he claimed to see Gaea, the spirit of the Earth, and she tasked him to protect her. Others claim it was the drug at work, but whatever it was, he developed the ability to manipulate earth and to summon earth elementals. Already a believer in the green movement, now he became the super-powered champion of eco-terrorists; sabotaging fuel plants, strip mining operations, unchecked logging or anything else that hurts his beloved Mother Nature.



Psychology: Danny Arkansas fully believes that he is the key to the planet's salvation, which he views as his beloved Mother. His intelligence has taken a beating from years of drug-fueled excess, but he's got it together enough to make good use of his abilities, and his popularity. He's still impulsive, and enjoys leaping before looking, sometimes skipping that second step altogether. Despite the craggy face, the age in his voice, and the weathering of his body, he has the charisma and talent to hold an audience's attention, something he still loves almost more than his cause.

Known Abilities: Rockstar's main power is to manipulate gravity, earth and rock. He claims this latter power is merely summoning earth elementals to do his bidding, and it's hard to dispute that. Whether they're truly arcane beings or just the way his power works through his brain, they're really dangerous. The power manifests as humanoid-shaped mounds of stone and earth, attacking multiple opponents as long as Rockstar concentrates, or leaping to his defense though they can eventually be worn away. They can even grapple targets if he demands. His gravity manipulation is crude, increasing it around a victim, or nullifying it in a large area, but the upper limit it can affect is impressive. Danny's also pretty good at hitting people with his guitar, a skill picked up after years of destroying amplifiers and drum sets on stage.

On the other hand: Rockstar could go truly insane from the encounter with Gaea, and his new powers. This Rockstar could decide to prove to the world that they are killing Mother Nature by using his powers to make the ecological damage worse. Meanwhile, he uses his abilities to create a safe place for his followers, drawing them to his campaign and green kingdom of clean air; all while choking the rest of the world in their own filth.

Campaign Use

Rockstar is the fading celebrity who found a cause, and now won't shut up about it. Even if he's got a point, it can come across as cluelessly oblivious without a rational approach. Worse though, this celebrity has the powers to do what he wants to advance his cause, regardless of the damage. If engaged in combat, Rockstar will either increase or decrease gravity, hindering targets with whatever seems more appropriate, then summon his minions to attack the impaired opponents. Because they're powers, and not really humanoids, they are immune to the gravity manipulation. If someone gets close to him, Rockstar would rather bring his elementals to his defense than ruin a good guitar, but he will if he has to.

Adventure Seeds

Rockstar has arranged for his own version of a sit-in by holding New York's annual Thanksgiving Day parade hostage, and demanding the trial of oil company executives whose tanker spilled tons of oil into the ocean. Rockstar doesn't intend to hurt the audience, he just needs to sway them to his cause. He's not a scientist though, and unaware of the dangers his gravity manipulation can play on the helium in the balloons, adding to the difficulties the heroes face trying to save so many innocent bystanders to stop him!

A new luxury resort, with golf course, shopping malls and ski slopes has gone up in a pristine forest, driving Rockstar to act. He intends to activate a dormant volcano nearby and wipe everything out unless the developers take it down and replant the forest. The heroes have to play cat-and-mouse in a tree-lined mountain range against a horde of elementals and gravity pockets, while explaining to the public that they are not persecuting the poor old rock icon!

Rockstar

PL 12/175 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	0	3	5	2	0	3	8

POWERS

Gaea's Children, 33 pt. dynamic array

Elemental Attack! ranged Damage 7 (Multiattack, Sustained, Indirect 4, Precise, Dynamic) (34 pts)
 Elementals Defend! impervious Protection 15 (Sustained, Dynamic; Fades) (2 pts)
 Elementals Hold!, ranged Affliction 6 (Physically Impaired+Vulnerable/Physically Disabled+Defenseless; Alternate Resistance—Strength or Dodge, Area—Burst, Extra Condition, Cumulative, Selective, Reversible, Dynamic; Limited to Two Degrees) (2 pts)

Gaea's Strength, 30 pt. array

Increase Gravity, ranged Affliction 10 (Hindered/Immobilized/Paralyzed; Alternate Resistance—Strength, Cumulative) (30 pts)
 Decrease Gravity, Move Object 9 (Area—Burst, Selective, Subtle 1; Limited Direction—Up) (1 pt)

EQUIPMENT

Electric Guitar (club) Damage 2, improvised weapon

SKILLS

Close Combat (Guitar) 6 (+8), Close Combat (Unarmed) 6 (+8), Deception 3 (+11/+16 Attractive), Expertise (Music) 6 (+6), Expertise (Occult) 5 (+5), Expertise (Singing) 8 (+16, Pre-based), Insight 3 (+6), Persuasion 8 (+16/+21 Attractive), Ranged Combat (Gaea's powers) 5 (+10)

ADVANTAGES

Attractive 2, Benefit 3 (Independently Wealthy, Status—Celebrity), Connected, Contacts, Defensive Attack, Equipment, Fascinate (Deception), Improved Defense, Improvised Weapon 4, Inspire

OFFENSE

Initiative +3

Decrease Gravity, Dodge 19 for ½ effect

Electric Guitar +8, Toughness DC 20

Elementals Attack +10, Toughness DC 22+ (multiattack)

Elementals Hold, Dodge DC 16 for ½ effect, better of Strength or Dodge DC 16/13 to escape

Increase Gravity +10, Strength Check DC 20

DEFENSE

Dodge	8	Fortitude	5
Parry	8	Toughness	15/0
Will	10		

COMPLICATIONS

Fame: While not as big as he was in his heyday, Rockstar still commands a following, an aging following but one nevertheless.

Motivation—Recognition: Rockstar counts on his popularity and his actions to draw attention to the important cause he champions.

Obsession—Environmentalism: Rockstar believes that the Earth is slowly dying and it is up to him to save her before it's too late.

Power Points: Abilities 42 + Powers 69 + Advantages 16 + Skills 25 + Defenses 23 = 175 points

SCAVENGERS

Innumerable social cast-offs, willing and unwilling, spreading across the planet

History: The world became more and more populated, every nook and cranny filling up with people searching to expand their cities, or hoping desperately to escape them. The inevitable result of those numbers would be so many more disenfranchised; people lost in the cracks, discarded by the callous, or born unable to fit in from the beginning. No one doubted that these numbers would grow, but no one expected them to find each other, to come together as a community. But they did.

Not all of them, but enough of them. More than enough of them, drawn together by some...force of need, nature, or nurture. There's long been a theory that super-powers develop in response to the inner nature, or desire, of the person in question. Statistically, it stands to reason that some of these outcasts could develop super-powers, but if that theory is right, how could blank, hidden people develop powers?

The Scavengers are the result of whatever did erupt. They are the people who have vanished from civilization by their own choice or not, hidden in plain sight. They don't care. They can see the truth from their position outside civilization's rules. They can see that society is already dead. It died years in the past, and was now just a twitching corpse, cold and decaying. The Scavengers are proof of that, as their calloused brothers and sisters toss them aside without even giving them scraps to survive on. The Scavengers exist on the scraps that fall from the table, but that wasn't enough. As they grew closer and found each other in ever-greater numbers, the Scavengers decided that they would take from the table. Not just scraps, either, but prime cuts now.

They have found new levels of strength and power, and gained new goals in the process. Now they focus on showing the world that society is dead, that humanity has lived past its usefulness, and that civilization is a desiccated husk fit only to be burned in

effigy. They steal what they need to strengthen their communities as they dot the world, leaving only misery in their wake. They work to make society more uncomfortable and feel more awkward. They will scavenge the corpse of society, feasting and surviving.

Resources: The Scavengers have as resources nearly anything in the world that's been discarded. Pristine or used, new or old, broken or whole, if it's been thrown away, it eventually ends up in the Scavengers' clutches. Especially if it's even remotely useful, either for one of their kit-bashers and innovations; for an intruder or lurker to use in stalking their victims; or applied against a target as blackmail. Remember, whatever you throw away as garbage, the Scavengers will use against you as a weapon.

