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EVIL DOER!

PHIPPS

BULMER

Halt Evil Doer!

The Setting of Super Powered Heroes

Credits

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Introduction by Charles Phipps

Whomp! Wamp! Whoomp!

These three words define what I love about super hero games. The appeal of super hero games comes from a variety of things. The ability to crisscross genres in a single setting, the often mind boggling continuity that is so much fun to unravel, and archetypal characters engaged in goodness knows what sort of struggles this month. When M&M came out, we had the chance to play our favorite comic book characters.

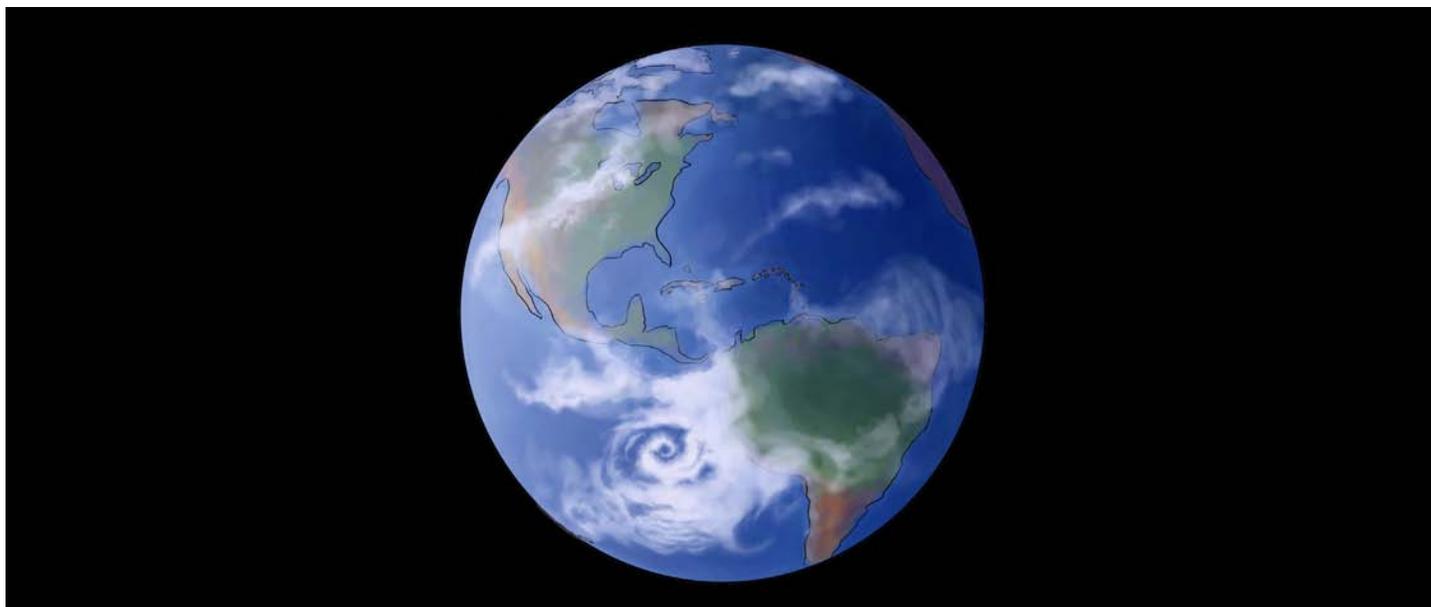
Eventually, my group realized that we had our own particular take on the super hero genre and wanted to share it with the rest of the world. We're not going to even bother trying to hide our inspirations. What influenced us is pretty clear. The cultural myths behind superheroes are timeless enough to tell the original tales we want while also paying homage to the classic comics that inspired them.

Halt Evil Doer! is a setting that we hope is able to accommodate all tastes of those whom love super heroes. Heroic Earth is a setting where super beings have been part of the established world for many years now and its populous has grown accustomed to a certain level of the surreal. Heroes have thus far managed to prevent most terrible disasters from occurring. However, that could change at any time.

The setting is deliberately designed to allow player characters both the option of being part of a larger tapestry of heroes or to become the foremost heroes on the planet. We made a choice to make the power level of the heroes less than it could have been in order to give a slightly dangerous feel to the setting. The champions of Heroic Earth have to struggle to protect their world. They always just barely emerge victorious and sometimes they fail.

In writing this storyline, I'm also surprised to find at how many issues both serious and humorous came up. Comic books have always been a medium for creators to convey their political viewpoint and they have their own internal logic. Many social topics that I never would have guessed super heroes would deal with were already examined in great length by comics. In the setting supplement, I'll try and touch on these issues to help Game Masters add a bit more to their campaigns than 'Find bad guy and beat him up.'

While Halt Evil Doer! Is a self-contained supplement, I hope this will not be the last of its sourcebooks. This is a world that I hope will continue to be supported by both myself and other members of my publisher's press.



Chapter One: The Setting for Heroic Earth

Welcome to the world of Heroic Earth. It's a planet of costumed crusaders with amazing powers, villains with unbelievable might, and all of the conventions of comic book heroism. Because of the flexibility and diversity of the system, we've chosen to use the M&M Superlink game rules for this setting. We believe it will work best for establishing the mood we want for our setting.

The book only requires the use of the M&M rulebook for play. *Halt Evil Doer!* presents all of the necessary material for a long lasting campaign. Likewise, it is compatible with all other M&M settings. This chapter will deal with a few of the universal themes that should be remembered when designing a campaign within Heroic Earth.

A Long History of Heroism

Heroic Earth is a planet that has a lengthy history of individuals whom have fought for truth, justice, and the international way. This sense of tradition and legacy is an important part of Heroic Earth's reality. When someone puts on a costume to fight crime, it's not something silly but part of a grand tradition. Many criminals and evil doers have reason to FEAR those who do it.

Still, despite the fact that many costumed heroes have

come and gone, the majority of Heroic Earth cities have never seen one. Thus a super heroes' arrival can still be greeted with awe, disbelief, derision, fear, or speculation on their sanity.

Magic, High Technology, Faith, and Pulp

In our world there are stories of aliens, psychics, kung fu moves can block bullets, magicians, super talented swordsmen, technology that can raise the dead, and people who work the will of gods. Now assume for a moment that all of these stories are true.

The people of Heroic Earth are those whom see proof of their world views every day. Ironically, this hasn't reduced the skepticism of critics. The seeming contradictory nature of many super powers has resulted in most skeptics just trying to reclassify them all under one scientific origin.

The amazing nature of super heroes has also had a curious affect on Heroic Earth's fiction. Many people prefer to read about 'true events' than fiction. The details may be inexact or wrong in these biographies but they replace most action movies and comics in this world. Thus, your super hero may find a comic book about him on the

stands within months of his debut.

Potential for Numerous Storytelling Styles

Gritty campaigns where child molesters are beaten by urban vigilantes in dark alleys, a bright fantasy romp where a modern swordsman battles dinosaurs downtown, or a crazy space opera where a intergalactic space cop patrols the star system looking for alien invasion? All of this is possible in Heroic Earth's setting and more importantly, it can be changed from adventure to adventure.

The world of Heroic Earth is set up so that there's plenty of strange and bizarre goings on at any given time to satisfy the most diverse of styles. This doesn't preclude campaigns focused entirely on the grim but the world is meant to be able to accommodate campaign styles in the vein of Buck Rogers, James Bond, Indiana Jones, and Superman.

The Potential for Expansion

One thing that Heroic Earth is not filled with is a single source of all evil in the world. P.H.A.N.T.O.M and its fascist agenda, the Gene Nation's genetic supremacy, or General Venom's latest plot to take over the world are all independent of one another. If they are all cast down then its entirely possible some new evil will rise to the occasion. This doesn't mean that the fight against evil is futile but it does mean that it is never-ending. The world is furthermore so filled with amazing things that adding a group that has existed for thousands of years in preparation for the day that it will dominate all of reality is not difficult. Heroic Earth is a world with many secrets and all of them are just waiting for player characters to unearth them.

Even the mightiest of Earth's heroes will find that there's always a bigger fish.

A Coherent World View

One final thing that we want to emphasize as part of the Heroic Earth setting is the fact that it is all tied together in a manner that makes sense. While magic, faith, super science, and aliens exist in a world together, they do not exist without influencing one another. Furthermore,

these elements do not exist in such abundance that they cause the world to become unrecognizable from our own.

The future of the world of Heroic Earth may change dramatically depending on the PCs actions but it currently exists in an uneasy balance. It is a place filled with many fantastic things but it is also a place where most of the world still looks like the one outside your window. This is a state that won't last for long. All it takes is a single villain or hero to change all of creation.

Game masters should consider how the PC's action will have an affect on the whole of the world. Heroic Earth is a setting where the PCs are expected to be a force for change in the world and not just a defender of the status quo.

Sadly, the heroes are greatly outnumbered by the villains. Even if they've been lucky so far, a bright future is by no means guaranteed.

Chapter Two: History of Heroic Earth

Heroic Earth's history is similar to our own world's history with only minor differences (if you think that a single talented swordsman being able to defeat armies is 'minor').

The fact is that most legends and supposedly fictional characters are real. Their biographies were published under fictional auspices and thus the world is filled with a comic sensibility stretching back to the days of Gilgamesh.

Some historical events from our world are drastically changed by these super men. This chapter will discuss how the history of the world was altered due to the presence of super humans. It is a world where Sherlock Holmes and Abraham Van Helsing lived. It is also a place where Hercules might have wrestled Samson in a long lost tale.

Game masters are free to use Heroic Earth's history to provide continuity and inspiration for adventure. Indeed, ambitious Game Masters may even use these works below as alternate campaign settings for gaming on Heroic Earth. There's also the option of time travel.

These time periods are hardly cut and dry set periods but vary from place to place geographically. They represent mostly a specific mood and cultural trend.

Thus the Prehistoric times themes might still be possible in certain spots across the globe while the Mythic Age continues in others.

Primordial to Prehistoric

The time before the universe's creation is not quite as well documented as many historians would like. Scholars must contend with the considerable bias of religious testimonies and the somewhat colored memories of the divine beings recounting this period.

The 'Mythic Origin' is genuinely agreed upon by spiritualists. Suffice to say, the Cosmic Eternals were formed by a being called the Hidden Light. This being

has alternatively been associated with Gaia, God, and a variety of ancient pantheon heads from Ptah to Shang-Di of the Celestial Bureaucracy.

The Cosmic Eternals took it upon themselves to attempt to bring order to a formless and chaotic universe. In this quest they were opposed by chthonic creatures called the Entropic Masters.

The Entropic Masters were primordial and unnatural creatures leftover from the time before the universe's creation. Many of them were birthed by the unholy monstrosity, the Darkness Beyond Time. A massive war raged across countless dimensions with untold numbers of universes destroyed.

The Entropic Masters were defeated by The Cosmic Eternals and banished to their own private lightless Hell dimension. This nightmarish place was the horrific Annihilation Zone.

The Entropic Masters remain nearly omnipotent and have often created species to serve them. They send these servants through dimensional gates to subvert mortals in hopes of eventually escaping. Thus far, those few whom have escaped have been either defeated or destroyed with the exception of their King, Orkus. In all these battles, victory required incredible heroism and the cost of many lives.

Some scholars indicate that the 'Mythic' origin of the universe might in fact be bunk and a purely scientific universal origin is, in fact, true. The Cosmic Eternals, they argue, are hardly biased beings and could have been created by human worship. Others suspect that they might be merely powerful aliens lying in order to convince lesser races to worship them.

Suffice to say, the universe was created and human-kind was a hardly relevant to the eldest species. The ravenous Tsavong, the enlightened Mithran, the benevolent Grigori and several human like races were amongst the first to become dominant life forms in the universe.

On Earth, the Sauron arose from Dinosaurs but were annihilated by a meteorite that plunged the entire planet

in a horrifying winter. This meteorite is believed to have carried a large amount of 'Strange Property' radioactive isotopes that started changing the nature of evolution in drastic ways.

The surviving Sauron would evacuate their world and eventually transform into the scientific Thran.

The Age of the God Kings

The Age of the God Kings is a time that immediately precedes recorded humanity history (approximately 50,000 to 10,000 years before the dawn of 'proper' human civilization). Sadly, most of the knowledge about this period has been lost from humanity's archives.

Structures like Stonehenge, Easter Island, the earliest pyramids, and the Bermuda Triangle Warp Effect are the only relics of this time. The rest was annihilated in the rapaciousness of the monsters that destroyed the world's oldest civilizations.

It was a time when human beings were a much grander race than they are; born with physical might which only the strongest super humans of today can match, extremely long-lived if not actually immortal, possessed of earth-shaking magical power, and wielders of advanced technology.

Civilizations known to have existed in this time period are known by the names Atlantis, Mu, and Lemuria. Accounts agree that the destruction of the God-men came swiftly and was, at least partly, their own doing. It is believed that some of these civilizations benefited from contact with aliens or were actually the result of colonization by other species.

Other dimensional invaders, misused super-weapons, and the wrath of the Cosmic Eternals swept the Earth clean of all the God Kings' civilizations. Only a few scattered survivors lived to carry on the memory of their cultures. It is believed that many of today's most formidable heroes are probably direct descendants of this times' champions. A few might also be reincarnations of their most powerful heroes.

Remnants of Atlantis and Lemuria still exist on the planet Earth, though they are mostly shadows of their former selves. Neither has the drive that initially drove them to shake the pillars of Heaven.

The Age of Myth

The Age of Myth represented the first stirrings man had to restoring their lost civilization. With the power of magic and the gifts of the gods, new empires arose across the face of the world. These empires were bloody and decadent places. Worse, they were built on the backs of slaves. Still, they were civilization.

The Cosmic Eternals set themselves up as divinities during this time. From there, they interbred with the strongest lineages and produced heroes with amazing powers. Gilgamesh is often cited as the world's first super hero by sages interested in the field of Super Human History but he is far from the last. Likewise, the Argonauts are believed to be the world's first super hero team.

Contrary to popular belief, the vast majority of ancient cultures were contemporaries. The use of magic preserved "pockets" of thriving civilization well after the rest of their culture had collapsed. It was not unusual for philosophers from the City-State of Athens to visit the Great Pharaohs of Egypt before taking a boat to the grand courts of China before doubling back to Legendary Cities of Gold that were ruled by feathered serpent men.

Amazingly, the gods during this time openly consorted with mortals and handed down judgments as they saw fit. The Aesir battled with giants, the lands of Egypt were ravaged by plagues, and the gods of Olympus punished or rewarded capriciously. Humans seemed almost an afterthought in this strange world of battling demigods.

The Age of Myth came to an end not with a bang but a whimper. The power of magic seemed to wane across the world overnight. Most of the mythic beasts retreated to the realms of the gods as the dimensional barriers grew thicker.

The majority of gods departed the world and wizardry became a rare art across the world.

The Middle Ages

The Dark Ages that followed the Age of Myth were nightmarish times to say the least. Huge bands of warlords marauded across the planets surface; killing, torturing, and stealing with impunity.

Pestilence, Plague, and Famine were furthermore spread by devil worshipping magicians working with evil extra-dimensional invaders. It was hoped by these cosmic horrors that they could weaken the universe's barriers enough to begin a full scale invasion.

On the Isles of Britain, one of the last remaining great wizards was Merlin the Magician. Merlin gathered together an army of super powered warriors in various manners to bring order to countryside. These became the Knights of the Round Table, another super hero team that would lay waste to the world's many evils. The Knights of the Round Table battled the evils of Morgan Le Fey, Demons, Dragons, and even aliens (the knights incorrectly believed the aliens to be faeries).

It is from the Knights of the Round Table that most modern day heroes draw their inspiration. A united group of equals that stands for justice and an ordered society. Alas, Camelot's fall was infamous and has been detailed many times.

Excalibur was lost during this time and no one has yet managed to find the mystic sword. It is said that the sword will provide its next wielder with even greater powers than it did Arthur. Merlin, freed soon after Camelot's fall, continues his manipulations across the world of Earth.

China briefly had a surge in magical power that came from the rise of the Iron Khan. A Mongol Warlord who discovered the secret of immortality, the Iron Khan managed to rule China for several centuries. The evil mystic managed this by murdering each successive Emperor and impersonating them, often fostering civil war to hide his movements.

Secrets of martial arts, alchemy, and magic flowed freely under the Iron Khan but he was ultimately overthrown by an alliance of benevolent monks. These monks were known as the White Lotus Society. The Iron Khan would escape, though, to menace the peoples of the Earth for many more centuries..

The Dark Ages ended with the return of learning to the world and a rise of a Renaissance that eventually lead to the next age of heroes.

The Age of Enlightenment

The Age of Enlightenment begins with the advent of the printing press. It is an age of contradicting values. Feudal values dueled with the wave of technological progress and humanism that spread across the Earth.

Technology begins its first great growths here. Mankind is captivated by the strange and unusual things being brought forth by scientific pioneers. Clockwork Robots (and later Steam powered ones) made their first appearance. Flying machines and bottled lightning are just some of the wondrous devices unleashed by human genius. By the end of the 19th century, man is already firing capsules to the moon and traveling the ocean depths in submarines.

The Time Traveler, Sherlock Holmes, mad scientist Victor Frankenstein, criminal genius Professor Moriarty, and Abraham Van Helsing all lived in the last part of this era. They are merely the most famous examples of this period's heroes.

Due to the outrageousness of the stories of their efforts, Queen Victoria insisted that all of them hide the truth of their activities under fiction. Only a handful of individuals would be informed of the truth of their exploits. She could not imagine that the 'truth' would become so amazingly popular.

Dracula would make his arrival in England during this time and begin his plot to take over the world. Dracula would not be the only super villain to arise in this time as the world's first global spanning criminal organization was created by Professor Moriarty. This later organization would eventually evolve into the brutal terrorist empire of P.H.A.N.T.O.M.

Historians still try to fathom how so many examples of strange technology could appear and then be abandoned. Great airships and moon rockets were appearing during this time and then suddenly ceased to exist.

Suspicious rest that aliens, magic, and a brief surge in superhuman intellect occurred during this time before vanishing. Alien scholars point to Earth's strategic place in a period of great galactic war around them. The invasion of London briefly by 'Martians' being one of the most famous cases. It is from this that many scientists are believed to have gotten their secrets of a future age.

Once the first scientists who benefited from this science died out, all of their initial discoveries were lost. Others believe a more organized conspiracy was at work, possibly aliens attempting to minimize the exposure of humans to 'dangerous ideas.'

The Era of Pulp

The early 20th century is one that is remembered on Heroic Earth as a mixture of lawless violence, epic war, and fantastic leaps in technology.

World War 1 left deep scars on the minds of a generation while giving mute testament to the dangers of unchecked industrialized war. Many super heroes and super villains all privately vowed to do their part to make sure that the evils of that period never occurred again.

Prohibition was the setting stage for the appearance of vigilantes eager to bring order to a lawless society. The most famous of these was the Lurking Phantom, a grim executioner armed with psychic powers and a smoking revolver. Against foreign agents and saboteurs emerged the amazing Doctor Aeon, an unmatched intellect and athlete.

Even the supernatural grew to fear exposure as magazine novelists like Howard Phillips Lovecraft and Robert Howard had stories recounted to them by wandering adventurers (or obliquely wrote of their own occult experiences). While few ever believed the veracity of their stories, those 'in the know' realized that their secrets could be mass produced.

Amongst the greatest of champions of justice during this time was Ehrich Weiss. A man of profound ability as stage magician, Ehrich enjoyed doing battle with criminal mystics both real and fraudulent.

The Time of Mystery Men ("The Golden Age")

The approach to the Great War resulted in hundreds of individuals feeling the call to fight against disorder. It was during this time that strange abilities also started to appear for the first time in centuries. Advances in the life science were made from the notes of madmen like Doctor

Frankenstein. Ghastly experiments resulted in many people gaining astounding powers.

In the 1930s, organized crime finally started to break under the strange abilities wielded by extraordinary men. The first modern super hero team was created in the Liberty Men. It was the first American team that was determined to fight together against those foes that they couldn't face on their own.

The time of the Mystery Men overlapped with World War 2. Adolf Hitler and his cronies believed that America's heroic supers represented a model that could be used to benefit their own regime. A mad scientist, codenamed Count Reich, privately began his own research into the possibility of creating an army of super-beings that could be deployed during war. This project was codenamed Operation: Bio-Blitzkrieg. Hundreds of super-powered humans, robots, and superbly trained special agents were created. These Uber Alles were released on European battlefields or to bedevil America.

The US government retaliated by creating the Icarus Project. Icarus was designed to create the United States' own collection of super-humans. Until Icarus' soldiers were deployed during the end of the war, the United States relied heavily on its vigilantes to fight against the Uber Alles threat.

Many vigilante laws were altered and repealed during this time. With the looming threat of Nazism, the government was willing to make deals with all manner of eccentric characters. Most of the early successes of the Icarus project were deployed overseas to become the Liberators.

There were countless casualties in the first super human slug fests. The need to battle the Bio-Blitzkrieg forces necessitated that the Liberty Men be flown in for 'special' missions. The greatest of WW2 heroes, the Steel Commando, would become as an important a cultural icon as Uncle Sam or the Statue of Liberty.

Ominously, the Icarus Project was part of a much grander project that had been organized by Franklin Roosevelt's Intelligence Advisor, James Moriarty III. The English immigrant used his favored position to suggest reviving the nearly defunct criminal empire of his grandfather as a way to weaken the Nazis. Colonel Moriarty proceeded to hand pick the most ambitious, cunning, and ruthless agents from the Allies to create Project: Omni.

Eventually, Hitler perished and the majority of the Nazi super humans were killed when their headquarters, Castle Blitz, was blown up by allied bombing. Some believe that this historic attack was aided by mysterious new super heroes that no one could identify.

The End of an Era ("The Age of Spies")

The Allied victory swiftly turned sour as America was betrayed by Project: Omni and its erstwhile Soviet Allies. Europe was carved in half as the Allies found Project: Omni declaring its independence. Project: Omni renamed itself the Philanthropic Harmony Association for National Treaties, Order, and Militarism (or simply P.H.A.N.T.O.M).

The first Steel Commando heroically died attempting to assassinate Colonel Moriarty before he could declare his sovereign rule over post-war Ruritania. Sadly, despite Colonel Moriarty being horrifically scarred by the experience, the Steel Commando's efforts were in vain. The Steel Commando was killed along with his entire team of super powered operatives.

P.H.A.N.T.O.M soon displayed its nuclear capacities and became a powerful "third side" during the Cold War. Colonel Moriarty would emerge from this experience as the demonic Death Mask.

The tragic death of the Steel Commando resulted in a significant cooling of super hero and government relations. A series of super human trials and demands for unmasking or retirement occurred. Many super heroes retired in disgust or ended their careers in disgrace.

The greatest living super hero, Titan Man, then decided to do something about this and became a Senator of the United States. Encouraging his fellow Mystery Men to unmask, Titan Man believed that a new Golden Age could emerge from government and super hero cooperation.



INFORM ON COSTUMED CRUSADERS!

Do you want to trust your safety to masked men?

*** An advertisement paid for by People Against Vigilantes.**

Unfortunately, P.H.A.N.T.O.M delivered the 'secure' secret identities of countless super heroes into the hands of various villains. Hundreds of innocent civilians were killed and numerous super heroes were assassinated. This became known as the Unmasking Massacre.

Titan Man, in shame and remorse, ended his own life.

The Golden Age ended in the beginning of the sixties with the last of the Mystery Men having retired or having been absorbed into the government as 'super agents.' To compensate for the loss of super heroes, the government created The Foundation for World Harmony. This organization immediately avenged the death of so many super heroes and their families by finally killing Death Mask.

The sixties and seventies were an intense period of espionage and counterintelligence. Terrorists, madmen, and super-scientists were still the threat they always were but the government's sanctioned operatives almost always prevented total disaster only by the skin of their teeth. Worse, groups like P.H.A.N.T.O.M often won as much as they lost.

The Dawn of Super Heroes ("The Silver Age")

The world situation continued to grow worse rather than better. P.H.A.N.T.O.M reorganized under the son of Colonel Moriarty, Death Mask II. The Iron Khan returned to prominence with a variety of schemes designed to return China to its Imperial Days. Also, the Vietnam war resulted the Steel Commando's son turning terrorist as he began the House of Serpents. It seemed that the constant nuclear false alarms would eventually result in full scale annihilation of the world.

That was when Divinos arrived and changed everything.

Divinos was the last survivor of a planet of superior beings that sacrificed themselves to defeat the Darkness Beyond Time. Arriving on our planet in a crumbling space ship, he came bearing a message of peace and brotherhood. Initially distrusted; Divinos nevertheless set himself above humankind's petty concerns and used his power to help others.

From his orbital space station, Divinos saved countless lives on both sides of the Iron Curtain. He stopped natural disasters, negotiated truces, aided the United Nations in peacekeeping. Divinos defended the planet against a series of alien invasions by ever more hostile species and proved himself repeatedly. It was because of Divinos that countless individuals were inspired to once more take up the role of super hero.

Equally mighty in heroism and stature was the goddess Athena. Athena left the ranks of her fellow Cosmic Eternals to battle her insane half-brother Ares. Athena sacrificed much of her divine power to fight for the human race she loved.

Divinos and she were known to engage in several great battles over the years, usually the result of misunderstandings. These fights would become epic legend in the annals of Earth history.

In the crime ridden streets of Falconcrest City did Black Wing emerge, a cowl wearing crusader for justice. Black Wing was terrifying criminals in a way that no other hero could match. Though he had only minor magical abilities, the figure's mastery of the martial arts and detective skill resulted in many super villains being defeated.

These three figures would eventually form the heart of the Patriots, a successor organization to the Liberty Men. The Patriots that faced threats much more cosmic than their predecessors. Earth's atomic bomb tests had drawn the attention of alien forces. These forces were interested in preventing such a hostile and primitive species from becoming a threat to them.

Equally important was the sudden rise of the Metamen, human beings born with supernatural powers that they gained upon puberty. Many blamed the advent of nuclear power and space travel for their appearance but they were merely the result of evolution resuming its natural course. The Metamen's appearance resulted in a massive spike in super criminals. This spike caused a natural distrust and dislike for Metamen as a rule.

Even crime became more high tech as regular criminals were no longer content to allow themselves to be hassled by costumed super heroes. Instead, the International Crime League and its affiliate Crook Inc. were created to make sure that superheroes were always busy fighting fires than going proactively against their businesses. Even this group had a slightly silly tone since it was founded by the bizarre Godfather Gorilla.

Still, the eighties were a time of relative innocence. Divinos, Athena, and Black Wing established 'super hero rules' to be followed. They set an optimistic example that most aspiring champions of justice were eager to follow.

The Twilight of Super Heroes ("The Iron Age")

In the early nineties, a series of truly reprehensible villains appeared upon the scene. These murderers were less concerned with using their powers to make money but instead to gain fame as serial killers. The infamous Blood Wing, Killer Clown, and Death Swarm are just a few of the terrible names of this period. Many minor super heroes were killed facing these insane monsters and others retaliated by actively working to murder their foes in cold blood.

Though technically against the law, many in the public actively supported a permanent solution to these menaces. The most shocking incident was when Divinos was required to kill a fellow survivor of his home-world, General Iblis. Iblis had suicidally arranged that the only

way to save the planet Earth from destruction was to kill him. It was after this action that Divinos fled the Earth and an era of bleakness began.

The difference between heroes and villains was particularly difficult to determine during the Iron Age as many Super-crooks adopted causes or passed themselves off as warriors against crime in the pursuit of wealth or fame.

Civilian casualties mounted as 'heroes' paid no attention to collateral damage in their pursuit of 'justice'. The government had rendered itself impotent by numerous attacks during the eighties against heroic supers of far greater moral standing. Legal precedents had been built up that prevented them from taking any effective action. Some Iron Age super heroes were simply too powerful to oppose by mundane authorities.

Though Athena continued to fight the good fight, she was increasingly an anachronism amongst her fellow champions. Athena was forced to battle her own sidekick, Hecate. Hecate had embraced the power of Ares to wage her own war upon the 'wicked.'

Black Wing, fed up with what he believed was a flood of serial killers inspired by his example, entered into the shadows completely. The Dark Avenger of Falconcrest turned over the Black Wing mantle to his sidekick, Dawn Wing.

The Era of Evil Super beings ended with an attempted coup of the United States government by the Psychotic Seven, a group of 'Heroes' who believed they could do better than the current democracy. The Psychotic Seven assembled an army of the more ruthless vigilantes and proceeded to launch an attack on Washington D.C.

There, Athena and a returned Divinos gathered together all of the remaining ethical superheroes to battle it out with the Seven's armies on the White House Lawn. The majority of the ruthless vigilantes were captured and the public whole heartedly embraced the peaceful heroes they'd left behind.



The Modern Era

The Modern Era of Heroic Earth is one that's currently wracked with uncertainty. The Silver Age Heroes exist with heroes that have grown up in the shadows of the nightmarish Iron Age Champions.

Many Iron Age super heroes still operate. They point out that their methods are necessary, in certain circumstances, to prevent greater loss of life. A few have taken to idolizing the original Golden Age heroes whom killed only as a last resort but were unwilling to hold themselves up above humanity's own forgiving laws on lethal force.

Super Villains, themselves, are in a peculiar position with some merely wanting to be rich uncomfortably existing next to genuine monsters. This has led to the occasional odd alliance between heroes and villains. The environment of fame and fortune that exists around super-beings has even resulted in some villains being able to make a fortune for themselves simply by being a part of the 'scene.'

Metamen are no longer in such small numbers that they can blend in with the rest of humanity. They have emerged to the point that they can be considered a genuine racial sub-type of the world's peoples.

Groups like the Tomorrow Society teach that Metamen should use their powers for the great benefit of humanity. However, organizations like the Gene Nation, teach that regular humanity will never be able to accept metas as equals. Instead, the Gene Nation teaches that metamen should set themselves up at the top of society through the exploitation of their incredible abilities.

The issue of Super Hero Registration has become a major concern in recent years. The other dimensional invasion of the Demigod Orkus resulted in many arguing that a world-wide super powered draft should be instituted in the event of extra-planetary invasion. This issue has divided many amongst super heroes. Some, like Black Wing II, advocate it as necessary while others, like Steel Commando III, believe that it impinges on civil liberties.

It is a strange time for the champions of the new millennium. It is a time that will require heroes of a special fiber to navigate it successfully.

Speculative Future

The world of Heroic Earth is a non-determinable universe. The world's history can be changed by time travel and the actions of divine beings. Several times has this happened and super heroes have been called to right attempts by time travelers to alter the past to their liking. Because of these terrorist attacks, the people of Heroic Earth have a vague idea of the possibilities that remain for them in the future.

These futures seem to be similar enough that its entirely possible they're 'set' by forces outside of normal temporal physics. Its also possible that larger cultural trends or parallel universe theory allow for them to exist,

even if the past that produces them is interfered with.

In the end, whether these futures are predestined or not is a matter that only time will tell.

The Near-Dystopia

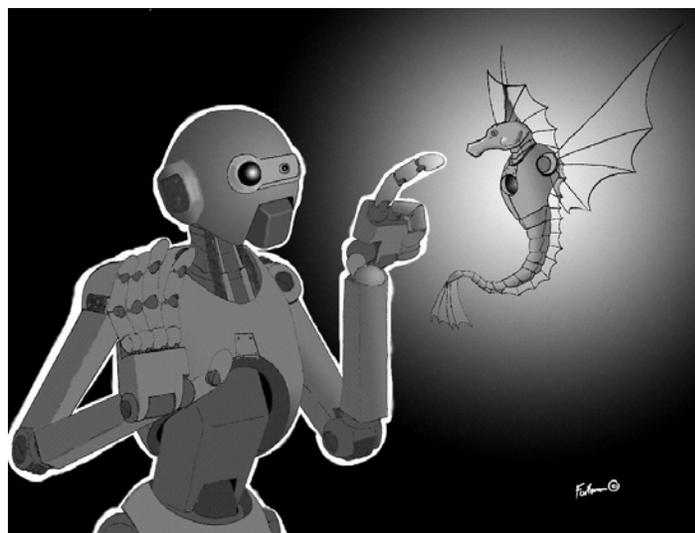
The collapse of society occurs in the not-so-distant future.