Campaign Use

The Scavengers are an international web of communities, filled with homeless, mentally-challenged outcasts. They are innumerable and faceless, but they're utterly ruthless when it comes to anyone outside of their groups. They look like the typical homeless person, but they can recognize each other on sight. They know who is and isn't in their network. They're almost a completely different race at this point in time. Worse, they have a pathological hatred of modern society, which they view as terminally corrupt, decayed and wicked. They are a nihilist organization, but instead of actively bringing down society, they see themselves as messengers announcing that society has already fallen, and that all it leaves behind belongs to them. They remain faceless, as that makes them a greater threat, and their greatest abilities work in larger numbers. But there's nothing wrong with a GM putting in some specific agents or leaders to give the players something more particular to work against.

The Intruders

The Intruders are Scavengers sent out for the physical tasks: attacking a target, stealing important items, or destroying people or things. They are given whatever tools they need for the job, and they are ruthless in their activities. They know how to work together, to tackle opponents more powerful than themselves. They are cagey, thinking in tactical terms, and surprisingly good at it, as their victims will tell you. They are prepared to retreat, reevaluate and come back with greater numbers or more powerful devices to achieve their aims. The Scavengers as a whole are pragmatic though: if something proves too costly, they'll move on.

The Kit-Bashers

The Kit-Bashers are the brains of the Scavengers. Each of them is smart enough on their own, with an interest in gadgets and tinkering. When they come together in larger numbers, they grow smarter, more cunning and gain unmatched insights into the inner workings of machinery. I mean more than just those

mechanical things you see; sometimes, the machinery of the universe itself can be found in their piles of junk. While the Scavengers prefer a democratic, almost anarchic, community, the Kit-bashers often orchestrate the plans of the group, developing the weapons and devices needed, and organizing the Intruders and Lurkers that will accomplish the job.

The Lurkers

The Lurkers are the rats of the Scavengers. They're the scouts, the unseen eyes of the communities, roaming the dying societies to discern weaknesses, and bring back the intelligence needed for the Kit-bashers and Intruders to do their work. They clam-ber through back alleys, throughout the shadows and debris of cities and towns to study their prey, then scurry back to the Scavengers to tell everything they know. Without the Lurkers, the Scavengers would have a much harder time carrying out their goals. They are the homeless wanderers of a community of homeless wanderers, and no one likes looking into the mirror darkly.



Scavengers - Intruder**PL 10/95 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	4	2	4	3	0	0	3

POWERS

Armored Layers, Protection 4 (removable -1) (3 pts)

Nasty Surprises, Variable 2 (Limited-changed by the kit-bashers, Slow, Removable -2) (8 pts)

EQUIPMENT

15 points in **weapons**, **equipment** and **vehicles** as needed

SKILLS

Athletics 4 (+7), Close Combat (Unarmed) 3 (+6), Close Combat (Choose one) 3 (+6), Expertise (Tactics) 4 (+4), Intimidation 6 (+9), Ranged Combat (Handguns) 4 (+8), Stealth 6 (+8), Technology 4 (+4)

ADVANTAGES

All-out Attack, Close Attack 3, Equipment 3, Fast Grab, Grabbing Finesse, Improvised Weapons, Power Attack, Seize Initiative, Teamwork

OFFENSE

Initiative +2

Melee +9

Ranged +8

DEFENSE

Dodge	5	Fortitude	8
Parry	8	Toughness	8/4
Will	4		

Power Points: Abilities 38 + Powers 11 + Advantages 13 + Skills 17 + Defenses 16 = 95 points

Scavengers - Kit-Basher

PL 10/102 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	4	2	1	6/2	4	0

POWERS

Group-think, Enhanced Intellect 4, Enhanced Will 4, Enhanced Advantages 2 (Limited—Only in groups of 3 or more) (7 pts)

Jiggery-pokery, Variable 3 (Affects Others; Limited—Only from available spare parts, Limited—Only in groups of 3 or more, Slow, Removable -3) (12 pts)

EQUIPMENT

20 points in **vehicles** and **bases** as needed

SKILLS

Close Combat (Jiggery-pokery) 3 (+4), Deception 6 (+6), Expertise (Kit-bashing) 6 (+12/+8), Investigation 4 (+10/+6), Ranged Combat (Jiggery-pokery) 3 (+5), Stealth 5 (+9), Technology 7 (+13/+9), Treatment 4 (+10/+6)

ADVANTAGES

Beginner's Luck, Close Attack 3, Defensive Attack, Equipment 4, Improvised Tools, Inventor, Jack-of-all-trades, Leadership, Ranged Attack 3

OFFENSE

Initiative +4

Jiggery-pokery Melee +7

Jiggery-pokery Ranged +8

DEFENSE

Dodge	10	Fortitude	6
Parry	5	Toughness	6/2
Will	14/10		

Power Points: Abilities 30 + Powers 19 + Advantages 14 + Skills 19 + Defenses 20 = 102 points

Scavengers - Lurker**PL 8 /104 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
0	2	4	4	2	1	5	-1

EQUIPMENT10 points in **weapons****SKILLS**

Acrobatics 4 (+8), Athletics 5 (+5), Expertise (City Knowledge) 10 (+11), Expertise (Streetwise) 8 (+9), Insight 5 (+10), Investigation 6 (+7), Perception 4 (+9), Persuasion 6 (+5), Ranged Combat (Guns) 6 (+10), Stealth 8 (+12)

ADVANTAGES

Animal Empathy, Assessment, Close Attack 3, Connected, Contacts, Defensive Roll 3, Equipment 2, Evasion, Favored Environment (Slums), Hide in Plain Sight, Languages 2 (choose two), Well-informed

OFFENSE**Initiative** +4**Guns** +12**Melee** +5**DEFENSE**

Dodge	10	Fortitude	5
Parry	9	Toughness	5/2
Will	10		

Power Points: Abilities 34 + Advantages 18 + Skills 31 + Defenses 21 = 104 points