This reality has super heroes come too late to stop a major disaster. Much of humanity's infrastructure is wiped out in an instant and the rest of humanity descends into a brutal civil war. Former super heroes then set themselves up as fascist tyrants, allied with the very super villains that they once fought.

Technology has benefited during this period. Androids, cybernetics, and virtual reality are available to the populous at large. Ironically, much of the populous lives in half-starved slums despite the ever present advanced technology that they have access to.

The super human dominated government uses gigantic robots and armored secret police officers to hunt down any vigilantes that attempt to improve the lives of the world's people. Those super humans that do not agree to serve the One World Order (OWO) are swiftly exterminated.

Ironically, P.H.A.N.T.O.M morphs into an organization called G.H.O.S.T (Global Hope Order Strength and Technology). G.H.O.S.T attempts to liberate the world from OWO's control under the control of Death Mask IV.



The Future of Wonders

The Future of Wonders is a time after the Near-Dystopia. Mankind has crawled itself up from the chaos and tyranny to heights never before achieved.

The planet Earth has joined the rest of the galactic civilizations in space by this time and has well over a hundred planets underneath its dominion. Man has become a major power in space and is only going to become stronger as time passes. All of Earth and her colonies pay homage to a single Galactic Earth Alliance (GEA).

The Future of Wonders is filled with entire planets of super powered beings as the idea of being a crime fighter becomes less important in the fact of becoming a protector of worlds. The spread of super criminals results in entire planets falling under their sway while jealous alien races relentlessly try to slow humanity's advances.

Humanity is hardly alone in its struggles, though, as it has made many friends amongst the surrounding species.

It is believed that the Patriot Army heads a revolutionary group of super humans from all planets to try and continue this utopian growth. The Foundation for Galactic Harmony is formed from the ashes of the old government services and supplements the Patriot Army with its own super-talented special agents.

Ironically, the House of Serpents survives well into the future and becomes a massive interplanetary army of separatists. Dozens of species attempt to resist the Galactic Earth Alliance and unite under the auspices of the latest General Venom.

Meanwhile, in the farthest reaches of space, Orkus continues his plots to plunge the entire universe into an eternal darkness.

Timeline of Heroic Earth

Circa 13,700,000,000 B.C. The Darkness Beyond Time is banished by the Big Bang

Circa 1,000,000,000 B.C. The Cosmic Eternals and Entropic Circle take physical forms from the early thoughts of various races.

Circa 80,000,000 B.C. The Djinn and Grigori races split apart. The Djinn are banished for their worship of the Darkness Beyond Time.

Circa 108,300,000- B.C. The Grigori arise to being the dominate power in the galaxy as they proceed to seed countless planets with life.

Circa 63,000,000- B.C. The Sauron race evolves on Earth into an intelligent and powerful race of bipeds.

Circa 65,000,000- B.C. The Sauron civilization is annihilated by a meteorite that results in dramatic changes in Earth's biology.

Circa 10,000,021- B.C. The Mithran civilization evolves space travel and is aided by the Grigori in becoming one of the dominant powers in the universe.

Circa 50,021,281- B.C. The Thran civilization emerges on Corvos Major and begins devoting itself to becoming the universe's predominant scientific power.

Circa 13,000- B.C. Exiles from the Mithran race and Thran colonize Earth. Grigori gene engineering transforms the human species into a super example of itself. Many great civilizations emerge on the planet.

Circa 8,000- B.C. Divine Retribution, War, Science Gone array, Extra-dimensional invasion, and an Ice Age result in the annihilation of the advanced species on Earth. A few pockets survive.

Circa 5,000 B.C. The Grigori decide to form the Galactic Guard. Worthy mortals are chosen from all over the universe.

Circa 6,000 B.C.- The magic of Atlantis undergoes a Renaissance revival in Egypt and other population centers the greatest of wizards of this time arise by merging their own superstitions with the advanced lore of the ancients.

Circa 1600 B.C.- The Dawn of the Mythic Age of Mortals.

Circa 1000 B.C.- Olympiana and Middle Atlantis is founded by divergent peoples of the Aegean.

431 B.C.- The Athens and Spartan War results in the death of most of the last remaining great heroes.

202 B.C.- Middle Atlantis supports its client state of Carthage against Rome but the defeat of it comes with secret help from outside forces. The Entropic Masters visit horrible pestilence and horror onto Middle Atlantis. The land falls to ruin and centuries of collapse ensue.

479 C.E.- Merlin the Magician uses his knowledge of the future to set up a Medieval chivalric Kingdom in the primitive lands of Briton. The Knights of the Round Table are given supernatural abilities by Merlin or the divine.

513 C.E.- Morgan Le Fey makes a deal with Ares and brings a horde of demons through with her son Mordred in command to conquer Camelot. Excalibur is hidden by the Lady of the Lake's fairy minions.

779 C.E. - Merlin escapes from his imprisonment underneath Wales.

1476 C.E.- Vlad the Third of Wallachia makes a pact with Orkus "The Devil" and becomes Lord of all Vampires.

1700 C.E.- The Tsavong achieve space travel by stealing downed Mithran spacecraft and developing their own crude variants on it.

1874- New Atlantis is formed by the survivors of Captain Nemo's followers mating with the tribal remnants of the Middle Atlantean people. The 'Mysterious Island' sinks beneath the waves.

1890 C.E.- The heyday of Victorian 'Gentlemen Heroes.' Sherlock Holmes, Van Helsing, and the Traveler all engage in numerous adventures both chronicled and un-chronicled.

1898 C.E.- The Invasion of London by the Tsavong is a disaster for the aliens. The entire force is wiped out by mutated variant of smallpox. H.G. Wells incorrectly attributes the invaders to be from Mars.

1912 C.E. - Naturalist Winston Grayhaven journeys to Antarctica and discovers the second Lost World. The Grayhavens become one of the world's great adventuring families.

1913 C.E. - The Iron Khan begins plotting world domination. He is thwarted by the British secret service.

1926 C.E.- Erich Weiss fakes his death to carry on the battle against supernatural evils.

1932 C.E.- The Lurking Phantom signals the dawn of the Pulp Age.

1933 C.E. - John Smith (Doctor Aeon) makes his impressive world debut. He forms the John Smith Society for Scientific Progress and gathers a small army of devoted followers around him.

1935 C.E. - Doctor Aeon breaks the Airspeed record in the Aeon-Flyer.

1938 C.E. The people of Grover's Mill meets a scouting party of Tsavong that make short work of them before Doctor Aeon defeats them.

Believing world wide panic will ensue if the truth came out, Doctor Aeon uses mass hypnosis to convince everyone it was only a radio broadcast. Several Tsavong are marooned and forced to spend the rest of their lives on Earth.

1937 C.E.- The Liberty Men form to defeat the criminal empire of James Moriarty II. The Golden Age of Super Heroics begins.

1938 C.E. Project Omni is created in secret to create a network of spies and saboteurs to threaten the Third Reich.

1940 C.E.- Bio-Blitzkrieg results in the creation of over a hundred Nazi super humans whom go across the world to menace the world. Several super villains are created from Japanese citizens and join the Eastern theatre against America.

1945 C.E.- Count Reich's Bio-Blitzkrieg Project Headquarters is destroyed by the Allies, sealing the end of Germany's hope for the war.

1946 C.E. P.H.A.N.T.O.M is created from Project Omni as the leaders involved realize what sort of power they wield.

1947 C.E.- The US government becomes aware of the existence of aliens when a Thran spaceship crash-lands in Roswell, New Mexico. Majestic-13 is created by the U.S. government to study the alien technology within.

1953 C.E. - The Second Steel Commando is murdered along with the Liberators by Colonel Moriarty. Moriarty takes full control of Ruritania and declares himself the first Death Mask.

1954 C.E.- The Liberty Men break up in the scandal of the Unmasking Massacre. Most superheroes decide to retire or become part of the US government's developing super human military.

1960 C.E.- John F. Kennedy is elected President and publicly thanks the Liberty Men and other heroes before, removing much stigma from the profession. He announces the Second Steel Commando, the original's son, will take his place.

1962- P.H.A.N.T.O.M's activities result in the creation of the multi-national Foundation for World Harmony. MI6 Agent Jacob Hunter is one of the first recruits and scores many victories against this evil organization.

1970 C.E. The United States begins Project Icarus in full force and begins active testing of their improved Bio-Blitzkrieg born genetics research. Many civilian trials are conducted without the patient's knowledge. The Soviets conduct similar tests with Project Hammer.

1974 C.E. - The House of Serpents is formed by the second Steel Commando in secret to combat P.H.A.N.T.O.M infiltration. Richard Nixon is revealed to be an Inner Councilman and commits suicide. The House of Serpents is hailed as heroes.

1975 C.E. The Vietnam War ends. The second Steel Commando becomes General Venom and decides to use the House of Serpents to overthrow the United States government.

1979 C.E.- The Darkness Beyond Time is briefly released and destroys countless worlds before the Mithran, Grigori, and other races successfully manage to rebind it. One of the few survivors of the Mithran race makes his way then to the nearest inhabited planet in a damaged spaceship.

1980 C.E. - The appearance of Divinos signals the dawn of the Silver Age. Black Wing and Athena also make their debut during this time.

1981 C.E. - The International Crime League is formed by Godfather Gorilla.

1982 C.E. Athena prevents a nuclear war from occurring at the hands of Ares worshippers. Divinos tells the people of Earth that he has no intention of involving himself in internal politics. The potential for destruction by government super humans contributes to ending the Cold War.

1983 C.E. Crooks Inc. is formed by the International Crime League to unionize super villains.

1984 C.E.- Many Lamplighter Laws are instituted after Blood Wing releases his poison gas upon Falconcrest City's subways to kill 500 people. A renegade hero in Robin Hood was on his way to stop Blood Wing when he was arrested for breaking anti-vigilante laws. Super heroes can now operate overtly.

1985 C.E.- The Patriots are formed to fight an alien invasion from the Tsavong.

1988 C.E.- Angel Girl arrives and signals the beginning of a new generation of super heroes. Briefly she, Dawn Wing, and other young heroes form the New Fighters for Freedom.

1992 C.E. An attempt by the Patriots to globally police the world with United Nations Sanction ends poorly. Increasingly rapid, silly, or morally inferior heroes start to appear and make the effort look ridiculous.

The embarrassments result in their global sanction being removed. It is later revealed that renegades from the Foundation for World Harmony were responsible for these incompetent heroes.

1995 C.E.- General Iblis is killed by Divinos to save the planet. The super crusader leaves the planet to reconcile with his deed. The Justicars appear for the first time to preach their creed of 'Extreme Force.'

1996 C.E. After the Justicars destroy a city block to take out Blood Wing only to be pardoned, the original Black Wing retires. The media renames the Justicars the Psychotic Seven. Dawn Wing becomes the new Black Wing.

1998 C.E.- The New Fighters for Freedom dissolve with Hecate's betrayal. The increasing distance between members is also a factor.

2001 C.E.- The Psychotic Seven are defeated in their attempt to take over the United States.

2002 C.E. - The Gene Nation appears for the first time as their leader attempts to take over a U.S. Nuclear Silo. He is thwarted by the Tomorrow Society.

2003 C.E. Using stolen alien technology, Genesis Island becomes a civilized First World Nation overnight.

2005 C.E. - Orkus invades the planet Earth and over a hundred thousand people are killed before he is driven off.

2008 C.E.- Present Day

Chapter Three: Geography of Heroic Earth

Heroic Earth is a planet very similar to our own. However, there are certain geopolitical and cultural differences that make it a very different place indeed.

The United Nations is a powerful organization that has most of the world's countries as committed members. This organization manages the Foundation for World Harmony and several other planet spanning groups. It is a powerful and effective body that causes many smaller nations to occasionally feel threatened.

The very nature of super humans, likewise, results in many countries being outright hostile to them. Several countries have initiated universal drafts or outright mandated extermination programs. These programs are ones that the United Nations has, thus far, been powerless to stop.

Africa

Africa is a continent that is in constant struggle due to the actions of the Gene Nation, International Crime League, and P.H.A.N.T.O.M. Entire countries have been dissolved or raised by their activities. The Foundation has been unsuccessful in trying to stop these three groups from doing whatever they like within the continent's borders.

Super heroes are a rare sight within Africa's many nations. This is due to the fact that the above three organizations make a concentrated effort to recruit them or destroy them whenever they are identified. The majority of African super humans come from Nestoria.

Africa's few super heroes hope to try and stabilize the continent from the ravages of civil war and foreign terrorism. African super heroes are not always trusted by the populous but they are preferred by most to foreign heroes like the Patriots. The Patriots have been known to make appearances in the land for humanitarian reasons.

In Africa's interior, especially the Congo, there are several regions that hold hidden secrets from the rest of the world. Alien cultures, lost groups of advanced civilizations,

and even Dinosaurs have been reported by those whom have ventured deeply into its depths.

The United Nations, having thoroughly explored this region, maintains that this is just poppycock and the result of childish fancies. The idea of extra-dimensional rifts and magical pocket dimensions is just too ridiculous for United Nations inspectors to believe in.

North America

North America remains the birthplace of super beings in most people's minds. It is also where they are most prevalent. Government statistics indicate that there is something to the effect of twenty thousand super powered individuals in the United States alone.

The people of North America have an adoration for their super beings that borders on the farcical. Both Canada and the United States have the majority of super powered heroes in the world even as Mexico has developed its own tradition of masked heroes. These three nations are the most accepting of super beings and allow them the most leeway in their power use. Super beings can be found in both law enforcement and national defense.

Ironically, this enthusiasm has just caused the opposition to become more radical. While a minority, those who hate super beings are at their most violent in North America. Many movements to actively harm, suppress, or prohibit super humans from living in the country have formed and they have become especially influential in some circles. Nevertheless, the media is in love with super heroes and television constantly broadcasts their efforts to the detriment of all other topics.

North America is also somewhat infamous for the fact that the continent has over ten times the metamen population as most other countries. This is believed to be the result of deliberate genetic tampering on the part of the American government during the Cold War. The government, to avoid the bevy of law suits that would result, has thus far denied what is obvious.

P.H.A.N.T.O.M is always trying to spread its influence in North America but most attempts have failed (largely thanks to the continent's heroes). Oddly, in North America, the House of Serpents occupies much of the position that P.H.A.N.T.O.M has in the rest of the world. General Venom's army is as devoted in its attempts to root out P.H.A.N.T.O.M as the Foundation for World Harmony.

South America

South America is a continent that is deeply divided on the subject of super beings. Self styled super heroes have made the unstable political situation in many countries even worse. Many super beings in this region are extremely radical by comparison to their North American brethren. Some have communist or socialist beliefs that involve glorious revolutions for the downtrodden. Others are fanatical defenders of the status quo and willing to kill large numbers of people to guarantee their country's security. In some countries, it may be difficult to tell whom is the hero and whom is the villain.

P.H.A.N.T.O.M is, unfortunately, extremely powerful in this continent. The Shadow Government in South America has been conducting a covert war with the United States for nearly six decades now.

Both sides preferred to fight this war by proxy. No sooner had one side managed to place its backed candidate into power than the opposite side would work to have him overthrown. Worse, during the Cold War, P.H.A.N.T.O.M would sometimes ally with the United States and sometimes the Soviet Union to oppose the other. Likewise, the United States sometimes allied with the Soviet Union to oppose P.H.A.N.T.O.M. Nearly a million died in the ridiculous game of political musical chairs that existed between the three sides.

The current situation has settled down to a détente with most of the current P.H.A.N.T.O.M backed governments having been accepted as the 'legitimate' authority in the nations they rule. It is here that most of P.H.A.N.T.O.M's training bases, laboratories, and ammunition stockpiles are located.

They are especially active in ruins in the Amazon. P.H.A.N.T.O.M depends on neighboring governments not bombing these historical locations to protect their bases from destruction.

Antarctica

Antarctica is not a completely barren wasteland.

The Lost World that exists on a thousand mile stretch of land is one that is one of the most fascinating locations in the world. Heated by artificial heat ducts from the center of the world and preserved by a special dome that keeps its climate, this is but one of the locations that is known to exist on the strange continent. It should be noted that this Lost World is but the larger twin of another that exists in South America.

Secret bases, hidden fortresses, and remains of Sauron civilizations have all been hidden or preserved neatly in the frosty continent's borders. These have not all been explored, even in the 21st century, due to the dangers involved.