SECOND HAND JIM GALLOWES

Male, 38, 5'11", 215 lbs., hazel eyes, black hair

Really: James Galloway

The leader of: his own crew of time-pirates

Based out of: the Tortuga of Time

Worked as: a temporal mechanics engineer

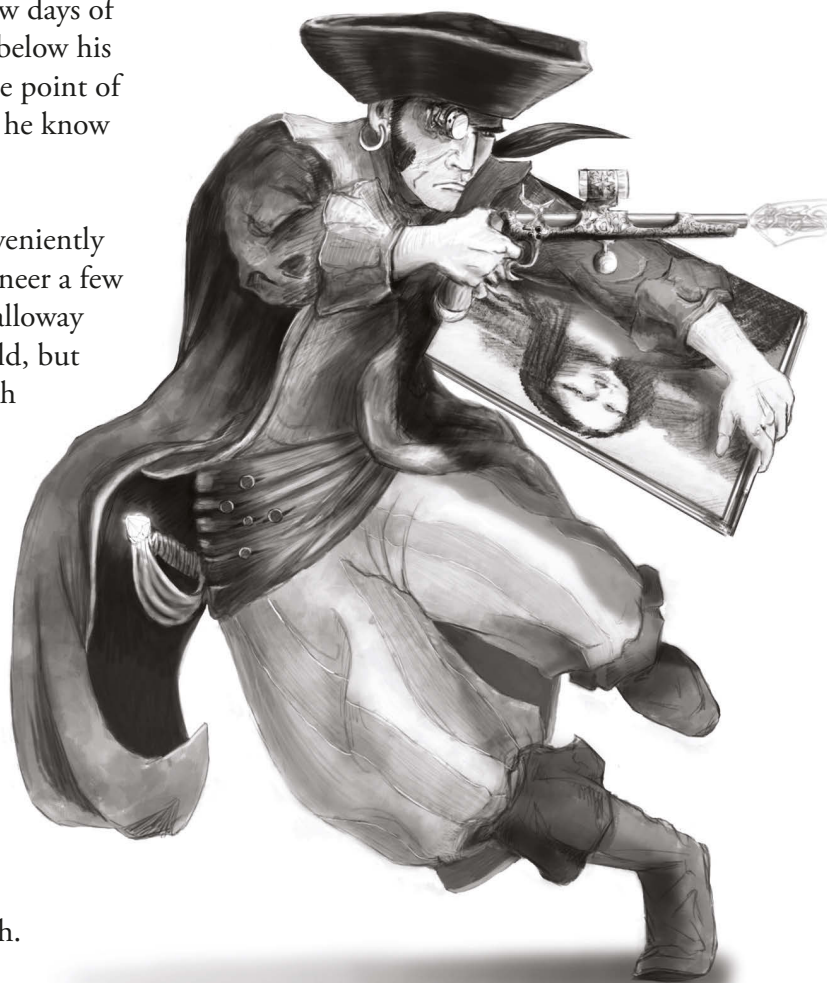
Active during: all time periods

Looks: Second Hand Jim is a pirate, and he looks the part, from colorful jackets and silk shirts to the sash and cutlass, right down to the (robot) parrot on his shoulder. Black hair cascades down to his shoulder blades, bound out of his eyes by a bandanna, and his hazel eyes are bright, alert and so inviting. He's never without a rakish grin, and a few days of stubble, gathering into a tuft of hair just below his bottom lip and triangle of a "beard" at the point of his jaw. He's got the look, and man, does he know how to use it in social settings.

Known History: Jim's full history is conveniently missing. He was a brilliant temporal engineer a few decades before my time, I believe. Jim Galloway pioneered several developments in the field, but he didn't really care. I can sympathize with him, because our time is boring outside of the impending disaster. If you're wired to love art, science, or philosophy for their own sakes, then it's a nearly-utopian time. But if you want action, excitement and the thrill of the chase, then you're really out of luck. Jim wanted action, he wanted excitement, and he craved beautiful things. Not the beautiful things he could get from artists and creators he knew, or could look up. No, he wanted the beautiful things that couldn't be his. So little can't be ours in this future though.

So Jim found a strange space galleon (he claims, and so far, no one can dispute)

with an astral map that led him to one of a number of stars charted just to "the left or the right", and set sail. Out there he found his Tortuga of Time, some manner of island just outside of linear space-time. Once there, he outfitted his galleon with all sorts of gear and a chronal engine, took the name Second Hand Jim Gallows (after the second hands of a clock "that I sail my ship between", and after the second hand nature of his "found" equipment), then began his career of temporal piracy. And he's darned good at it, making just another of the many



things I have to keep track of, and pass along to my past-time friends. No, the Venus de Milo doesn't have arms, the genuine one is missing; yes, Michelangelo really did paint the Sistine Chapel, we need to retrieve the artwork; no there's only one Mona Lisa; yes, there's more than one Mona Lisa technically, but the one in the Louvre is the "official" one. And so forth. The man has style though, you can't get too upset at him. Just making my job all that much harder. And those times when the good guys have to team up with the rakish criminal to stop a greater villain? Few can deny they have fun with the time pirate.

Psychology: Second Hand Jim is a man of action, a rake, a rogue, and a very friendly guy when he's not trying to carve you out of time so he can escape with the Great Pyramid of Giza. He always has a smile on his face, and he'll always be on the move if possible, with flourishes of his arms, or swinging through the rafters on a chandelier. If there isn't a chandelier, look again, because odds are good he popped back in time a week ago to make sure there's one for him to use. He's nothing if not a showman. He's not greedy in the traditional sense, he just likes the pretty things that people say he can't have, since no is a word he's unfamiliar with in our post-scarcity time. He was stifled being a "mere" temporal engineer, and has now found his true calling. He does have priorities and perspective, however. He's in it for the fun of the caper, and the admiration of a lovely person, and in the face of genuine evil, can be counted on to lend a hand. He's actually not so bad a guy in a pinch, just make sure the goodies are locked down before he leaps back out of time again.

Known Abilities: Second Hand Jim Gallows is an average man with no superhuman abilities. Everything comes from the advanced technology at his disposal, disguised as classical pirate gear and garb. His galleon, the Zepolin (from Zero-POINT LINer) can fly through time and space, and harbors in his Tortuga of Time, a strange island of non-time sitting just beyond some hidden mathematical formula only Jim knows. The Zepolin also has a number of

sky-skis, one man airships that he and his crew use to move from the galleon (which tends to remain hovering in the sky) to their target, or provide them maneuverability in combat.

He wears his Moebius sash, which even I'm rather jealous of. It's a Moebius strip woven into a sash he wears around his waist, and so I'm doubly jealous: both stylish and functional. It keeps him from aging as long as he wears it, and protects him from time shifts that might otherwise wipe out his existence, ensuring he never fears the effects his crimes have on the past. The sash also gives him an awareness of the local time, as well as quick flashes of the immediate few seconds to come, keeping him safe from danger. His weapons include his pi-tachyon pistol, or P-tach gun for short, which fires a bolt of energy that travels backward several seconds in time to injure someone before they realize they've been shot. Then there's his planar cutlass, a sword with its blade composed of another reality. Don't think about it, it'll just hurt your head. Just focus on the fact that with it, he can carve away the possibilities of his opponents, taking their abilities from them by carving at their history. Super-strong? Not when he slices out that moment when you got hit with the nuclear waste. You see what I mean? It's also able to age a person, carving up the poor victim's youth. He can even slice you out of time itself, making you a temporal ghost by cutting you off from the current second. He's extremely capable with all these weapons, being a skilled swordsman and pistoleer, an expert in temporal engineering and history, athletic, acrobatic and quick-witted. Okay, enough praising this guy. He's a criminal, let's all of us keep that in mind.

Oh yeah, and he built himself a robot parrot. That's just geeky cool.

On the other hand: there is no other hand. There's just Second Hand Jim, bopping across the branches of history in his Zepolin. It's that sash of his, it keeps him from showing up anywhere else. At least, in the form of Second Hand Jim Gallows. One of him is more than enough.

Campaign Use

Jim Gallows is the friendly rogue, the thief with a heart of gold, and super-advanced technology to boot. He's quick and smart, with an array of time-related powers that make him very hard to fight. His role in the campaign is to steal history out from under the heroes, or make raids on their current time for valuables that perhaps the natives don't realize are valuable yet. He makes a great foil for the heroes, especially those who are more roguish characters themselves. He's very reasonable, very relatable, and easy to team up with against a bigger threat. He fills the cosmic prankster role, the romantic entanglement role, and the cinematic thief role just about perfectly.

Adventure Seeds

Second Hand Jim has made off with Helen of Troy, and now, there's a whole myth missing from history, and a city suddenly appearing in the Middle East, as if they needed another reason to fight. How do the heroes handle getting her back, especially if she's not interested in going back to some callow youth like Paris, when she can have eternity with her Jim?

Timestream's Eleven! Second Hand Jim is gathering up the greatest thieves of history to launch a cunning spree that has to be accomplished in a heartbeat. The heroes have to figure out who's been recruited, what the targets are, and most importantly, Second Hand Jim's true goal, since it can't be as straightforward as all this!