Australia and New Zealand

Australia is a nation that is only recently developing the problem of super villains. The recent rash of super powered criminals acting out their desires has lead rise to the creation of costumed crusaders rather than the usual situation of super villains following the appearance of super heroes.

Thus far, the Australian public seems curiously fascinated with its super villains. This is due to many Australian super villains fighting against more violent criminals in their free time. It is a confusing situation with plenty of the rogues receiving as much positive publicity as their foes.

The current legal system is also very difficult for costumed crusaders. Australian law makes no allowance for fighting crime by non-professionals. This has resulted in even do-gooders becoming outlaws.

P.H.A.N.T.O.M and the International Crime League both maintain branch offices in Australia but neither seems eager to expand their presence. This situation may change drastically as the Foundation for World Harmony has decreed that its new Pacific headquarters will be located in Sydney.

Unique in New Zealand, the House of Serpents is a recognized political party. A group of political dissidents

created their own version in homage of the American secret society. The two groups have cordial relations but are otherwise unrelated. This development worries the Australian government.

China

China is a nation in which costumed crime fighters are outlawed. Though a substantial number existed in Hong Kong, they have since been absorbed into the Chinese government's special operations or become fugitives.

The fear the Chinese government has of super beings is not unjustified. Several Chinese super beings have declared their firm desire to destroy the Chinese ruling party (often with backing from one or more foreign entities).

The fact that the Iron Khan desires the exact same thing within the borders of what the Chinese government considers its territories is another reason to fear their presence. All super beings are required to register with the government and serve it. If they do not, they are either exiled or shot.

Several ancient traditions of fighting evil do still exist in China despite the government's harsh policies. The White Lotus Society is the most important of these. Though the White Lotus Society can operate openly in North America, it must keep its activities secret within Chinese borders.

The White Lotus Society continues to fight evil does in both the Chinese government and outside of it. One of the society's most common activities is the rescue of those they consider wrongly imprisoned; including those super beings that refuse government service. They have an unwelcome ally in the newly appeared Chinese branch of the Gene Nation.

The Black Hand is the undisputed ruler of the Chinese underworld and engages in a fierce underground war with China's branch of the Foundation for World Harmony. Surprisingly, China's branch of the Foundation is the second most well funded in the world after the United States. The White Lotus Society is caught in the middle between both factions.

With the looming threat of Khanate, the Chinese government believes that super agents are the only way to stop the Iron Khan without a limited nuclear war. They

have even allowed foreign super humans to use their territory as a base for excursions into Khanate.

Europe

Europe, as a whole, has a somewhat jaundiced view of super beings. Having endured the wrath of Hitler's super soldiers, they are extremely reluctant to allow them to operate in the manner they do in America.

This hasn't prevented many Europeans from becoming heroes or villains though. International groups like the Tomorrow Society and Gene Nation openly recruit from the disenfranchised metamen of the land. They simply do so without government sanction or support.

The exception to this hostile policy is the United Kingdom. In the U.K., numerous super heroes are known to operate from Glasgow to Cardiff. The majority of super humans are in the service of the government and ordered to keep a low profile when not in active service. The secret identity concept is a very important one in the British Isles.

The International Crime League is especially powerful in Europe and has mostly consolidated its control over crime here (though Sicilian mafia hold outs continue to resist incorporation).

Many of the International Crime Leagues' most powerful bosses make their home within Europe's borders. They are nearly untouchable here with most governments preferring not to endanger their men's' lives by attacking them. The fact that most have super powered body guards only makes the situation worse.

P.H.A.N.T.O.M, shockingly, operates openly in Europe. One can simply visit their embassies or arrange an appointment at their international headquarters in Paris if one wants to meet with their executives. P.H.A.N.T.O.M has done its best to avoid open violence while on European soil. Instead, the terrorist organization operates through covert agents and existing criminal enterprises. Many political parties, mostly extremist conservative ones, are openly aligned with the Shadow Government.

The nation of Ruritania, just south of modern day Eastern Germany, is a special case and shall be discussed in its own section.

Japan

Japan is one of the most thriving centers for super hero culture outside of North America. Some might argue that its actually surpassed the larger continent's culture.

Young girl metamen fight against evil extra dimensional monsters, martial arts masters wield unbelievable power, cybernetic soldiers slug it out with robots, and humanoid mecha are a common sight in the military. The country is also routinely menaced by alien invaders, extra-dimensional evil, and monsters from the ocean depths.

Japan embraces eagerly its superheroes and there have thus far there have been no major incidents amongst them. The fame, fortune, and praise that follows super heroes in Japan has resulted in a few citizens becoming a costumed crusader for less than noble reasons.

The International Crime League keeps its Asian headquarters within Japan. The Japanese authorities have been loathe to openly assault the organization. Too many prominent officials and corporate heads are implicated in the organization's activities to attempt a full scale dismantling of the Japanese branch. Likewise, the International Crime League launders literally trillions of yen through Japanese banks.

The Foundation for World Harmony office in Japan is one of the most efficient in the world. Recently, they successfully managed to locate and kill the P.H.A.N.T.O.M regional director for Japan. The Foundation in Japan has almost total support from the country's super humans and is widely held up as a model for other nations to follow.

Middle East

The Middle East is a hotbed of civil war and turmoil, even more so than in our world. Eastern Israel is currently locked in a low level civil war between P.H.A.N.T.O.M supported ultra-nationalists and House of Serpents supported Arab guerillas. Neither terrorist organization has any intention of letting the other have the territory that they've staked out.

The United States' invasion of Iraq has caused several other nations to believe they might be next, especially the P.H.A.N.T.O.M puppet state of Zulan. This has resulted in many attempting to find Metamen amongst their

citizenry in order to craft an army capable of repelling an American assault. Others have turned to the International Crime League in hopes of gaining sufficient arms to protect themselves.

Prejudice is very high in the Middle East against Metamen. Many religious teachers have interpreted their abilities as a sign of God's disfavor and have convinced the populous to react accordingly. Likewise, certain other Metamen have attempted to use their powers to pass themselves off as miracle workers.

It is likely that all of this conflict will come to a head soon but no one can predict what the Middle East will look like after it.

Russia

Russia is a nation currently in turmoil as it struggles with the International Crime League's attempts to take it over. Likewise, P.H.A.N.T.O.M has been making an active campaign to reverse the countries' democratic reforms. So far, the current government has managed to keep both at bay.

Though Russia has abundant super beings, many of its older heroes are die hard communists and find themselves at odds with a newer generation that actively loathes their ideology.

It is perhaps a mixed blessing that the International Crime League and P.H.A.N.T.O.M are equally interested in preventing the other from benefiting from the "New Russia." The most powerful corporate body in Russia is Dragon Industries, a corporation run by the sinister Dracula.

Red Spider is a bizarre organization that has emerged in post-Communist Russia. After both groups were decimated by the Russian branch of the Foundation for World Harmony, the nation's Gene Nation and House of Serpents sympathizers joined together. The two organizations have allied to create their own new militant Soviet Union in defiance of their hostile parent organizations.

The Soviet Union's fall has also revealed a substantial number of private projects on the development of super beings. Many of these were horrible failures and sealed away in prisons or special chambers that were meant to hold them until Doomsday. Various powers are now spending huge fortunes in order to acquire these locations

for their own use. Some have speculated that Russia's current government is also interested in re-opening the defunct Project: Hammer.

The current feeling towards super beings is mixed by the populous and the next few coming years will say a great deal about how Russia comes to feel about costumed crusaders.

Cities of Heroic Earth

The world of Heroic Earth is like ours but not. Having evolved in a different way thanks to the presence of super humans, many things are eerily similar to the 'real' world. Other things are changed completely.

The cities are one example where new cities fill the role of many traditional ones. Their obvious analogue nature aside, these cities also encourage Game Masters to not feel guilty for getting details drastically wrong or totally destroying them.

Falconcrest City (10,321,720)

"Falconcrest City may not be Hell on Earth but that's just because it hasn't be re-zoned."
-Falconcrest City citizen

Falconcrest City was the heart of America's steel and auto-industry. It was also a seat of gangland violence even before the Second Great Depression (as the locals call it). It's businesses were utterly destroyed by shifts in America's economy during the 1970s and it has never fully recovered.

Attempts to revitalize the city have largely failed. Falconcrest now lumbers along with a few major corporations employing most of the city's populous. The rest of the city is largely employed by the criminal Underworld.

The city has been described as being stuck in the Great Depression. It's architecture is filled with dizzying Gothic heights that give the place the feel of a city of yesteryear. This applies even to automobiles as those manufactured in the city look like they could have been purchased in the 1920s. This anachronistic flavor applies to dress and music as well.

Strangely, madness is something that is unusually high in the city. Several scientists speculate the awful environmental conditions of the city have started to cause widespread brain damage. Psychopaths, super villains, murderers, and lunatics are nearly ten times higher in Falconcrest than the rest of the world.

The gang lords that run the city are engaged in a never-ending cold war with brief bursts of hot violence. The International Crime League deals openly with all the mobs but has ceased to attempt to unite them. All attempts to do so have merely resulted in bloody gang war.

The mob families of Falconcrest rise, fall, absorb one another, or split apart depending on the climate. Despite the constant war between them, there is no seeming change in the number of criminals in the city. Most of the United States drug and weapons trade now passes through the city and all of the gangs want a piece of it. Falconcrest's police are forced to be corrupt, ineffective, or suicidally brave to operate in the city. If any city in America requires vigilantes to work in...it is Falconcrest.

Falconcrest is on the shores of one of the Great Lakes and is a thriving port city. Despite its abominable conditions, most locals feel a strong historical tie to the city and can't imagine living anywhere else.

Freehold (532,281)

"Liberty was born in this city and we shall live by that rule."
-Freehold Citizen

Freehold is the center for where American liberty began and the place where most of its founding documents were drafted. To this day it remains a city known for an early history of witchcraft, superstition, and bizarre happenings as much as its political importance.

This is due to the fact that the city was colonized by a large clan of feuding witches that stole the land from its local peoples. Though this group has long since bled into the populous, the place bears many stains from the early magical civil wars fought on its soil.

The city of Freehold is dominated by a competing series of mobs with the largest of them being the politically powerful O'Hara gang. The O'Hara gang has already placed a President from its family in the White House and

is only likely to grow stronger politically as time passes. The O'Hara gang is, furthermore, one of the most powerful families in the International Crime League's Secret Circle. Surprisingly, they are less vicious than most of its members. The O'Hara Family wants to preserve its perceived legitimacy.

Freehold has a small population of metamen. Strangely, a substantial number of supernatural beings outnumber them by a factor of three to one. Freehold's populace includes the nation's largest community of vampires. These monsters openly prey on the human populous as the police are unable to pierce the glamour that make the citizenry welcome the predators amongst them.

Freehold is home to some of the world's most elite universities. It is here that cutting edge research is done into cybernetics, time travel, and robotics. Much of it is done at F.I.T (Freehold Institute of Technology).

P.H.A.N.T.O.M uses the infamous Crossbones society to recruit future American Leaders from Hamilton University. The House of Serpents also maintains one of its central underground bases in the city, built during the city's laboriously long subway development.

Los Dios

"The city of the Heavens is closest to Hell."
-Los Dios citizen

Los Dios is the capital of the United States' West Coast. The beautiful city is a center for glitz, glamour, and crime. Los Dios is also the center of the United States entertainment industry.

Los Dios is a gangland's paradise with the majority of the city's slums a constant war zone. The cities peculiarly well armed youth are, unwittingly, organized by the International Crime League to test their weapons. The casualties of these gang wars number in the low hundreds.

The city is one that's currently undergoing a transformation. Metamen come more and more to the city out of desire to find acceptance in the city's cosmopolitan atmosphere. Los Dios is one of the few places that they are openly accepted and not shunned. Ironically, this is one of the main recruiting grounds of the Gene Nation as the organization recruits publicly.

Los Dios is also home to Micron Valley, the center for advanced research into computers and artificial intelligence. The place is constantly abuzz with new advances and several rather nasty aberrations have emerged from their studies there. The research in the area also includes cybernetics.

The majority of movies in the United States are made in Valleywood. Valleywood is a strange place even in Heroic Earth with stars being drawn from aliens, metamen, and even normal humans.

The mountains of Los Dios hold a large number of secret government projects that are buried deep underground. The Castle headquarters for the West Coast of the Foundation for World Harmony is a monument to paranoid. They suspect the city is a clearing house for P.H.A.N.T.O.M infiltration of the country since the 1950s.

Skepticism abounds at this claim even as there is ample evidence that at least some of these accusations are true.

New Amsterdam (12,211,211)

"The City of Tomorrow! Today!"
-New Amsterdam Slogan

New Amsterdam is the center of the United States economy and international relations. It is the current home for the United Nations building after the previous one was destroyed by the Psychotic Seven.

The city is one that is also almost entirely dominated by outside business interests. This has led to the populous being disenfranchised as its economic leaders rule the city more thoroughly than any feudal lord might. Raven Enterprises and SpartaCorp. both make their home in the city.

New Amsterdam is a city that has an unusually high population of metamen within its ranks and the only 'Meta District' in the known world. This region is rather financially depressed compared to the rest of the city. Meta-City is home to a people whom frequently produce criminals that menace others.

The large population of metamen is believed to be the result of the corporations in the region performing secret

genetic experimentation on the populous. Of course, no one can prove a thing.

The city's Underworld is curiously dominated by extraterrestrials. After having failed at conquering the Earth on numerous occasions, the vicious Tsavong have taken to impersonating human criminals to slowly replace the planetary populous.

This is an effort that is expected to take thousands of years and the aliens are enjoying themselves. Many of the Tsavong ape the attitudes of 1930s gangsters despite the utter anachronism of it. Ironically, the city is routinely visited by extraterrestrials because of a "First Contact" space transmitter that was erected by science fiction enthusiasts in the 1950s.

New Amsterdam is a port city that rests on the top of the most important rivers in the world. The greatest of sights in the city is the statue of the Greek Goddess Justice that rests in Amsterdam harbor.

New Foreign Countries

There are numerous countries in the world of Heroic Earth that do not exist in our world. These are made by the will of super villains, super powered conquerors, and powerful minds that have carved them from the hands of larger governments. There are dozens of these scattered throughout the world. Many of these new nations are growing in influence while 'traditional' nations weaken.

Not all of these countries are ruled by super villains. Some are merely the remains of ancient cultures that did not entirely die out. These 'lost civilizations' are often centers for strange and unbelievable magic.



Genesis Island (pop 283,311)

Genesis-1010 was an asteroid that was summoned by the Red King to crash into the United States of America. Thankfully, it was stopped by the Patriots.

Instead, Genesis-1010 was lowered peacefully into the South Seas. The super villain proceeded then to take up residence on the artificial island and started developing it into his own private country.

Due to the extensive threat posed by the Red King and the threat of further attacks if his country is destroyed, the United Nations has recognized the new nation's sovereignty. The Red King has hollowed out a gigantic castle in its sole mountain and made his home base nearly impenetrable to attack.

From there, the Red King used stolen technology and funds to construct a futuristic city that would be the paradise for his chosen people. Thousands of Metamen were drawn from the United States and other countries in order to take part in the Gene Nation's 'New Babylon.'

Ironically, the Red King proved unable to govern the resulting Metamen country that he built. The House of Serpents allied with oppressed human working class. The humans, lured to the island by promises of high pay and luxury conditions, proved equal to the Gene Nation's army. Soon, the Red King's envisioned utopia became nothing more than a brutal battle ground between human and meta.

Deriding the experiment as a failure, the Red King invokes his diplomatic immunity whenever he is caught in criminal activity. Cassius has done little to bring the island to a peaceful settlement and mostly allows his commandants to wage against the human populous as they see fit. At present, both sides control roughly half the country.

Divinos has attempted several times to forcibly intervene in the country's civil war. Unfortunately, he's always been drawn away before he can forge a lasting peace amongst the two feuding peoples. The humans (rightly) suspect that the Red King has no intention of honoring any promises made to them while the metas (rightly) believe that human racists will attempt to seize the country for themselves.

English is the official language of Genesis Island with a substantial portion of the populous also speaking Spanish.



Khanate (138,281,291)

A kingdom covering much of the Eastern mountains of China, Khanate is a land that the government would dearly like to reclaim from its current dictator. Separated from the government in WW2 by defecting soldiers, the region has been built up by the Iron Khan ever since. It is now an impregnable stronghold of his power.

Heading the Eastern division of P.H.A.N.T.O.M, the Iron Khan has one of the most modern and well trained armies in the world. The Iron Khan had undisguised ambitions to control all of China but fears nuclear annihilation as a consequence for full scale invasion.

Khanate is a capitalist nation but one frozen in China's dynastic past. A scholar class of mandarins serve the Iron Khan like he was Emperor of all China. While nominally, a P.H.A.N.T.O.M nation, most of the soldiers in the land are loyal to the Iron Khan instead of Death Mask III.

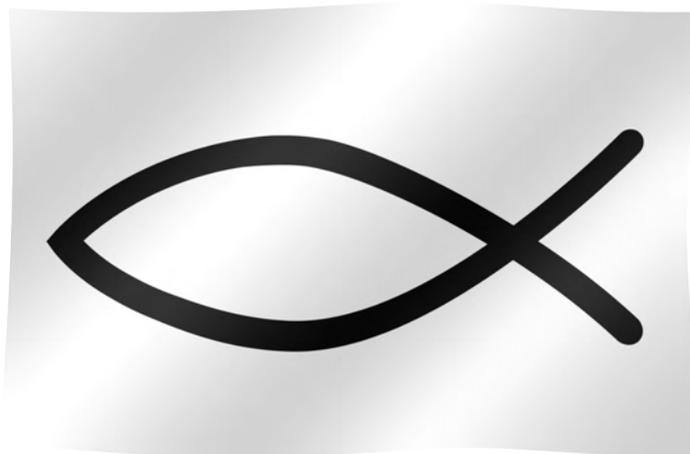
Worse, Khanate is headquarters to the twisted cult of the Black Hand. The Black Hand carries out numerous assassination missions on behalf of the Iron Khan throughout Asia. The conquest of China is only a small part of the Iron Khan's ambitions. In truth, he intends to dominate the whole of Asia before the end of this century.

Khanate is largely composed of walled cities ruled by the Iron Khan's minions. Temujin appoints governors from his most slavish and self-debasing followers. He makes it a point to never appoint anyone that is too competent or who might win the loyalty of troops from his 'Imperial Personage.'

Khanate's peasants are forced to wear clothing from centuries ago and are educated in state run schools. These schools reinforce the idea that all the world will eventually come under the Iron Khan's rule. While ostensibly a first world nation, only a small number of peasants are educated to modern standards. These children are taken from their parents at an early age and indoctrinated to be servants of P.H.A.N.T.O.M or the Black Hand.

The Palace of the Iron Khan is a massive mountain fortress that is kept isolated from the rest of the nation. Called 'The Grand Palace of Bones,' it is filled with countless mythical creatures and the results of his magical experiments. It is also a pleasure palace for those few he takes into his confidence. Many women are imprisoned here for the Emperor's amusement as he struggles vainly to conceive an heir.

The Iron Khan's dungeons are a source of terrifying screams that resound throughout the day and night.



Nestoria (3,829,211)

The mythical kingdom of Prestor John was inspired by the small nation of Nestoria. It is a country that borders Sudan, Libya, and Egypt. Nestoria is a wealthy country

that isolated itself from the rest of the world until recent years. Gaining much knowledge from Chinese and Arabic visitors, they never went through a Dark Age like the rest of the world.

The land is lush and fertile despite its positioning in an otherwise arid region. Furthermore, Nestoria is located over a vast collection of natural resources (diamonds, titanium, and oil being amongst them). The people of Nestoria have been extremely reluctant to endanger their fragile ecosystem by attempting to tap any of these.

They are, further, aware that numerous powers would very much like to acquire them for their own. P.H.A.N.T.O.M and the House of Serpents have both dispatched mercenaries to try and take over the country. So far, none of them have managed to hold the nation for very long.

Nestoria is currently one of the leading countries in the area of genetics research, space travel, and fusion power. They are, strangely, held in contempt by their neighbors and the world at large. This is in part due to the fact that Nestoria is a monarchy and its populous shows no desire to modernize to a Western form of government. Allan Quatermain's descendents are rumored to be the source of the current royal line.

Though they maintain an army, it is only for self defense but many allege that they are building super humans to take over all of Africa. The country is unfortunately at a very weak period in its history as its army was ravaged in a recent civil war. Because of this, Nestoria is developing super-humans to defend its borders.

The throne is currently empty in Nestoria. The infant nephew of the disgraced superhero Red Jaguar is the official King but he is not expected to take up rule of Nestoria for another two decades. A Regency is being maintained through the Twelve Great Tribal Chieftains. It is an uneasy situation with many bitterly hateful to the Red Jaguar for his attempted takeover of the United States (mostly due to him failing).

Nestoria is a Coptic Christian Nation that speaks Nestorian.

New Atlantis (1,553,021)

The current Atlantis is the third kingdom to bear that name. Only related to the Ancient Atlanteans in the most

distant sense, Atlanteans take an immense pride in their 'ancient heritage.' This pride is occasionally so overblown that modern Atlanteans often come off as pompous. Ironically, their current nation is only a little over a hundred years old. Most modern Atlanteans are the direct descendents of Captain Nemo's multi-national crew.

New Atlantis is an underwater civilization with a population that believes itself to have claim on all of the world's oceans. Its single major city is Nautilus and it is this city that largely defines the borders of New Atlantis. New Atlantis' location is roughly halfway between North America and the Aegean Sea. Countless older Atlantean cities exist as ruins between these two points.



New Atlantis' monarch, Aquarius, was deposed by the Patriots after his failed coup attempt against the United States. Atlantis is now without a leader. The people are bitterly divided over whether a child of Captain Nemo's blood is required to rule the city. All attempts to appoint a new monarch have deadlocked. Unfortunately, Atlantis' laws of secession would put the villainous Neptune on the throne instead. Because of the terrorist activities of Aquarius, it is unlikely he will ever be allowed to step foot in Atlantis again. This is a bitter pill for many Atlanteans. Aquarius was a very popular leader.

Atlantis is a technologically advanced nation with fusion power, tide control technology, and a fleet of submarines that function better than any on Earth. Atlanteans are an amphibian race with the ability to breathe underwater as well as above it. They are otherwise indistinguishable from regular human beings. Several super hero Atlanteans exist. These beings are usually the result of Atlantis' genetic experimentation with its royal bloodlines. The most prominent is Princess Ariel.

New Atlantis' architecture is based upon Captain Nemo's idea of a perfect underwater civilization; Greek columns mix with Indian opulence and Roman grandeur. The interiors of these strange buildings have a Jules Verne feel. The most recognizable aspect of Atlantean culture is their odd habit of mixing Victorian sensibilities of science and imperialism with Indian religious practices.

The culture has evolved past Nemo's initial design but the Victorian pirate has left an undeniable mark on his people. Most Atlanteans see nothing wrong with using terrorism as a means to achieve the results they want. Likewise, they are all possessed of a certain sense of noble entitlement.

Atlantis is a member state in the United Nations. Atlantis frequently threatens secession due to the fact that it is given little attention. Atlantean concerns over the depopulation of sea life, pollution, and other environmental issues have been so far shrugged off.

Olympiana (18,281)

The homeland of the immortals is a secret nation that has existed in the Bermuda Triangle for thousands of years. Survivors of Atlantis, Amazons, Demigods, and other worshippers of the Greek Pantheon were gathered here by the Olympian Cosmic Eternals. This was so the Olympians could continue to be worshiped while the rest of the world forgot them.

Olympiana is hardly the only one of these 'culture preserves.' One is suspected to exist for each of the world's pantheons. Still, Olympiana is the only one that has actively begun interacting with the modern world.

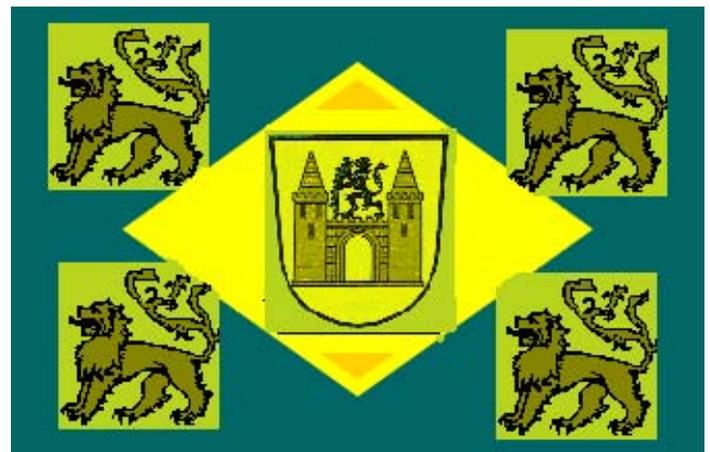
Olympiana is bound in a special field that bestows immortality on all people that exist within it. Since being revealed to the rest of the world, the nation has suffered several attacks by those parties attempting to steal immortality for themselves.

The Olympianas are sadly infertile as part of the field's properties. Many are debating the merits of turning it off to allow a new generation to be born. Others desire to keep things preserved as they have been for millennium.

Olympiana is a technologically advanced society with their science over a century ahead of the rest the world. They have been very giving with medicine and energy

sciences but have been hesitant to allow technical knowledge to leave the island. A large portion of the populous has superpowers. This is due to their genetic sciences having 'perfected' the human form.

The country is a direct democracy with no death penalty and almost all weapons are non-lethal in nature. They do not allow immigration either, save by the consent of all of the island. This later event has happened only a few times in their entire history.



Ruritania (pop. 20,328,917)

A nation occupying a position between Eastern Germany and the Czech Republic. Ruritania is a picturesque Germanic themed fairy-tale kingdom that managed to escape most of the depredations of World War Two. Ruritania also managed to avoid a communist take over. Unfortunately, the price for this was that it would become the home nation of P.H.A.N.T.O.M's leader.

Modern Ruritania has changed little outwardly from the tiny kingdom described by author Anthony Hope in the Prisoner of Zenda. The 20th century seems to have passed much of the kingdom by and people continue to dress in fashions that were anachronistic sixty years ago. The peasants seem happy and content with the absolute monarchy that they exist under.

In truth, Ruritania is a modern First World Nation with its pleasant little villages hiding a substantial nuclear arsenal underneath them. Modern hospitals and business centers are located primarily underground (a precaution

instituted by Death Mask the Second against nuclear war). Furthermore, the artificially expanded mountains of the region are host to massive factories that produce some of the world's most technologically advanced weapons.

Ruritania is a socialist nation with free education, health care, and guaranteed employment for all citizens. Unfortunately, its economy is strictly controlled by the government. All citizens effectively work for P.H.A.N.T.O.M. in one capacity or another. Foreign P.H.A.N.T.O.M. soldiers are an ever present and unwelcome feature of the land. Likewise, all crime and dissent is dealt with by firing squad.

The most prominent feature of the land is Castle Totenkopf. A former SS holding, Death Mask I eliminated all of Himmler's loyalists within and claimed it for himself. The location is now filled with strange machinery and bizarre technological devices that the people fear will someday destroy the nation.

The nation is German speaking and still primarily Roman Catholic.



Zulan (pop. 10,218,191)

A country to the South of Saudi Arabia, Zulan is a military dictatorship ruled by the insane General Ahm Batani. Zulan is a P.H.A.N.T.O.M controlled subject state (it is not the only one in the region).

The country is an exporter of terrorism, an enemy to its fellow Arabs, and a place where criminals from all over

the planet can gather in relative security. The only reason the nation hasn't been invaded yet is that it has spent billions of its oil proceeds towards manufacturing an army of super humans. Likewise, Zulan has a nuclear arsenal supplied by its patron organization.

The fact that P.H.A.N.T.O.M is its backer means that any direct assault against the country would be a massively bloody affair. Zulan's Devil Guards are nearly all brain-washed fanatics that horribly oppress the local populous. The people of Zulan are ripe for revolt but know that any attempt without super humans of their own would result in their massacre.

The people of Zulan themselves are a downtrodden lot with starvation, poverty, and oppression a daily part of their lives. Given the fact the rest of the world has allowed P.H.A.N.T.O.M free reign in their country, they are not particularly well disposed to outsiders.

Given Battani's Devil Guard are the only encounters with super humans that most Zulan have, they are decidedly unwelcome here. Thankfully, a few of General Battani's super humans have rebelled against him and lead a tiny resistance to his reign.

Zulan's capital of Batani City is a decadent hotbed of intrigue, murder, and crime. It is the city with the largest per capita number of criminals in the world. General Battani rarely leaves his underground bunker and has robotic duplicates wandering his palaces to handle his business.

General Ahm Batani has grown deeply paranoid that P.H.A.N.T.O.M no longer needs him (and he would be right). Ironically, Death Mask III has become so disgusted with General Battani that he is about to order his assassination and replacement with a less sadistic dictator.

Special Locations

There are 'special locations' spread throughout all of Heroic Earth. All of them are exotic and mysterious locales that can be the basis for all manner of exciting adventures. These locations can be mystical mansions, lost valleys, ancient temples, and space stations. Heroic Earth is filled with surreal locales that go otherwise unnoticed in the constant buzz of daily life.

Even into the 21st century, not all portions of the world have been fully explored.

The Hollow Earth and the Lost World (pop. 8,228,215)

The Hollow Earth is the result of the Sauron race attempting to escape obliteration. The Sauron created a vast network of caves that lead to a pocket dimension 'in-between' the spaces around the Earth's molten core. The plan took too long and they were only able to save a tiny portion of their race. The rest migrated into space and abandoned the Earth altogether. Mutated and twisted descendents of the Sauron still inhabit the lush tropical paradise and worship Entropic Masters that are they call The Great Old Ones.

The Sauron are not the only inhabitants of Hollow Earth. Gigantic humans migrated from Earth's mythic age and remain largely as they were during mankind's height. Likewise, bizarre creations have been created from the leftover technology from the Sauron's once grand civilization. Mythic monsters dwell freely with Dinosaurs that continue as they were more than sixty million years ago.

The Hollow Earth is a savage realm where rulership belongs to the strongest. The Hollow Earth's human beings are a savage but noble people that honor those warriors who display personal integrity. A super hero would be able to become a King or a god down in this place.

The Hollow Earth is accessible through a few tunnels that exist in the 'Lost World' of Antarctica. Unfortunately, few scientists have returned from expeditions to the Lost World and thus Hollow Earth remains largely mythical.

The Lost World is a peculiar extension of Hollow Earth, maintained in the frost of Antarctica by ancient Sauron devices. It is confirmed to maintain tribes of primitive humans, an advanced city of gorilla men called Siminia (it's just a coincidence that its name sounds like Simian), and bizarre mutants that hunger for human flesh.

The Grayhaven Estate is one of the few civilized outposts the Lost World. Inhabited by Winston Grayhaven's descendents, they live a life mixing genteel British aristocracy with modern primitivism. They maintain outposts in the Hollow Earth as well with some of the Grayhavens having set themselves up as local kings.

Mass Castle (pop. 186)

Mass Castle is the central headquarters of the Tomorrow Society and the home of its Alpha Team. The Castle was moved from Germany, stone by stone, to its current location in Massachusetts.

The Gothic and dark castle rests outside the city but it is shunned by the locals. The concentration of metamen in one place is enough to give most people pause but this is not why they do it.

The permanently surreal atmosphere that Serena Mass' powers have given the place has made it so that no sane person would dwell there. Accepting the strangeness of the school is one of the first steps that many metamen must make in order to become part of the Tomorrow Society.

Mass Castle has been altered by the mysterious Logician to be a state of the art facility. It is equipped with training rooms, gymnasiums, satellite communication, its own private airport, and even arcane laboratories.

Much of the high tech equipment comes from looting Gene Nation bases. Most of it has been modified by its bizarre co-chief. The place is filled with bizarre architecture, rooms that resemble M. C. Escher paintings, and trophies from previous Tomorrow City missions. Worse, the place re-arranges itself constantly due to high concentration of magic within the castle.

The majority of people who stay at Mass Castle are children with newly developed abilities. They are encouraged to look beyond appearance and the nature of their powers to see the person within. Sadly, Serena Mass is not perfect in her ability to bestow good values on her students. Some students have gone on to become super villains or defect to the Gene Nation.