EQUIPMENT

Vehicle—Zepolin (ZZero PPoint starLINer),

20 equipment points

Size: Colossal, Str 16, Spd 10, Tough 14, Def 2; Movement 6 (Dimensional—Alternate timelines/parallel earths, Limbo; Time Travel 3); Impervious Toughness 14, ranged Damage 12, ranged Damage 10 (Area—Burst 6, Homing 2)

*Alternate Vehicle—Sky-ski, 1 equipment point

Size: M, Str 3, Spd 5, Tough 7, Def 10; Feature 1-Multiple (5)

Headquarters—Tortuga of Time, 20 equipment points

Size Gargantuan, Tough: 10; Features—Computer, Concealed 2, Gym, Hangar, Holding Cells, Laboratory, Library, Living Space, Personnel, Power System, Sealed, Workshop

MINIONS

TIKTOK the parrot (sidekick)

Abilities: Str -2, Sta 0, Agl 3, Dex 0, Fgt 3, Int 2, Awa 4, Pre 0

Defense: Dodge 7, Parry 7, Fort 2, Tough 0, Will 4

Powers: Flight 2 (Wings), Senses 2 (extended vision, low-light vision), Shrinking 8 (permanent), Screech (Area-burst Damage 5, alt. effect Area-burst Affliction 5-hearing impaired/disabled/unaware)

Skills: Close Combat (Talons) 4 (+7), Perception 6 (+10)

Offense: Initiative +3, Unarmed +7 (toughness DC 13), Screech (Toughness DC 20/Fortitude DC 15)

Second Hand Jim also regularly employs a pirate crew of minions, that can be represented by the stock Militant stats, substituting Close Combat (Cutlass) for Close Combat (Unarmed) and providing appropriate Expertise specialties

Second Hand Jim Gallows**PL 12/235 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
3	5	8	6	5	2	5	3

POWERS

Planar Cutlass, 21 pt. array, easily removable -8
 Carve Reality, Variable 3 (Action—Move; Limited—Only for Nullify effects) (21 pts)
 Slice Out Time, Insubstantial 4 (Attack vs. Will, blocked by Temporal Inertia, Time Travel or Quickness; Precise) (1 pt)
 Whittle Age, Affliction 10 (vs. Will, impaired + vulnerable/disabled + defenseless; Extra Condition, Progressive; Limited to two degrees, Limited—Not vs. unaging/immortal characters) (1 pt)

P-tach Pistol, ranged Damage 8 (Secondary Effect, Insidious, Subtle 2; Quirk—Insidious goes away after secondary effect occurs; easily removable -10) (16 pts)

Moebius Sash, Immunity 1 (unaging), Feature 1 (Temporal Inertia), Luck Control 2 (force another to reroll Hero Point, Negate another's Hero Point; Lucky 2; Move action), Protection 3, Senses 1 (Time Sense) (removable -2) (8 pts)

Swashbuckler, Movement 2 (Safe Fall—Needs to reach a surface; Swinging) (3 pts)

SKILLS

Acrobatics 4 (+12), Athletics 7 (+10), Close Combat (Cutlass) 6 (+11), Close Combat (Unarmed) 4 (+9), Deception 9 (+12), Expertise (History) 6 (+8), Expertise (Physics) 7 (+9), Expertise (Temporal Navigation) 8 (+10), Insight 4 (+9), Perception 3 (+8), Ranged Combat (Pistols) 5 (+11), Ranged Combat (Thrown) 4 (+10), Sleight of Hand 7 (+13), Stealth 4 (+12), Technology 6 (+8), Vehicles 4 (+10)

ADVANTAGES

Close Attack 2, Defensive Attack, Defensive Roll 3, Equipment 25, Fascinate (Deception), Favored Environment (ship decks), Improved Disarm, Improvised Weapon 2, Instant Up, Quick Draw, Ranged Attack 2, Second Chance (Athletics), Sidekick 10, Skill Mastery (Deception), Taunt, Ultimate Effort (Deception)

OFFENSE

Initiative +8

Cutlass +13, Slice of Time Will DC 14; Aging Will DC 20

Pistol +12, Toughness DC 23

Unarmed +11, Toughness DC 18

DEFENSE

Dodge	12	Fortitude	8
Parry	12	Toughness	11/5
Will	12		

COMPLICATIONS

Motivation—Greed: Avast ye, dogs! Prepare to surrender yer booty!

Obsession—Himself: Jim is incredibly self-absorbed and can't possibly see how anything could be more important than himself.

Power Points: Abilities 74 + Powers 42 + Advantages 54 + Skills 44 + Defenses 21 = 235 points

TWOCCERS

Joyride: Female, 18, 5'6", 155 lbs., green eyes, straw-blond hair (when not dyed multiple other colors)

Metalsmith: Male, 17, 5'5" (7'0" in exo-suit), 160 lbs. (350 lbs. in exo-suit), black eyes, light brown hair

Really: Allison Pierce-Nelson (Joyride) and Jason Whitehorse (Metalsmith). Jason preferred to use White as a surname

A part of: the Twoccers. This strange name comes from British slang for the crime Take With-Out Consent, and twoccers are people who do this criminal joyriding regularly.

Based out of: Cambridgeshire, England, to start; the Twoccers then hit the road, wandering all over Europe

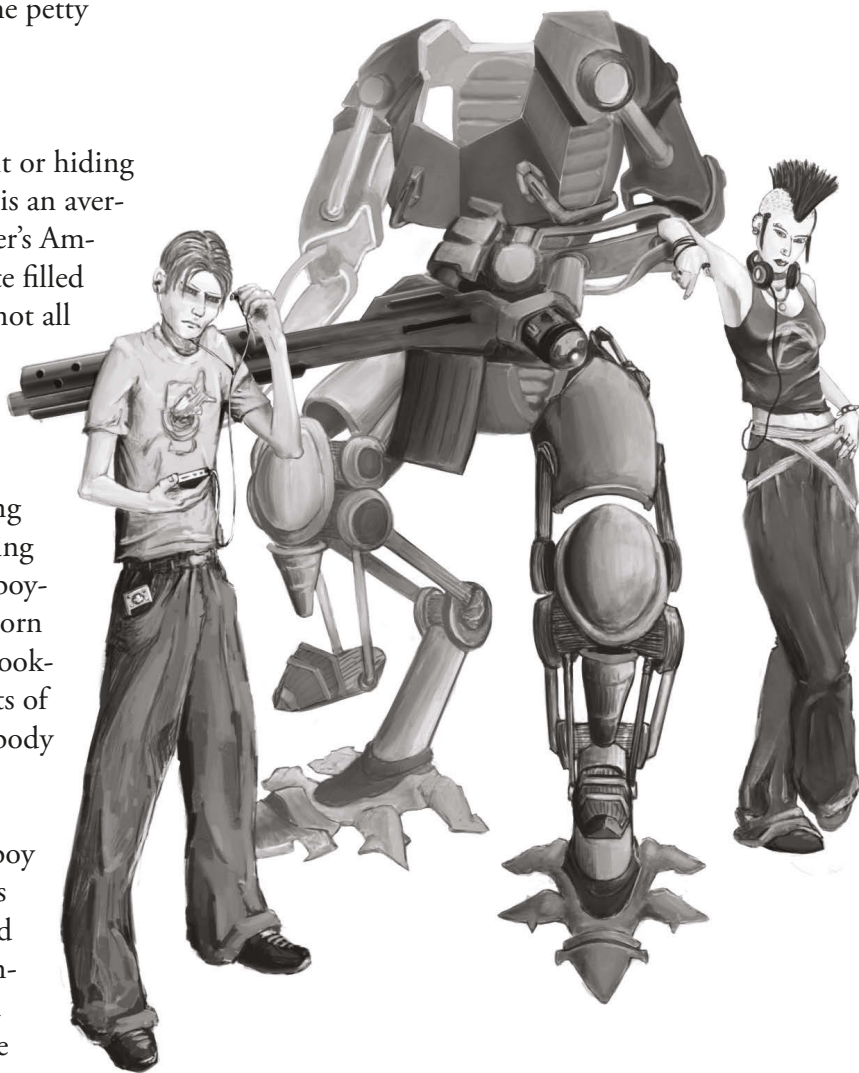
Worked as: students, but quickly became petty criminals and vandals

Active during: the Silicon Age

Looks: When not encased in his exo-suit or hiding in some other machine or gadget, Jason is an average kid of seventeen who shows his father's Amerindian heritage. He's scrawny, not quite filled out yet despite eating all the time. He's not all that tall either, unlike his father and grandfather. He likes to wear whatever is considered trendy, and enjoys body-piercings whenever he can add a new one. Joyride is a young punk-looking teen with green eyes that would be striking if they weren't drowned out by her flamboyant, multi-colored hair. She prefers old torn clothes. She likes tattoos, and is always looking for a new one, though she prefers lots of tiny ones as opposed to larger pieces of body art.

Known History: It's the age-old story: boy with overachieving military family meets girl from broken home on the streets and they fall in love to menace society together. Jason Whitehorse was the latest scion of the Whitehorse military family, whose

most famous member was General John Whitehorse, founder of the famous Second Chance Squad. Jason's father was an U.S. Air Force major assigned to RAF Alconbury in Great Britain. The younger Whitehorse was in his mid-teens by this point, and tired of being dragged around the globe, never settling down or making real friends. Worse, he knew that his father was expecting the same career from his son, accepting assignments and transfers that he felt would impress Jason, all things that just made



him more resentful. With such a strained relationship, Jason hid the mutant power he developed. No need to heap “potential super-patriot” on the platter of expectations.

Allison Hyde-Pierce was the product of a broken home. Her dad was an unemployable drunk and her mother took every opportunity to sleep around while her husband made love to the bottom of a bottle. It was no small wonder that she made a habit of running away from home at an early age. It wasn't like either of her parents noticed. She learned hard lessons on the street, but quickly managed to read people and use them to her advantage. In hindsight this was probably the first manifestation of power. It was during this time she started to pal up to the local air base personnel as a way to keep some of the nastier street scum off her back. She would decide what she'd trade away for what price, and keep it all for herself. Otherwise, why did she leave home?

It was only a matter of time before these two hurt souls found each other. They got into all sorts of hooliganism (as the British call it): vandalism, petty theft, and fooling around with drugs. This last moved on to a little fooling around with each other as well; Jason quickly falling in love, and Allison shocked to discover that she wasn't completely using him. For once in their lives, they both started to feel an emotional attachment. When the area buzzed with the arrival of an experimental exo-skeleton called Project: Metalsmith, Jason confided in Allison that he could enter the combat suit, fly it out apparently empty, and the two of them could make it big as a modern-day Bonnie and Clyde.

Allison was amazed at the trust Jason showed her, and she revealed her own power in return. So similar in nature, they knew they were meant to be together, the two of them against a world that hated them. Within fifteen minutes of Allison riding a junior officer with high clearance, the two of them were hurtling away with bleeding edge USAF combat technology, and into history as teen terrorists Joyride and Metalsmith, the Twoccers. They're dangerous armed robbers, with a reluctance to kill so far, but the more crimes they commit, the more cocky and careless they get with their weapon. It

may not be long before they step up the brutality.

Psychology: Jason Whitehorse is a bitter young man with a big chip on his shoulder. He's determined not to become his father or grandfather, and is well on his way. He's completely unaware that his family just wants him to be happy doing whatever he'd like to do. He's convinced himself that they've already got him enlisted in the U.S. Air Force, and expect him to become the next three-star general. Instead, he's going to prove to them he's not military material, getting a rush from lashing out at anything that might be construed as a positive military trait.

Allison is cunning and manipulative. She knows that even without her power, she has honed her skill in manipulating men expertly. She has grown hard, first by parents who cared nothing for her, and later by the people on the streets who wanted her body for their own ends. She believes she's an ice queen, but really she's a wildfire, extremely emotional and making her meaner as a result. She wants plenty of money, so she can buy herself all the things she wants, when she wants them. Jason's the only thing that's penetrated her shell, and she's done the same for him. The two of them view the whole world as the enemy, and they will do whatever it takes to help the other. If they have to retreat and leave the other behind, which is hard for them to do, rest assured they'll find a way to come back and rescue the other at any cost.

Known Abilities: Jason has the ability to possess machines and electronics, entering them in a ghost-like state in order to make them do what he wants. They are limited to whatever functions they normally possess, and he can't make them do anything they normally couldn't.

Joyride has the ability to possess another person, entering her victim intangibly to control them from within, very similar to how her partner can “ghost” into machines. The pair view the exo-suit as very valuable, and Jason has taught Joyride how to use it for when he's away from it for extended times. [This is represented by her having the armor as Equip-

ment in her Advantages, rather than a power-set; it's just not as integral to her.]

The Twoccers' main combat abilities come from the Metalsmith armor, which is equipped with several experimental sonic weapons: a sonic beam for a ranged attack and a sonic burst which deafens anyone caught in its blast. The suit also has a vibro-knife that is especially suited to penetrate armor. In addition to the weapons, Metalsmith has a radio, extensor-coils for the arms, tough armor and the ability to fly at up to sixty miles per hour. Jason normally uses the exo-suit, and when on a caper, will only leave it to enter another device.

On the other hand: Jason and Allison fell into the influence of rival gangs. Each used their powers to gain control over their fellows, and make themselves the dominant force in their turf. By the time they finally met each other, it was nothing but oil and fire. Hatred ensued, and their battles for control over the street crimes of Cambridgeshire and farther out in England have become legendary, leaving dozens dead and injured and millions of pounds in property damage. These two would seem doomed in such a world, and when it happens, they'll die alone and unloved. I suppose they might be doomed on this world, if such outlaw pairings from history have anything to show us, but at least they'll have each other, and give the heroes only one target.

Campaign Use

The Twoccers are a modern-generation take on classic bandit partnerships like Bonnie and Clyde or Butch Cassidy and the Sundance Kid. They're not quite as violent yet, but it's only a matter of time, and they use a military exo-suit instead of horses or a car for transport. Interested heroes could still reach the teens. They're young and embittered, but with a lot of work over a period of time, it could be done. They have a genuine love for each other, which gives them a certain level above mere criminals. If caught in combat, Metalsmith will draw attention to himself as Joyride leaps from hero to hero, sowing confusion. When the exo-suit is on

the ropes, Metalsmith will start to move into nearby cars, store alarms, and similar in order to add to the havoc, before attempting their escape.

Adventure Seeds

The children of the Second Chance Squad are disappearing, then turning up dead. Has Jason Whitehorse gone off the deep end taking out a vicious revenge on his family? Joyride comes to the heroes insisting it's not him, and that he's been kidnapped as well! Do they believe the young manipulator? Who is behind the scheme and why?

The exo-suit is in need of repairs, so the Twoccers kidnap an expert roboticist and steal the materials he needs to do the job. The heroes race to the expert's rescue- but he'd never be cleared to work on such a classified project, so he's not very eager to be saved!

Customization Notes

Joyride**PL 10/166 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
1 (5)	4	5	2	3	1	3	2

POWERS

Joyriding, Affliction 12 (vs. Will, Entranced/Compelled/Controlled; Cumulative, Sustained; Instant Recovery), Insubstantial 4 linked to Immunity 2 (Suffocation) (Sustained; Limited—Only to enter a controlled target) (53 pts)

EQUIPMENT

Combat Exo-suit (see Metalsmith): This represents the fact that Joyride is familiar with the armor and will wear the suit occasionally, when Metalsmith is in another object

SKILLS

Acrobatics 4 (+9), Close Combat (Unarmed) 4 (+7), Deception 10 (+12), Expertise (Psychology) 5 (+6), Insight 7 (+10), Perception 4 (+7), Stealth 6 (+11), Treatment 4 (+5)

ADVANTAGES

Agile Feint, Close Attack 2, Defensive Roll 4, Equipment 9, Evasion, Improvised Weapon, Instant Up, Ranged Attack 3, Taunt, Uncanny Dodge

OFFENSE

Initiative +5

Joyride +9, Will DC 22

Sonic Beam +5, Toughness DC 21

Sonic Burst +5, Fortitude DC 16

Vibro-Knife +5, Toughness DC 23 (Penetrating 4)

Unarmed +9, Toughness DC 16 (DC 20 in the exo-suit)

DEFENSE

Dodge	12	Fortitude	8
Parry	10	Toughness	8/4 (14)
Will	10		

COMPLICATIONS

Motivation—Greed: Joyride lives her life moving from one crime to another, hoping for the one big score that will allow her to retire in luxury.

Relationship—Metalsmith: Jason Whitehorse is Allison's partner-in-crime and her meal ticket to big money. To complicate matters, she is starting to actually like the guy.