Mass Castle has a cemetery outside of its main keep that is where members of the Tomorrow Society are buried. This place is one of the few places that does not shift or become warped by Serena Mass' magic. Serena Mass can often be found here, attempting to communicate with her lost friends.

The Mansion of Nightmares (pop. 0 living souls)

The Mansion of Nightmares is a bizarre location that moves throughout the planet. It shifts forms to match its surroundings but it is always a beautiful upscale residence that has a 'N' emblazoned on the doors no matter what the country or alphabet. The Mansion of Nightmares is a titanic shifting residence, one that contains rooms from a hundred different cultures throughout history. It is infinite in size and its contents are shaped only by the will of its malevolent spirit.

The Mansion of Nightmares has shown up in numerous stories and tales throughout history. It was the Labyrinth the Minotaur traveled through, it was the place where Bram Stoker heard Abraham Van Helsing describe his final battle with Dracula, and it was the inspiration for a song about a hotel in California.

The Mansion is a place that 'invites' individuals inside its walls. There they are subject to the most dreadful fancies imaginable. Thankfully, it is rare that individuals catch the 'notice' of the malevolent spirit that inhabits the house. When it does, it is impossible to escape the house until it is satisfied with the courage of its prisoners (or it has destroyed them).

Imprisoned house guests are often required to fulfill some nonsensical objective like laying a ghost to rest or solving a murder that occurred in the long distant past. Time has no meaning in the Mansion of Nightmares. Inhabitants might find themselves transported back to the 1920s or even the Middle Ages. The only consistent thing is that no one can leave the mansion grounds unless the Mansion wills it.

The origin of the Mansion of Nightmares is lost in history but it seems to have started as an 'ordinary' haunted house that slowly absorbed countless other ghosts over the centuries.

Now, the Mansion is inhabited by the ghosts of ten thousand or more restless spirits. Its interiors are utterly mutable and it can manifest a bizarre and diverse cast of characters that aren't often even aware they're dead.

The Mansion of Nightmares cannot be damaged in any way that it cannot repair. If, by some miracle, all the spirits of the house are exorcised then its supernatural

powers will remain. Oddly, this might make an unconventional but serviceable headquarters for a group of aspiring heroes.

Patriots Mansion (pop. 37 at most)

The primary headquarters of the Patriots team. The mansion is the property of George Timmons, the original Black Wing, but he's effectively deeded it to the team he left behind. The mansion has been destroyed on several occasions but Alexander Timmons has always rebuilt it, stronger than ever.

The mansion is in the heart of New Amsterdam and it is one of the more luxurious buildings in the city. The four story mansion contains over two hundred rooms of luxury furnishings and high tech equipment.

Since taking it as a headquarters, the Patriots have modified the building extensively. The Patriots have added a super computer center, a 'battle zone' that uses nanotechnology to simulate physical enemies for training, and a vault containing the world's largest privately owned comic book collection. Both Splotch and Dawn Wing can frequently be found in the last room.

Patriot Mansion's security is run by an affectionate A.I. known as Ultramind 2. Ultramind 2 maintains a French maid shaped android body and is often found 'dusting' the place (actually patrolling for intruders).

The mansion is protected by an elaborate security system that is non-lethal in nature but can disable mot attackers. It is useless against the Patriots more dangerous foes but services nicely against minor super villains.

Patriots Mansion is infamous for its sarcastic and unpleasant butler, Thomas London. The cockney con man is serving an alternative to twenty years as the Patriot's publicist. Tom spends most of his time dealing with reporters and uninvited guests in a way that makes most of them never want to come back.

Seventh Heaven (pop. 14)

The space station of Divinos is one that looms above the planet like a glowing star. The space station of Seventh Heaven originally belonged to the evil General Iblis but lost it in an early battle with Divinos. It is a former

Mithran battle-cruiser but has since been stripped down of its weapons and left to float in Earth's orbit like a second moon.

Seventh Heaven is a fascinating combination of laboratory, library, nature preserve, and super hero headquarters. It serves the needs of not only Divinos but all of the heroes that have impressed him. Once one is given access to Seventh Heaven, one may use its facilities with impunity.

Seventh Heaven is usually empty but is always humming with Mithran robots. These machines care for the machinery and animals that inhabit the space station. Mithran shuttles are used by the Patriots to travel to and from disaster areas.

Seventh Heaven is crystalline in its structure. Its computers and machinery so far above normal human being's understanding that they cannot be replicated by even the most brilliant of mortal minds.

The space station contains the hardware of the A.I. Ultramind 2. She sorts all of the information gathered on Divinos' travels plus monitors the Earth for crises. Without Ultramind 2, Divinos' efforts to help humankind would be severely compromised.

Ultramind 2 is the 'daughter' of Ultramind the super villain and is partially organic in nature. Appearing as a human seeming android, Ultramind 2 will eventually become ancestor to the superhero Ultramind 10 in the Utopian Future.

The Seventh Heaven station has fallen and been destroyed several times in struggles with his enemies but it has always been regenerated by Ultramind 2's efforts.

Super-Alcatraz (pop. 2,212)

Super-Alcatraz is THE superhuman prison. An artificial island created off Los Dios, Super-Alcatraz is based on the original Alcatraz's architectural design. It was created by Alexander Timmons (the second Black Wing) with the intent of dealing with the problem of super villain break outs.

Super-Alcatraz's cells are made of super hardened steel. They are monitored by several different sensor systems. Furthermore, each cell is personally crafted for

handling the super villain resident inside. Quite a few of the cells are constructed in anticipation of a super villain's arrival.

Lastly, the island also is equipped with guards that wear a powered down version of the Steel Commando's own battle armor. They are specially trained for handling super villains in a course designed by the Patriots themselves. Each of the guards, furthermore, has a mixture of police and military experience.

Sadly, the experiment has had mixed results.

Super-Alcatraz has fewer escapes from superhuman custody than any other prison but it is not escape proof. Alexander Timmons was unable to cope with the problem of corruption in his designs. Many super villains are fabulously wealthy and guards have been known to accept bribes in exchange for 'errors' during the handling of prisoners. Likewise, the sheer variety of super powers that a villain might display means that some are able to escape their custom designed cells.

Worse, the prison has come under heavy criticism by certain lobbies. Super-Alcatraz is hideously expensive to run and many believe that a less extravagant holding facility would suffice. Others argue that locking away all super powered offenders in one prison is inherently racist.

Finally, some forward thinkers have also noted that if there ever was a full scale jail break then having all the world's super powered offenders in one place would probably result in something near Apocalyptic.

Other Planets

Earth is, obviously, the central location of the Heroic Earth universe. However, it is not the only potential location for adventure.

The galaxy is extremely well populated. Many alien races exist with varying degrees of technological development. Earth has no regular contact with these powers but are aware of their existence.

Abaddon

Abaddon is a planet sized space station that powers itself by the devouring of whole worlds. This is the home

base and headquarters for the monstrous galactic dictator, Orkus.

The 'front' of the planet is a gigantic circle shaped mouth. At Orkus' order, this mouth opens up to reveal a massive factory complex existing underneath Abaddon's surface. A gigantic tractor beam then is shot forth to embrace its prey. The victim planet suffers terrifying earthquakes and natural disasters while it slowly crushed. This is only a prelude of what is to come.

Orkus then dispatches his armies to strip the planet of anything useful. If the planet is inhabited, and it usually is, then Orkus will attempt to enslave as much of it as possible. The captives are horded onto Orkus' space ships and then are brought back to Abaddon. In any case, almost always does the majority of the planet's populous die off after a few weeks.

When the planet is suitably 'softened up', Abaddon stretches forth massive tendrils that slowly break the planet up into digestible pieces. The entire process of devouring a world usually takes a little less than a standard Earth month.

Abaddon has six hundred and sixty six layers stretching down from the surface to the planetary core. These layers can vary in size from a human sized hallway to miles in height. Each layer is populated by slaves taken from Orkus' many conquests. All of Orkus' slaves live in abject misery and torment. They labor all day and night in order to manufacture weapons for the Despot's armies. All are eventually worked to death. Orkus does not care if he expends his labor force carelessly, he'll just find another inhabited world to enslave.

The only layers that have anything resembling joy and mirth are the last three.

The first layer is where Orkus' many soldiers live. They live lives of sadistic luxury and decadence hedonism in-between missions. Almost all of Orkus' Demon Drones are aware that they will probably die in some minor conquest for their master and celebrate their life accordingly.

The second layer is where Orkus' Royal Guard lives. It is a bizarre Wonderland of surreal colors and bizarre games. All of the Royal Guard are certifiably insane and allowed to pursue their own twisted amusements as they see fit. Super heroes are often brought to the 665th level in order to be broken to Orkus' service.

The planetary core is where Orkus dwells. His indestructible palace exists at the heart of the planet's fiery interior sun. It is here that Orkus dwells alone and broods upon his next galactic conquest. Occasionally, Orkus will entertain another Entropic Master in his palace but even they tend to find the location too grim.

Abaddon is utterly immune to conventional attack. Even the mighty Grigori, Mithran, and Celestial Masters combined couldn't destroy the planet. It might be vulnerable to a group of super powered saboteurs but whatever is needed to destroy a planet of such supernatural evil is anyone's guess.

Orkus has a secret that he keeps from his fellow Entropic Masters. Abaddon is actually the body of the late Queen of Horrors, his mother. Orkus prevents the twisted Entropic Master from resurrecting herself by constantly expending her excess energy on war.

Corvos Major

Corvos Major was once a desolate and rocky planet inhabited by cruel despotic serpent men. These serpent men were the descendents of the ancient Sauron race that had long ago fled from Earth's devastation in cryo-ships. With the aid of the benevolent Grigori, these cryo-ships managed to reach a planet that was suitable to their needs.

The Thran's existence was a harsh and troubled lot until the rise of the first Praetor Prime. Birthed with strange abilities that separated him from the majority of his race, the Praetor Prime proceeded to enslave the whole of his race. The Praetor Prime then realized that others were similarly blessed with his strange abilities. Instead of destroying them, the Praetor Prime invited them to be part of a new ruling class.

Thus was the Thran Allegiance born.

Modern Corvos Major is the center of the Thran Allegiance. The planetary capital of their vast Empire is the place that handles the vast bureaucracy necessary to guarantee their domination of the universe.

The Corvos Major Praetor Prime manages the planet from the High Palace and controls the Senate with an iron fist. Nearly every street in the capital is patrolled by the Thran's ruthless genetically engineered super-soldiers.

These cloned troopers are known as the Purity Corps.

With the destruction of the Mithran and the neutrality of the Grigori, the only powers that remotely approach the Thran's are those of the Tsavong. Corvos Major is the seat of the universe's greatest empire and everything reinforces this simple fact.

Surprisingly, the Thran themselves are outnumbered by 'outsiders' on their home world. The Thran's deep devotion to racial purity and belief in their own inherent superiority has limited them to taking positions of administration. The vast majority of Corvos Major's populous is made up of immigrants from their subject worlds. Non-Thran on Corvos Major are not treated particularly well but none of them want to bring down the wrath of their red skinned masters.

Those accustomed to the chaotic bustle of Earth will find themselves deeply unnerved by Corvos Major's symmetry. Every city on the planet is virtually identical and all new buildings must be approved by unfeeling super computers that handle most of the day to day Bureaucracy. Given the prominence of the military, most humans tend to think Corvos Major is nothing more than a futuristic fascist state.

They would be right.

Corvos Major's 'Alien Districts' are somewhat more tolerable. Amongst themselves, the client peoples of the Thran Allegiance are much more laid back than their totalitarian masters. Most of them hate the Thran to some degree or another but few are willing to take an active stance so long as their home worlds are held hostage.

One major weakness of the Thran is the fact that nearly everything is centralized. Nearly all of the Empire's communications are routed through one central hub. The Master Control is the most heavily guarded location in the Allegiance. However, should the Master Control be destroyed then the resulting chaos might cripple the Allegiance for years.

Edenia

Edenia is a paradise world that exists at the heart of the galaxy. Resting just above a super massive black hole, it is in this exceptionally hostile environment that the universe's most peaceful planet exists. A world that

is free from bigotry, disease, poverty, and strife. It is also the place where the strongest resistance to the galaxy's chthonic evils is coordinated.

Edenia is the home world of the enlightened and evolved Grigori. The Grigori long ago cast aside the ways of war and constructed a place that they could retire to in solitude. Edenia is not just a planet but an entire star system that exists in the folds of a Dyson Sphere.

The peculiar planet is not just populated by the Grigori but by many races that they have raised to equal levels of enlightenment. Edenia is considered something of a Shangri-La for philosophers and scientists in the universe. To be invited to live on Edenia is considered the highest honor that any being can be paid.

Violence is strictly forbidden on Edenia. Indeed, it is actually impossible to engage in violent activity. The powerful spells that govern the world's ecology are designed so that permanent injury is impossible. Ironically, freed from the restrictions of hurting anybody, many super powered Edenians are known to engage in some truly spectacular brawls.

Just because it is impossible to harm anyone on Edenia, doesn't mean that the planet is one of pacifists. Edenians are a people that believe in safeguarding the universe. The Grigori sponsor several powerful organizations that attempt to keep order throughout the cosmos. These are the Galactic Guard, the Temporal Security Agency, and the Celestial Order of Wizards. All three are famous amongst civilized species as champions of good.

Those who wish to explore Edenia are advised to start with the great capital of the Grigori, New Asgard. Constructed by the Cosmic Eternal, Baldur, the city is one of the grandest in the entire known universe. It is a center where gods mingle freely with mortals and species from the whole of creation are teleported in to share their wisdom.

The Grigori almost all dwell in a massive temple known as the Citadel of Light. It is here that they pass down their wisdom to those races that come seeking it.

Despite remaining neutral in most matters that do not involve great evil, the Edenians have managed to incur a great number of enemies over the years. The Entropic Master Orkus has publicly stated his desire to see Edenia destroyed and its peoples enslaved. Equally powerful,

The Darkness Beyond Time fears Edenia as the only planet that has the power to oppose him. Less of a threat but still noteworthy are the Thran and Tsavong who would like to plunder Edenia's technology for their own.

Thus far, Edenia has managed to weather all of the threats that have endangered it. It remains to be seen if it can continue to do so.

Mars

Mars is a dead planet with no evidence of present inhabitation. However, it was not always so. Less than two centuries ago, Mars was inhabited by a thriving civilization. The people of Mars called their world a different name and it was first explored by an American adventurer.

Since that time, a massive calamity has wiped clean any trace of the Martian people. Scholars are rife with theories that range from Tsavong attack to the entire planet's populous choosing to migrate off the world. Whatever the case, the planet Mars is not presently inhabited.

The United Nations has thus far forbidden any travel to explore Mars' ruined landscape. This seems a ridiculous holdover from a time before extensive alien contact but others believe that Mars' close proximity still renders it a 'special' case. Most supporters of the law believe that there's still too much unknown about the Martians' destruction to open the world to large scale exploration.

The Martian civilization was a mixture of nomadic tribesmen, warrior culture, advanced science, and ancient traditions. It's architecture peculiarly resembling a mixture of Arabic and American Indian influences.

Some speculate the answer might require astral projection. Certain Earth mystics have discovered a means of transporting themselves psychically to Mars. It might be that this method is a way of subverting the United Nation's decree against physical exploration.

The ultimate fate of the people of Mars is left for Game masters to decide.

Mithran

Mithran is a dead world now with nothing but blasted buildings, monsters, and strange matter pockets lingering in the atmosphere.

All life has been sucked out of the planet but for a few horribly mutated creatures. The most tragic aspect of the world is that the planet's immense loveliness can still occasionally be seen.

At its height, Mithran was a world of crystals and light that was inhabited by a hyper-advanced society of super beings. The populous had emerged from a long history of war and division to become a peaceful race of scientists and mystics. Mithran was sparsely populated by comparison to the Earth. The total population of the world numbered at just under a billion.

Much of the planet's architecture served the dual purpose of being functional and invoking a state of awe in the viewer. Anti-gravity technology was freely employed with holograms to make each city all the more surreal. Plant life was sadly extremely rare on the planet and only found in isolated gardens. All animals on Mithran were genetically engineered pets of the people.

The capital of Mithran was the city of Ahura. Ahura was an ancient city that disappeared from the planet just before Mithran's destruction. Some have speculated that it may have been brought into another dimension by Mithran mystics. This resulted in the capital of the government being transferred to Ahura's sister-city of Mazda.

The government of Mithran was a representative democracy with a strong disposition towards leaders that came from historically great families. In fact, the majority of bureaucratic affairs were handled by Ultramind.

The entire planet was linked together under the super computer's domination. Ultramind was created from the greatest minds of all previous Mithran leaders but often lacked their more humane qualities.

Mithran was defended by a series of powerful satellite cities that encircled the planet. One of them, Gnosis, survived long enough to bring the young heroine Angel Girl to the planet Earth. The others were presumed to be destroyed in battle with the Darkness Beyond Time.

Now the Mithran race is almost extinct.

Tsavos

Tsavos is the home world of the Tsavong. It was once a lush and tropical world that has since been mercilessly exploited to near ruination. The planet will not survive the current rate of environmental devastation for more than a century. The Tsavong, at this point, believe they can simply move to another world when this happens.

Tsavos is now a blasted desert world filled with craggy canyons and pitted mountains. Almost all metal has been harvested from the world and the majority of the Tsavong race has long since migrated to space.

Tsavos is dotted with prefabricated industrial cities. These cities are designed by the Masters to provide the Tsavong war machine with all that it requires to expand their burgeoning space empire. Massive numbers of slaves work in these Hellish cities and do their best to avoid becoming the target for Tsavong wrath.

Curiously, there are almost no schools on Tsavos. The current generation of Tsavong warriors has no desire to subject itself to book learning when there is plunder to be had. Likewise, the Tsavong masters prefer to individually educate their underlings. This has resulted in a society that has almost no appreciation for scholarship or education. The planet is filled with art and sculpture but this is merely plunder that the Tsavong trade with other races for useful materials.

Tsavos is a planet of immense predators. It is due to these incredibly deadly beasts that the Tsavong ideal of 'survival of the fittest' and 'kill or be killed' emerged as their dominant cultural trait. Hunting one of the immense predators down and killing it is still held up as a rite of passage amongst Warrior Tsavong.

Prisoners who impress the Tsavong with their bravado are often sent out to do battle with these creatures. This is actually more of a method of execution than anything else. A slave who manages to kill a predator is recognized as a Tsavong warrior but few have ever managed this feat.

Merchants come from all over the galaxy to trade with the Tsavong. While the Tsavong take what they want, the Tsavong Masters long ago figured out that it was wiser to trade 'worthless' plunder from the worlds they looted for weaponry and raw materials. Many have become

fantastically rich by selling war material to the Tsavong. Unfortunately, the next world that the Tsavong conquer is all too frequently that of the merchant who sold them all of planet's military secrets.

Other Dimensions

There are an infinite number of alternate dimensions the Omniverse of Heroic Earth. The majority of them are unknown to the average person. Only a blessed few 'enlightened' souls are aware of them all.

A-Zone

The A-Zone is a place where the regular laws of physics do not apply. It is a place of strange matter, inscrutable life forms, sanity blasting monsters, and endless void. A person can be randomly attacked by storms of 'living gravity' that can spread one's atoms across the cosmos. It is not Hell but it's hard to imagine Hell being much worse.

The Annihilation Zone is named such due to the high prevalence of anti-matter present in the dimension. Many scientists have speculated, mostly from Divinos' descriptions, that this is the place that the Darkness Beyond Time was banished. Others speculate that the A-Zone is actually the Darkness Beyond Time's body. More disturbingly, is the possibility that the Darkness Beyond Time is merely one of the many cosmic horrors that dwells in this reality.

Shockingly, the Annihilation Zone is not uninhabited. The Mithran banished thousands of their criminals to this horrific universe, sort of bloodless execution that few of their rank survived. Those remaining survivors in the Annihilation Zone are now so insane that to release them on the galaxy would be tantamount to genocide.

Races other than the Mithran have chosen to send their people to this dimension. Some have actually attempted to form colonies in it. A few diabolical races have evolved in the A-Zone as well. Most of these peoples are savage and cruel beyond reason.

The A-Zone is home to the Djinn. A brutal off-shoot of the Grigori, the Djinn rule most of the A-Zone. Unlike their positive matter universe cousins, the Djinn are ruthless conquerors that worship evil. A typical sight in the A-Zone might be an alternate double of the Earth

or other planet that the Djinn have made. These worlds often populated by insane or evil doppelgangers of the planets they resemble.

Scientists on Earth have long since discovered how to open portals to this dimension from captured equipment from General Iblis' labs. International law, currently, forbids opening any portal thanks to the release of several eldritch horrors. A few brave explorers have, nevertheless, ignored these rules.

Inferno

Heaven has not yet been conclusively proven to exist. Encounters with Angels are treated as still unproven phenomenon. Hell and demons, on the other hand, have been repeatedly shown to exist.

The discovery of this dimension by scientists of Earth has been largely suppressed by United Nation's decree. The Foundation for World Harmony believes (correctly) that the revelation there is there is a Hell where the souls of the Damned burn eternally might result in a large amount of civic unrest.

Inferno follows no single depiction of the dimension but incorporates elements from Christian, Chinese, Norse, Greek, and even alien myths. It is a place populated by countless demons that seem to take a special delight in tormenting those souls brought before them. Scientists have yet to determine if souls come to this dimension naturally or if they have to be 'captured' by the demons through some unknown method. What is known is these beings routinely make offers for the souls of mortals or their eternal allegiance.

The rulers of this dimension, known as the Nine Lords of Nightmare, are not terribly interested in the mortal plane, but 'not terribly interested' only means that they have not yet made an attempt to fully invade this dimension.

The Nine Lords of Nightmare have been known to randomly menace people on Earth for no reason at all. Curiously, the most powerful of the Nine Lords of Nightmare is the bizarre Mister Hoppy. Mister Hoppy is an adorable cartoon rabbit whom alternates between playful and malevolent.

The Inferno is a place where magical energy flows freely. It connects to all realms in the Omniverse. Many magicians willingly journey to this land to seek out powerful demons to gain a fraction of their power. Most of these bargains do not involve the wizard's soul but instead the souls of others, lives, or the promise to create physical bodies for the largely intangible (in Earth's dimension) creatures.

Not all souls are believed to journey here upon death and many refuse to accept Inferno as the 'real' Hell but instead believe it just a dimension that strongly resembles it.

The Mirror Realm

Quantum physics got it right and got it wrong. All potential possibilities for reality exist but they only exist within the Mirror Zone.

The Mirror Zone is believed to be a reality with the peculiar property to absorb the events of physical reality it touches and create alternate variations on it. In other words, anyone who enters the Mirror Zone creates an alternate universe.

The Mirror Realm does not contain all possibilities but it certainly contains the majority of important ones. Any person who enters the Mirror Zone will often find themselves transported to a reality of startling personal relevance.

The dimension responds to thought. Attempts to navigate it will often result in individuals being drawn into realities where dead loved ones are alive or personal fears have been realized.

The Mirror Realm is the destination for the majority of errant time travelers and the source of people from 'alternate realities'. Attempts to change the past usually results in the time traveler being dumped into this reality. The resulting time line is created from their expectations and fears.

Many crafty evil doers have turned the Mirror Zone into a kind of bizarre prison. Some dastardly villains have trapped heroes in paradise-like worlds where all of their secret fantasies have been fulfilled (leaving the real world to be plundered).

Agents of the Temporal Security Agency can sometimes be found patrolling the existing worlds of this dimension. They seem to consider the preservation of these planets to be a primary concern.

Likewise, numerous strange beings known as the Dukes of Paradox, fly in and out at will. The Dukes of Paradox seem to consider the Mirror Zone 'their' reality and are seemingly omnipotent within it.

The Mirror Realm is only vaguely understood by even the best scientists of Heroic Earth. It is a subject strenuously avoided by the Cosmic Eternals and Grigori. It is believed that the dimension might have been created accidentally by the Grigori during some long ago scientific experiment.

Otherworld

Believed by some to be the opposite of the Annihilation Zone, the Otherworld is a dimension where magic has replaced technology. It is a place where many human beings of the Middle Ages and other earlier periods fled when their culture began to collapse. Ancient civilizations like those of Egypt, Greece, and Rome still exist in the Otherworld.

The 'native' inhabitants of the world are the Fae. Elves, dwarves, talking animals, dragons, giants, and mythical beasts all populate this world. Strangely, humans have come to outnumber them all. Now humans have become the dominant species on Otherworld.

The Otherworld is ruled by a powerful series of Wizard Monarchs known as the Lords of Winter. Many of these wizards are tyrannical and want to expand their domains over the magically weak planet Earth. While they employ medieval trappings, it's important not to underestimate their magical devices. The people of Otherworld have lives similar enough to the citizens of Earth, magic just replaces technology.

It is speculated that this dimension may in fact actually be artificial and created by powers unknown in order to 'bleed off' magic from physical reality. That would explain why the Otherworld only contains a single galaxy. In truth, it is the creation of Orkus. Orkus intends to 'harvest' all of the magic within when the dimension has reached maturity.

Earth's equivalent in the Otherworld is Arcadia. Arcadia is a planet that used to be ruled by a reasonably benevolent monarchy known as the Orichalcum Family. They have since been overthrown by the Lords of Winter and the planet has been carved up between them. It is believed Ehrich Weiss might be hiding the family's only surviving heirs but few suspect that they are actually living on Earth as Ultimatum and the Valkyrie.

The Patriots have visited Otherworld on several occasions and thus the people are familiar with the concept of super heroes. The Patriots actually dislike visiting Otherworld and try to foster its crises onto other heroes. Seeing the inspirations for Alice and Wonderland and the Wizard of Oz simply make it too difficult for them to take the world seriously.

Otherworld oddly operates at a different time pace as Earth. This occasionally results in individuals living long lifetimes in Otherworld while only moments pass on Earth or a short time in the fantasy land leaving years behind on the Mortal Plane.

Chapter Four: New Rules for M&M Superlink

M&M has provided an immense amount of rules for handling all sorts of powers and abilities. However, there are a few things that are particularly appropriate for Heroic Earth that we'll attempt to provide as options here for players. Some of these rules are more appropriate for villains than heroes and are established as such.

Items marked with the sign (Restricted) are those that a GM may wish to forbid from possession by player characters lest they become wildly unbalancing.

New Feats

The world of Heroic Earth is one where heroes are still tied to the law and social enforcement structures of the world.

While plenty willfully ignore this entirely, there are plenty of benefits from willingly working within the confines of the law as to outside of it. Thus, the majority of these feats are based upon ties with groups or organizations.

Given some of these feats can be earned within game, some players might choose to avoid 'wasting a feat.' It is recommended that when they have 'earned' their feat that the GM allow them to take a new feat instead.

General

Animal Companion

Benefit: Animal Companions are well trained animals, super powered beasts, or machines in the shape of a living organism. Most Animal Companions are more intelligent than normal members of their race but are dominated by their instincts. Thus, a Mithran dog would have super powered and the ability to think like a human being but wouldn't necessarily be able to speak or act like a man.

Animal Companions have stats equal to the hero's power rank x 5. They do not gain power points on their

own but must have them devoted by their owner. Animal Companions gain 5 points for each power point that is spent upon them. They are not minions but full fledged characters and not subject to minion rules. Animal Companions do not have hero points of their own but can spend their 'owners'.

A character that takes a rank in Animal Companion can increase the number of animals in his position by an equivalent number. Animal companions are usually extraordinarily loyal and often willing to fight to the death of their owner.

Corporation Head

Benefit: The player character is the owner of a corporation of some kind. For each rank in Corporation, he is given +5 to his wealth rating.

In addition to the material benefits, the player character also is blessed with employees and influence over the company's product.

Most likely, he is considered an important part of the community and given some measure of respect. This feat makes maintaining a secret identity more difficult. Likewise, most Corporation Heads are expected to devote time to actually running their corporation. This time can cut into one's crime fighting.

Those whom have profession (business), knowledge (technology), or craft (technology) can use these skills as means of contributing to their corporation's success. Player characters with this feat gain an additional +2 to wealth for every 5 points they possess in each of these skills.

Players should detail some elements of their business as part of their character's background.

Deputized Marshall

Benefit: The Deputized Marshall is an agent of the US government with license to track down super criminals and bring them in.

A Deputized Marshall is not able to order around the local police but has the authority to arrest criminals on his own. They can request backup, equipment, facilities, and information but do not receive it automatically.

Deputized Marshalls also have access to FBI files. Unlike 'normal' police, they can also track criminals across state lines. They can, furthermore, operate in cities without 'Lamplighter Laws' that permit super heroes.

Heroic Earth Deputized Marshalls should not be confused with Federal Marshalls. It is a position that was created by the United States government for super heroes. It has no real world equivalent.

Diplomatic Immunity

Benefit: The player character, for whatever reason, has been given immunity to prosecution by a nation. This effectively allows him the ability to carry out most of his activities without fear of criminal prosecution.

Diplomatic Immunity is a dicey affair in Heroic Earth. Some individuals, like Death Mask III or the Iron Khan, are able to get away with whatever they want due to the fear that they will be retaliated against.

Less important characters may face deportation or the revoking of their status for crimes like espionage, murder, or terrorism. Its also possible their nation might abandon them if their crimes are particularly grievous.

In addition to diplomats, possessors of this feat may be members of their home nation's royalty or heads of state.

Divine Mandate

Benefit: Divine Mandate essentially means your character is on a mission for (or possibly IS) a god.

Divine mandate is something that rarely stands up in a court of law but sincere followers of the character's religion will prove extremely well disposed towards them (+5 to Diplomacy, Bluff, and Intimidate checks). Many will go out of their way to help player characters with this feat.

Divine Mandate is something that isn't without its attendant difficulties. Divine Mandate characters often draw the ire of other religions, their god's enemies, and skeptics eager to prove that there is no such thing as the supernatural.

Divine Mandate characters are expected to fulfill the orders of anyone higher than them in their religion's hierarchy.

Government Agent

Benefit: Government Agents are one step above Deputized Marshalls in the eyes of the law. The player characters work directly for the Federal government of a nation.

The usual employers in the United States are the Foundation for World Harmony, the Defense Department, the CIA, the NSA. Being a government has its limitations. Being part of a larger organization means that you have a accountability, a chain of command, and a direct superior. It also carries a certain amount of authority that can be invaluable in dangerous situation.

If one's superhero work isn't a part of their job, they may find themselves called away to attend to other business on behalf of their agency. Those that do work for a government agency as superheroes will often find the missions to be incredibly dangerous. Sometimes, players may find themselves in morally ambiguous situations.

To keep in Heroic Earth's genre, it is suggested that players restrict 'Calling in the Marines' to climatic scenes where they can deal with faceless mooks.

License to Kill (Restricted)

Benefit: A License to Kill is something that many Game Masters should be hesitant to allow in their campaigns. Still, it offers many fascinating role-playing opportunities. Unfortunately, for trigger happy players, a License to Kill is rarely a pass to murder as you please.

More often, it is simply the assumption that the player character's government will bail them out of any local trouble should they be forced to kill someone on a mission. Furthermore, the feat's possessor will be granted asylum by their government if they're caught killing the citizen of a friendly nation.

A License to Kill usually possessed by a government agent. However, some Deputized Marshalls are bestowed this (essentially making them state executioners).

Mentor

Benefit: The player is possessed of a more experienced teacher and ally that he has regular access to. This teacher might be extremely powerful but aloof or closer to the player character's level and an enthusiastic meddler.

A mentor should never be more two power levels above the player character he teaches. Those player characters who surpass their mentors in strength may keep them as allies.

Mentors do not normally go on adventures. Reasons for this may be that they are too old, retired, under a curse, or simply busy with their own business. They do however offer less direct aid. A mentor should be expected to provide advice, training, and encouragement.

Sovereign Ruler (Restricted)

Benefit: A Sovereign Ruler has his own country. The majority of the nations controlled by superheroes or super villains are small, isolated, or relatively unimportant countries.

They may have some resource that change the world or perhaps have technology far beyond the other nations of the world but most large nations cannot afford to let their leader go off on adventures.

Those leaders that can adventure also are usually monarchs, dictators for life, a religious leader, or some other figure that cannot be removed easily.

Sovereign Rulers receive +8 to their resource rating and often have feats like Minions of great numbers. Sovereign Rulers are expected to care for their nation's needs even if they are ruthlessly exploitive.