Power Points: Abilities 42 + Powers 53 + Advantages 24 + Skills 22 + Defenses 25 = 166 points

Metalsmith

PL 9/165 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
4/0	1	3	2	1	3	5	0

POWERS

Combat Exo-Suit, removable -11

Communication 2 (radio, 1 mile; Area, Selective, Subtle 1), Elongation 4 (75'; Limited—Arms only), Enhanced Strength 4, Flight 5 (60 mph), Protection 10 (43 pts)
 Suit weapons, 12 pt. array
 Sonic Beam, ranged Damage 6 (12 pts)
 Sonic Burst, ranged Affliction 6 (vs. Fortitude, Sense Impaired/Sense Disabled/Sense Unaware; Cumulative; Limited to audio only) (1 pt)
 Vibro-Knife, Damage 8 (Penetrating 4) (1 pt)

Hijack Machines, Affliction 12 (vs. Fortitude, Entranced/Compelled/Controlled; Affects Objects Only, Sustained; Instant Recovery), Insubstantial 4 linked to Immunity 2 (Suffocation) (Sustained; Limited—Only to enter a Controlled target) (41 pts)

SKILLS

Close Combat (Combat Suit) 7 (+8), Deception 6 (+6), Expertise (Mechanic) 8 (+11), Insight 4 (+9), Perception 6 (+11), Ranged Combat (Combat Suit) 6 (+8), Stealth 5 (+8), Technology 9 (+12), Vehicles 7 (+9)

ADVANTAGES

Favored Foes 2 (Police, Soldiers), Improvised Tools, Jack-of-all-trades

OFFENSE

Initiative +3

Sonic Beam +8, Toughness DC 21

Sonic Burst +8, Fortitude DC 16

Vibro-Knife +8, Toughness DC 23 (Penetrating 4)

DEFENSE

Dodge	7	Fortitude	4
Parry	4	Toughness	11/1
Will	10		

COMPLICATIONS

Domo Arigato, Mister Roboto: The more that Jason interacts with machines, the more his grasp on his humanity weakens. He is becoming increasingly aloof and distant, finding his time with machines preferable to time out in the meat world.

Motivation—Rebellious: Jason Whitehorse isn't doing this for anything other than the aggravation and pain it is causing his father.

Relationship—Joyride: The one exception to his aloofness is the genuine love he feels for his partner in crime, Allison Hyde-Pierce. He has no clue her returned affections are faked.

Power Points: Abilities 30 + Powers 87 + Advantages 4 + Skills 29 + Defenses 15 = 165 points

WEST SIDE

Male, 19, 6'1", 275 lbs., brown eyes, black hair

Really: Antwon Jones

A part of: the West Side Mafia street gang

Based out of: Bensenville, Illinois

Worked as: a drug dealer

Active during: the Silicon Age

Looks: West Side is a African-American male who cultivates the fierce street gangster look, with black hair done up in cornrows, a chinstrap beard, and dark brown eyes under a heavy brow and several piercings. He wears baggy pants showing the top of his underwear and the butt of a pistol, a simple wifebeater t-shirt, and a bead bracelet around his right wrist completes the look. Antwon added a tattoo of a spider to his arm after developing his powers, using the webbing to represent what he can do.

Known History: Antwon Jones is smart kid seduced by the street. His grandmother raised him after his mother was convicted of pushing drugs, and he never knew his father. Despite the challenges of a broken home and living in the slums, Antwon's grandmother pushed him hard. She made sure he went to school, and learned to be respectful of neighbors and earn a living. He had just made the honor roll for the first time in a year when his grandmother died of a heart attack. His mother didn't want him back even after she got out of prison, so Antwon was sent into foster care. After a year of that hell (as he put it), he ran away, and soon joined the West Side Mafia. He became a runner for their drugs and numbers, and his intelligence served him well, boosting the profit line and keeping him out of jail. Through attrition and cunning, Antwon worked his way up the gang.

When he was sixteen, the West Side Mafia was caught between Second Hand Jim testing out a new device, and the Torchbearers trying to stop him. Antwon was shot by Jim's strange "parallel" bullet,

something meant to strike a person in every reality at once. Instead it did the reverse, and suddenly Antwon was filled with all his alternates. To the gangster's delight, he discovered he could release those duplicates, creating his own army out of himself. They might be surly and angry with their current condition, but they could get along well enough. Antwon could use this army to increase the gang's influence, and he took over their leadership with very little resistance. Even street thugs can see a good thing when handed to them.



Psychology: Antwon Jones is a smart man looking out for number one first and foremost. He likes the power his reputation gives him, and enjoys the luxuries that come with it. He's the king of his own little domain. He speaks in a high-minded manner, because it shows off his education and irritates his gang. He doesn't care because when something bigger and better than the gang comes along, he'll sell them out in a minute to make himself a bigger fish. He doesn't see how anyone would think like this toward him, a blind spot that could cause him trouble in the future, especially since his duplicates all largely have the same opinion.

Known Abilities: Antwon's body contains many parallel Earth versions of himself, and he can release up to eight of them at a time to help him out. Well, if he can get them to cooperate; they are fully-realized versions of himself with lives they were ripped away from, so they can sometimes be rather surly to their "host". If he can get them to work together however, then West Side becomes incredibly dangerous in a fight, since they all use similar fighting styles and can anticipate each other without even trying.

On the other hand: It doesn't really matter. See, all the other possible branches now hook into this one Antwon, since he's engulfed them all. However, visiting these other realities can be interesting, since there are various holes where the Antwons once resided. In fact, there might even be one or more alternate Earth that would like to get their Antwon back.

Campaign Use

West Side is a product of the streets. He can go from cunning and clever one moment to angry and belligerent the next if he feels he is being jerked around or disrespected. If engaged in combat, West Side will create as many duplicates as possible and use his Shoulder to Shoulder ability to concentrate firepower. If the fight goes against him, he will leave his duplicates to fight while he escapes, often having

another duplicate run off in the opposite direction to increase the heroes' confusion.

Adventure Seeds

A gang war has broken out and West Side is smart enough to convince his mob to stay uninvolved. Instead, he's tipping off the heroes about rival leaders, hideouts and activities. West Side is banking on moving in after the dust settles to pick up new territory and customers, and somehow, the heroes have to take advantage of his intelligence while denying him expansion.

One of West Side's duplicates has managed to sneak away, and now he's reached the heroes. He insists he's been kidnapped from his own Earth, and wants to be free. The heroes finally get a chance to learn the source of his power, and maybe how to undo it, but does this duplicate Antwon have some other ace up his sleeve?

Customization Notes

West Side**PL 12/214 Power Points**

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
4	6	3	6	8/4	1	0	3

POWERS

One-Man Street Gang, Summon 9 (Duplicates; Active, Heroic, Multiple Minions 3 (8 duplicates), Sacrifice; Attitude, Distracting) (82 pts)

Shoulder to Shoulder, Enhanced Fighting 4 (Limited—Only when two or more duplicates are in the same battle) (4 pts)

EQUIPMENT

Heavy Pistol, ranged Damage 4

Knife, Damage 1, Critical 19-20

Motorcycle, Size M, Str 1, Spd 6, Def 10, Tough 8

SKILLS

Athletics 8 (+12), Close Combat (Knife) 6 (+14/+10), Close Combat (Unarmed) 4 (+12/+8), Expertise (Streetwise) 10 (+11), Intimidation 12 (+15), Perception 4 (+4), Ranged Combat (Handguns) 6 (+12), Vehicles 4 (+10)

ADVANTAGES

Chokehold, Close Attack 2, Daze (Intimidation), Defensive Roll 5, Equipment 4, Fast Grab, Favored Environment (Alleys), Favored Foes (gang bangers), Great Endurance, Improved Hold, Improvising Weapon, Inspire 2, Power Attack, Ranged Attack 2, Set-up 2, Startle

OFFENSE

Initiative +3

Knife +14/+10, Toughness DC 20 (critical 19-20)

Heavy Pistol +14, Toughness DC 19

Unarmed +14/+10, Toughness DC 19

DEFENSE

Dodge	8	Fortitude	11
Parry	13/9	Toughness	11/6
Will	6		

COMPLICATIONS

Hatred—Police: With as many run-ins and arrests by the police that the West Side Mafia has had, it's small wonder that they hate them.

Motivation—Greed: Money is what gets you respect, and on the streets, respect is more valuable than life itself.

Reputation: West Side's built a rep for himself as the go-to guy for drugs or illegal weapons. This makes him a target for rival gangs and the police.

Power Points: Abilities 54 + Powers 86 + Advantages 27 + Skills 27 + Defenses 20 = 214 points

WHUTOR

Male, Age unknown, 6'0", 275 lbs., mottled green eyes, wiry black hair

Really: Whutor

A part of: no criminal organization

Based out of: his personal starship

Worked as: a bounty hunter

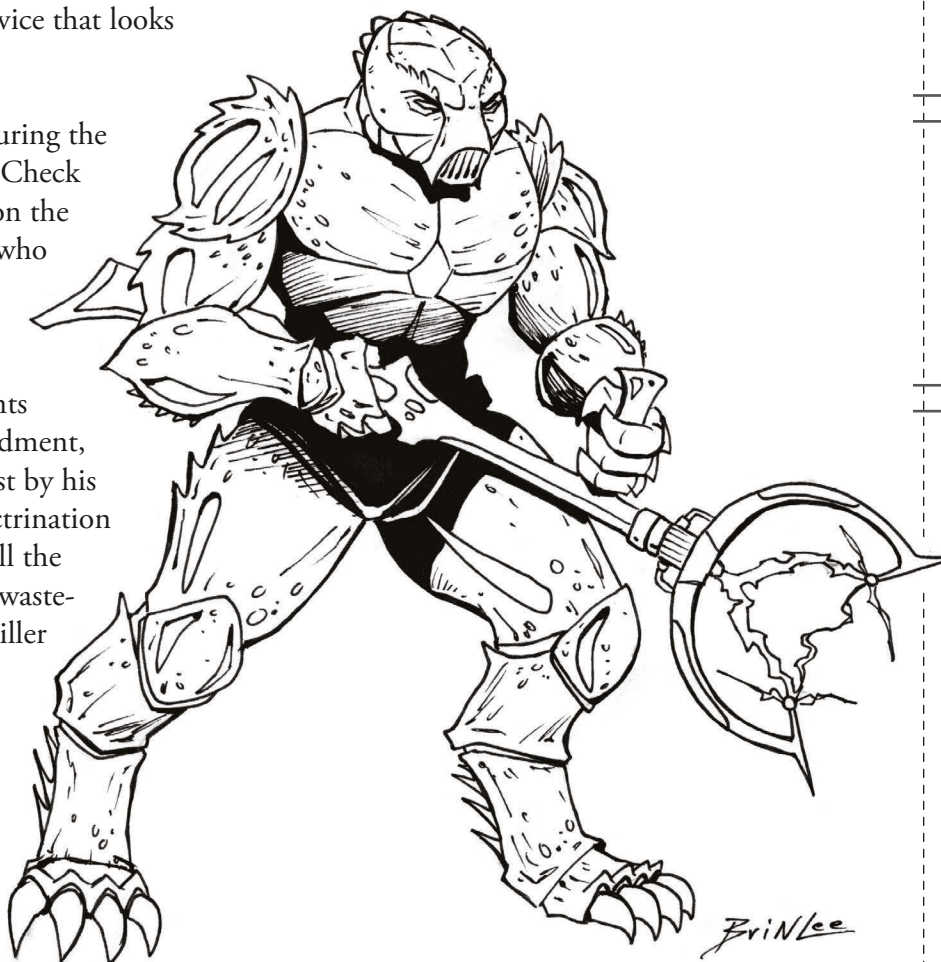
Active during: the Silicon Age

Looks: Whutor's race seems insectoid at its base, but is stocky and heavy. Thick chitinous plates cover a muscled humanoid shape. He lacks the mandibles you'd expect to see, but instead has ridges running from the bridge of the nose to his chin with deep-sunk almost human eyes. Whutor does not wear clothing but sports a battle harness for his pouches, blades, stun grenades and anything else he needs. He carries a large mancatcher-like device that looks as nasty as the rest of him.

Known History: Whutor grew up during the Tero War (don't know the Tero War? Check out my colleague's excellent volume on the subject, *Deus ex Astra*) with parents who rejected their warrior culture and hid the family far out in the Glimmering Deeps, but it wasn't far enough away to escape the conflict. His parents were killed during an orbital bombardment, though he survived, only to be outcast by his people for lacking their cultural indoctrination and instincts. Angered, he gathered all the gear he could and raced out into the wastelands to practice. He unleashed the killer instincts his family's community had tried to suppress, and brought them to bear on an enemy patrol. They appreciated how he attacked his own people, provided him with a weapon from their arsenal and offered to send him out into deep space, to learn the ways of the hunter on an

even grander scale.

Whutor gained experience as a bounty hunter, fueled by the growing lust in his heart for the chase followed by the final fight. The universe was his hunting ground, but he quickly found himself getting bored, seeking bigger prey and more challenging jobs. Dangerous exotic animals, aliens and individuals became his stock in trade, and then someone out there pointed him at a bounty on some little out-of-the-way planet called Earth. Whutor discovered the pinnacle of his career: superhumans of all shapes and powers. He's never looked back.



Psychology: Whutor is considered scum, by his own people and even his employers. He has no honor, lacks any concept of a fair fight, and is happy to shoot an opponent in the back rather than face-to-face combat. He does keep loyal to the letter of his contract, but plenty who've hired him have seen that bite them back. Whutor's a deviant who gets his kicks from the hunt, and the capture (or kill, he's not picky despite calling himself a 'bounty hunter'), with the cash just giving him the chance to do what he loves. His biggest pleasure comes from gloating over his fallen foe.

Known Abilities: Whutor is a skilled hunter and slaver who excels in the use of his custom mancatcher, as well as other more typical weaponry. Whutor's mancatcher features an electrical stun that arcs to anyone trying to rescue a stunned victim. The mancatcher can also release an anaesthetic gas, a potent x-ray laser, or a transmatter beam that can target others or teleport Whutor in a particularly dangerous hit-and-run attack.

On the other hand: Whutor could have learned the proper lessons after surviving his family's destruction, turning his people from devastated pockets of resistance against the Tero, and uniting them into a victorious army. Now, Whutor rules a powerful empire, ever-expanding in order to find newer, more interesting victims for the gladiatorial arena that the alien emperor lives for. And Earth seems just ripe for the plucking.

Campaign Use

Whutor is a relentless pursuer with plenty of skill and power to back him up when it counts. He's smart and cunning, and should provide a difficult, dangerous foe for a group of heroes. He's also a plot device for getting the group out into space, or onto an alien world. He's a mercenary in every sense of the word, and famed for sticking to the letter of his contract, something smart heroes can use to their advantage. When engaged in combat, Whutor uses starts with the laser from ambush, then tests his gas

if he can catch multiple targets. He'll follow up with a mix of electro-stun strikes, teleport attacks and jumping around the battlefield with his own teleporting to keep the heroes off-balance. Once he has his selected target, he'll teleport them back to his starship with him.

Adventure Seeds

An alien prince has fled to Earth seeking help from its heroes. He's is being forced into a marriage to a cruel Marquessa, and hopes they can help him stop her and save his people. The Marquessa has hired Whutor to retrieve her groom-to-be, and the hunt is on for the heroes to find the prince and stop the hunter before Whutor can find him and drag him back!

A top military researcher has been kidnapped, and the clues being gathered seem to point to Whutor. Who hired Whutor to capture some Terran scientist? What does the researcher know that could be important to the stellar community? Is there some other secret the victim is hiding? Then there's Whutor: why did he agree to such a simple job? Is he actually behind it, and if not, who would want to frame him?

Customization Notes

Whutor

PL 13/205 Power Points

Strength	Stamina	Agility	Dexterity	Fighting	Intellect	Awareness	Presence
8	10	6	4	5	2	4	5

POWERS

Capture Staff, 36 pt. array (easily removable -16)
 Electro-Stunner, Affliction 12 (vs. Fortitude, Dazed and Impaired/Stunned and Disabled; Contagious, Cumulative, Extra Condition; Limited to Two Degrees) (36 pts)
 Anesthetic Spray, ranged Affliction 9 (vs. Fortitude, Fatigued/Exhausted/Asleep; Area—Cloud, Progressive; Diminished Range 1, Fades) (1 pt)
 X-Ray Laser, ranged Damage 11 (Alternate Resistance—Fortitude, Insidious, Subtle 1) (1 pt)
 Transmatter Beam, Teleport 15 (120 miles; Attack, Reach 1, Reversible) (1 pt)
 Personal Transmatter, Teleport 15 (120 miles; Change Velocity, Turnabout) (1 pt)

EQUIPMENT

Flash-Bang Grenades

Laser Rifle, ranged Damage 8, accurate 1

Vehicle—Starship, 49 equipment points

Size: Gargantuan, Str 14, Tough 12, Spd 14, Def 6; Particle Cannon, ranged Damage 12; Proton Missile, ranged Damage 10 (Area—Burst 6, Homing 2); Stasis Prisons, Affliction 12 (Fatigued/Exhausted/Asleep)

SKILLS

Acrobatics 6 (+12), Athletics 4 (+12), Close Combat (Mancatcher) 5 (+10), Close Combat (Net) 3 (+8), Close Combat (Unarmed) 2 (+7), Expertise (Hunting) 8 (+10), Expertise (Known Space) 6 (+8), Insight 10 (+14), Intimidation 4 (+9), Investigation 5 (+7), Perception 4 (+8), Ranged Combat (Energy Weapons) 6 (+10), Stealth 5 (+11), Technology 4 (+6), Vehicles 6 (+10)

ADVANTAGES

Benefit 2 (Advanced Tech x2), Close Attack 3, Contacts, Defensive Attack, Defensive Roll 2, Equipment 14, Fast Grab, Improved Grab, Improved Hold, Ranged Attack 2, Skill Mastery 2 (Insight, Investigation), Tracking

OFFENSE

Initiative +6

Anesthetic Spray, Reflex DC 22 for half effect; Fortitude DC 22/16

Electro-Stunner +13, Fortitude DC 22

Laser Rifle +14, Toughness DC 23

Transmatter +13, blocked by force fields

X-Ray Laser +12, Fortitude DC 26 (damage, insidious, subtle 1)

DEFENSE

Dodge	14	Fortitude	12
Parry	14	Toughness	12
Will	8		

COMPLICATIONS

Alien: Whutor has a bizarre appearance, especially on Earth where the heroes are likely to encounter him, and it's difficult to disguise.

Hunter: Whutor is a cold, pitiless hunter of whatever has caught his attentions, or paid his bills.

Motivation—Greed: Whutor is in it for the wealth, whatever that might be for his people, culture or setting.

Power Points: Abilities 88 + Powers 24 + Advantages 31 + Skills 39 + Defenses 23 = 205 points

APPENDIX: TOYS

What good would mad scientists be without crazy contraptions and diabolical doomsday devices? Villains such as Doctor December, Von Ärgers and Dare Devlin of the Buzzbomb Gang make wide use of these gadgets. While this far from comprehensive, it provides a few ready-made options if you need them. Some of the good guys might find a need to use these too; at least a more heroic version.

360° Visor (3 pts, Variable rank 1)
Senses 3 (Danger Sense, Radius—Visual)

Favored by thieves who rely on state-of-the-art equipment for their work, the visor allows a full range of vision around the wearer to prevent surprises.

Balloon Thruster Bomb (24 pts, Variable rank 5)
ranged Damage 10 (Area—Burst for 6 ranks, Homing 2)

This deceptively simple device is a silent terror. A small balloon is attached to a explosive bomb, equipped with compressed air thrusters that guide it to its target.

Blizzard Generator (27 pts, Variable rank 6)
Environment 13 (extreme cold, extreme impede movement, visibility -5)
Activation—Standard action, Technology Check DC 20
Required, Limited—Must remain in location

This room-sized device generates a massive blizzard that can blanket a 120-mile area with freezing snow and ice. It is a great way to completely immobilize a region, disrupting travel, communications and economy.

Blockbuster Gloves (5 pts, Variable rank 1)
Damage 3 (Str-based; Reach 2)

These marvels of science increase the size and density of the wearer's fists, giving incredible punching power and a greater range.

Boardroom Special (11 pts) ranged Damage 8
(Subtle 1, Easily removable -6)

This completely innocuous-looking briefcase can quickly be snapped open and configured into a blaster rifle. Favored by high-tech terrorists and criminals who need to enter a location without arousing suspicion.

Bouncing Bomlet (13 pts, Variable rank 3) ranged
Damage 6 (Ricochet 3; Easily removable -8)

This powerful micro-bomb is encased in a round rubber ball that can be bounced around corners or into other hard-to-reach areas.

Brainstorm Helmet (3 pts, Variable rank 1)
Quickness 6 (Limited to mental tasks)

This helmet allows for rapid mental thought, a must for the mad genius who needs to perform complex calculations quickly.

Electro-field Generator Suit (25 pts, Variable rank 5)
reaction Damage 5 linked to Protection 5 (Sustained)

This rubber suit is criss-crossed with electrical wires and a small tesla coil generator on the back. The electrical field that surrounds the suit provides the wearer protection and causes damage to anyone who comes into physical contact with it.

Madness Gas (12 pts, Variable rank 3)

Illusion 5 (visual and audio; Alternate resistance—Fortitude, Area—Cloud; easily removable -8)

This small aerosol contains a powerful psychotropic gas, causing powerful hallucinations in anyone caught in the spray.

Mind Klaxon (30 pts, Variable rank 6)

Nullify 6 (mental powers; Area, Broad, Sustained)

This wavelength generator sends out ultrasonic vibrations that interfere with mental concentration. It is especially devastating against mentalists.

Nano-Medic (28 pts, Variable rank 6)

Healing 9 (Energizing, Persistent, Resurrection, Limited—Self Only)

Powerful nanotechnology in the owner's body grants them amazing recuperative abilities beyond anything capable with modern medicine. Favored by villains who get beat up a lot, or those who would prefer that their enemies believe them dead.

Rigged Blaster (11 pts, Variable rank 3)

Damage 5 (Area—Burst, Triggered after 2 rounds)

A dirty trick. This booby trapped weapon is favored by villains who constantly have things taken from them. The weapon's trigger acts as a dead man's switch. Once released, the weapon primes itself and then detonates one round later, usually in the taker's hands.

Rocket Skis (3 pts, Variable rank 1)

Speed 6 (Limited—Only works on snow)

This set of aluminum skis have small rocket motors attached to them, allowing them to move across snowy terrain at great speed. Ideally suited for rapid getaways.

Wrist Rocket Launcher (10 pts, Variable rank 2)

ranged Damage 4 (Multiattack; Diminished range 1, Inaccurate 1)

This metal wristband is studded with several small micro-rockets. They are inaccurate with limited range but a great distraction if someone needs to get away, or if they need to attack several melee opponents at once.

THE MAD ASSISTANT (32 Power Points)

Abilities: Str 2, Sta 2, Agl 0, Dex 1, Fgt 2, Int 1, Awe 0, Pre -1

Defense: Dodge 2, Parry 2, Fort 2, Tou 3/2, Will 0

Equipment: lab coat, heavy pistol. Advantages: Equipment 2.

Skills: Athletics 4 (+6), Expertise: Technician 4 (+5), Expertise: Criminal 2 (+3), Expertise: Science 4 (+5), Expertise: Current Events 2 (+3), Technology 4 (+5), Perception 2 (+2), Vehicles 4 (+5).

Offense: Init +1, Unarmed +2 (Damage 2), Pistol +1 (Ranged Damage 4).

These are the smart lackeys in the supervillain community. Blessed with some education and technical know-how coupled with a criminal record, these men and women are found helping out science-based villains, usually with the promise of money or power as a reward. However, some do this for the sake of satisfying their own curiosity.

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