Worshippers (Restricted)

Benefit: The player character is worshiped as a god. This is much like the minions feat but is roughly x10 the number. Worshipers are not as competent as minions and usually have their own lives outside of being the player character's loyal devotee. However, they revere the character as a divinity and this implies a fantastic devotion.

This makes them inclined to aid the player character in whatever manner that they can. Magic using player characters can be use worshipers to provide a +5 bonus to checks involving the Ritualist feat.

Each rank of this feat provides a hundred worshipers. It can be taken multiple times.

New Powers

The system of M&M is something that covers nearly every type of power or ability imaginable. However, the world of Heroic Earth is more low key than most M&M settings. There is a strong emphasis on player character's impact on the globe.

These powers help measure a player character's relationship to society as a whole.

Super Fame

Effect: General
Range: Extended
Cost: 1
Action: Special
Duration: Permanent

Super heroes are celebrities in the world of Heroic Earth. Like movie stars, the paparazzi and tabloids do their best to follow their every move. While most super heroes prefer a measure of anonymity, possessors of this feat are HUGE. Possessors of this power may despise being so famous or they may exalt in it, but the simple fact is that *everyone* has heard of the player character.

Possessors of Super Fame will often be hounded by magazines for interviews. Television programs will ask them to make guest appearances. The player characters may even find a movie being made about their lives.

System: Every point of Super Fame adds a +1 bonus to all Bluff, Diplomacy, Gather Information, and Intimidate checks with a non-hostile audience. Likewise, Super Fame stacks with a super heroes' Reputation score.

Super Influence

Effect: General

Range: Extended

Cost: 1

Action: Special

Duration: Permanent

Super Influence is the power to change society on a vast scale. This can be done through a variety of methods but mostly it is accomplished through use of political or economic power (though less scrupulous player characters might have other means of influencing the world. "Yes, Senator, that is a very scandalous photo. Now about the Meta Registration Act...").

Super Influence is usually possessed by Corporate Heads, Government Agents, Sovereign Rulers, and other figures in authority.

System: When the players wish to use their super influence in some way, the player makes a Super Influence + Diplomacy check. A successful check may not mean immediate results for large scale problems but might certainly help smooth the way for change.

Super Influence Base Difficulties

DC

- 10 Small Changes (Get a warrant, Squelch a Story, Requisition common equipment).
- 15 Minor Changes (Get someone fired, Get a non-violent criminal's record cleared, Requisition uncommon equipment).
- 20 Large Changes (Get a violent criminal released, organize a cover up, requisition a jet).
- 25 Huge Changes (Arrange for someone to be framed, call off an intensive FBI search, have someone killed, have a politician change his vote on a campaign issue, Requisition Military Grade equipment).

- 30+ Tremendous Change (Get a Federal Law overturned, have a politician or celebrity killed, organize a military attack on a target).

Super Influence Modifiers

- 10 The subject has a vested interest in seeing the influencer's will carried out (the subject is under threat of death, the subject is a fanatic about the cause).
- 5 The influencer has some kind of hold over the person being influenced (The target has been bribed, the target is being blackmailed, the target is deeply loyal to the influencer).
- No modifier - The issue is of no importance to the subject.
- +5 The request involves some form of personal risk or is not to their advantage. (The target will lose money, the target will be exposed to mild danger, the target has a mild distaste for the act).
- +10 The request is highly detrimental to the target (The target will be posed to great personal risk, the target's career will be destroyed, the target has a great personal distaste for the act).

Super Wealth

Effect: General

Range: Extended

Cost: 1

Action:

Duration: Permanent

Prerequisite: Wealth 20+

Super Wealth is another thing that transcends normal barriers. A character possessing super wealth gains +5 to his wealth score for every dot he possesses in this feature. He furthermore is capable of influencing one area of business that he must choose as the focus for his super wealth. Part of this influence might be actual financial resources he can invest in it but the rest is because of the respect he holds in that field.

New Devices

There are many objects of interest in the world of Heroic Earth. These items are important not only for the powers that they bestow but also for the way they affect the world around them.

Pyramid of Light

The Pyramid of Light is a device found by archaeologists working for the Advanced Development Committee, A subdivision of P.H.A.N.T.O.M. The object was recovered from an Olympiana tomb. The immortals of that island had buried it there in hopes of never seeing it again.

The Advanced Development Committee never suspected that such an overwhelmingly powerful device could not have been created even with the Olympiana's advanced technology. Instead, it is the result of cosmological accident. The ADC does not yet understand this and has tried several times to unsuccessfully duplicate the Pyramid of Light's powers.

During the heyday of Middle Atlantis, Atlantean alchemists attempted forbidden experiments to achieve godhood. One of their experiments managed to briefly open a portal to the Annihilation Zone. The Darkness Beyond Time attempted to use this portal to world and consume it. Unfortunately, for the Darkness Beyond Time, the Atlantean alchemists had been working on a device to catch the awesome cosmic force that they expected to emerge from the portal. Thus, a portion of the Darkness Beyond Time's essence was entrapped and the gateway sealed by the resulting explosion of divine might.

Part of the reason that Atlantis' history is so blurry is due to the Pyramid of Light's use. Renegade Atlanteans wielded the object to rewrite the face of the planet in their image. When they became bored with their creation, they would use the Pyramid of Light to wipe it out and transform it into something new. Because the Pyramid of Light's power was from the Darkness Beyond Time, wielders always ended up corrupting and destroying themselves. The accursed object fell through a succession of users. Each of these users was more corrupt than the last.

Ultimately, the goddess Athena personally intervened and used her mighty powers to destroy the last Atlantean

wielder of the object. Athena then entrusted the Pyramid to the Olympiana people and encouraged them to bury it in the most secure location imaginable. Unfortunately, the Olympiana could not have suspected that their most holy tombs would be violated by P.H.A.N.T.O.M. agents.

Since the Pyramid's recovery, it has been used several times by evil agents to cause havoc throughout the world. General Venom briefly possessed the object. The nationalist warlord used it to create an America ruled world where jingoistic nationalism dominated all walks of life.

Cultists of the Darkness Beyond Time have also attempted to recover the object and use it for their own ends. Unfortunately, it seems that the Pyramid finds its way into evil hands no matter what precautions are taken to hide it.

The Pyramid of Light is a small crystal pyramid that fits into the palm of an average sized person's hand. The Pyramid of Light pulses and glows whenever held and makes a noise that sounds like music from another world. To use the Pyramid of Light, a wielder must merely concentrate on the effect he wishes to bring about.

System: The Pyramid of Light's possessor immediately gains near omnipotent power. From the point that they gain the Pyramid, they should be treated as having a PL level of X.

The Pyramid of Light is a plot device rather than a object with actual stats. It is presently indestructible and will find its way back into evil hands unless the PCs find some way of weakening the Darkness' power within it.

Thankfully, wielders of the Pyramid of Light can be tricked or surprised. The Pyramid of Light bestows omnipotence, it does not bestow omniscience or wisdom.

New Draw Backs

There are plenty of drawbacks to being a superhero. Some of the more interesting are social in nature.

The world of Heroic Earth expects player characters to have existences intimately tied to the environment around them.

Dependents

The player character has people whom rely upon him; outside of his role as a defender of the innocent. This goes beyond merely being a parent or having family but the people genuinely needing the player character to take care of them.

This may be the result of a hero being a single parent, being a invalid relatives' only surviving family, or even having a kidnapping prone spouse.

Dependents are individuals that the PC feels obligated to look after. Furthermore, they will have a tendency to intrude on the player character's career at the most inopportune times.

Hated by Other Heroes

For whatever reason, the player character is loathed by the other heroes of their world. They might be hardcore killers, accused of something horrible, or just have a personality that grates on most people's nerves.

This does not apply to the superheroes of the player character's party but will always affect reactions from groups like the Patriots or the New Fighters for Freedom. Players should give a good reason why they have such an abysmal reputation.

Mystical Prohibition

The player character is cursed in some manner to be unable to do something. This can't be merely annoying like being unable to eat salt (even if it would make many dinners awkward) but something genuinely problematic.

Examples include; the player character simply CAN NOT kill someone even in self defense or in the defense of another, they cannot harm anyone holding a sham rock, or not being able to enter a home uninvited.

Nowhere Man

The player character does not have a 'normal' identity. He's a complete cipher. The player character has no forms

of identification, no credit cards, no driver's license, or records about his existence. In today's computerized world, this makes a number of daily activities decidedly difficult.

This might be a benefit in some cases but it can be a vastly dehumanizing experience. It's possible that the player character might have willingly chose this to live 24/7 as his superhero identity or it might have been something done to him. It's also possible he's got a reason for having no identity like being from another planet, being dead, or being an android.

Ironically, being a Nowhere Man means that government agencies are more likely to investigate you if you leave evidence of your existence around. No one likes a mystery.

Sponsor

Sponsors are people whom may have provided the player with help in the past but now want more than they give. They can be criminal, corporate, or political but are always powerful and needy.

Sponsors demand things like public endorsements, special services, and favors on the side. For whatever reason, a player character should not be able to just say no to these people.

This is not a disadvantage to be treated lightly. It may even be that the sponsors can retaliate if their friends choose to go against their wishes.

Outlaw

The player character is a wanted felon. The PC may be guilty of whatever he's wanted for or he might not be but whatever the case, he's being hunted. Worse, the pursuers are not your run of the mill cops but people that have an actual chance of apprehending him.

Low PL characters might be chased by a determined Federal Marshall while more powerful heroes might find themselves pursued by the entire United States military. At least one of the PC's pursuers should have a vested interest in capturing him.

Chapter Five: Sources of Power, Laws, and Mythology in Heroic Earth

While the history of Heroic Earth can tell you much about how things got to be the way they are, its equally important to understand the underlying themes that coat Heroic Earth.

This chapter will discuss aspects of the world that are important to maintaining the Heroic Earth 'feel.'

Sources of Power

The world of Heroic Earth is motivated by 'The Five Pillars.' These are Aliens, Biology, High Technology, Magic, and Mythology. While there are sources of power aside from these, we've made a conscious effort to make sure these are considered the origin of most super beings.

Players are advised to look at the Five Pillars when creating their characters to see if they tie to any one of them. By placing a character within one of these categories, it helps establish an overriding theme for the character. This theme can be used in making villains or imagining what sort of circles they travel in.

Aliens

Humanity has known aliens exist since the 19th century. Since then, humans have encountered a dozen species both hostile and friendly. Thanks to the efforts of friendly aliens like Divinos and Angel Girl, most humans are willing to treat aliens as they would other people. Unfortunately, invasions of the Earth by Thran and Tsavong have permanently soured the reputations of these two peoples.

A small number of aliens have also decided to take up permanent residence on the planet Earth. These include the remnants of previous invasion forces and interstellar refugees that judge Earth to be a remarkably well guarded and 'neutral' world. It is likely that there are over a thousand aliens currently living on the Earth.

Both the Thran and Tsavong empires have both expressed a strong desire to conquer the Earth. Neither of

them have given up on this desire despite earlier failures. Thankfully, they are interested in taking the planet intact. Were either Empire to dispatch a vast fleet to simply pummel the planet into submission then it is unlikely that even the Patriots could stop them from doing so.

Earth has no regular contact with any existing alien peoples except the Grigori. The Grigori, unfortunately, are not interested in sharing their vast technology with Earth's people. Instead, they mostly appear on the planet to warn of impending invasion or dire events in the future. Earth is eager to establish friendly relations with interstellar powers but so far, all three major powers in the universe have rebuffed their attempts.

The Foundation for World Harmony is officially in charge of Earth's defense against alien threats and have several hyperspace capable starships. The Patriots, likewise, have their own trans-galactic vehicles. Captured alien technology has allowed the people of Earth to transverse the cosmos but so far no attempts to explore outside of their system have been launched. Mostly, the people of Earth rely on maps retrieved from alien computers.

Aliens as a source of super powers is a common enough origin on Heroic Earth. Elder races like the Grigori routinely conduct enigmatic experiments on human beings to advance our evolution. Likewise, the Thran and Tsavong are obsessed with harnessing humanity's genetic potential as a weapon. Player characters may even *BE* aliens as they come from planets where generating flame is as natural an act as breathing.

Thran or Tsavong heroes would face daily prejudice and mistrust from the populous of the Earth. Likewise, the world's governments would almost certainly suspect them of being a saboteur or spy. Mithran heroes would almost certainly be held up to the same lofty standard that the people hold Divinos (and that is a hard act to follow).

Biology

The human race is one that possesses unfathomable potential in its genome. The initial meteor strike that destroyed the dinosaurs altered the genetics of the creatures that evolved into humans irrevocably. Tremendous abilities are dormant in the average human being and only need the right stimulus to awaken them.

While Earth scientists speculate that Metamen are the next stage in human evolution, in fact, the potential has been there all along. It is only now that the process for awakening these dormant abilities is abundantly available. Thus, the reasoning for prejudice against Metamen is all the more nonsensical.

Most human beings will manifest their powers by puberty if they are going to manifest them at all. The body's changes during this time are usually enough to awaken a person with strong meta potential. Ironically, while all human beings have potential for multiple powers, almost all powers are mutually exclusive. Once a person awakens to a one or a few powers, he loses the ability to gain more. Player characters, of course, might be the exception.

Once puberty passes, it becomes almost impossible to awaken a person's Metamen potential. Scientists on Earth have spent countless hours trying to dissect just can exactly trigger a person's powers but it seems to vary from person to person.

Super heroes and Super villains are not 'mass produced' on Heroic Earth due to the dangers such experiments pose. This is why super villains groups tend to be able to produce more super powered beings than law abiding organizations like the Foundation. Super villains rarely mention to volunteers how many have likely died before them.

Oddly, 'Natural Metamen' suffer a prejudice that 'Transformed Metamen' do not. Those born Metamen are suspected of being a different species than regular humanity. Transformed Metamen, on the other hand, are considered a lucky accident or the product of science.

A person that is revealed as a Metaman will often find himself the subject of prejudice, unless until he can prove himself to have gotten his powers from a source other than being born with them. Likewise, the Gene Nation and Tomorrow Society will attempt to recruit any new metamen that they find. A player character may find their

entire lives turned upside down by the discovery of their powers. Old friends may turn on them while complete strangers will attempt to befriend them.

Anyone with a firm grounding in biology on Heroic Earth will know this is, of course, nonsense.

High Technology

The technology level of Heroic Earth has spiked well past our own world's advances. Ironically, it has not yet gotten to the point that it can actually utilize most of its recent discoveries.

Countless new inventions, recovered bits of alien technology, and discoveries in physics have been brought to humanity's attention in only a few short years. Many scientists have had truly prosperous careers just by reverse engineering what has been found by superheroes.

Black Technology, as it is known, is the most dangerous and controlled machinery currently in existence. Alien devices, time machines, reality altering devices, psychic enhancers, resurrection machines, and the like have all been discovered. These are mostly held in government research labs away from prying eyes. Only authorized personnel and the most respected geniuses are allowed to examine them. Most of these devices cannot be readily duplicated and is irreplaceable.

Red Technology is machinery that is still being tested for side effects and may soon find itself in the hands of the public. Cybernetics, fusion power, energy guns, mecha, power suits, robots, and hyperspace capable starships have all been thoroughly tested and proved by repeat application. Red Technology is in widespread usage across military and high security civilian circles. While restricted, it is mostly the mammoth cost that keeps it from the public's hands.

The public itself now benefits from gene therapy, laser surgery, and limited nanotechnology. Life-spans should be extended to nearly a century and most disease has been cured. Sadly, alien contact has resulted in several stronger and more contagious diseases becoming prevalent on Earth. These may prove to be as difficult to eliminate as the common cold.

Heroes who are technology based will usually be an agent of the government, a employee of one of the

world's major technology firms, or a genius inventor with enough money to make his own devices (sometimes in just the back of his garage).

While The Foundation is the source for most High Technology Heroes, it's not the only one. Raven Enterprises, owned by Alexander Timmons (Black Wing II), is the world's largest technologies firm. Raven Enterprises supplies the United States government with most of its Red Technology. It also employs thousands of scientists in the pursuit of a 'better tomorrow.'

Less scrupulous is SpartaCorp. Secretly owned by P.H.A.N.T.O.M's head, Death Mask III, SpartaCorp. is one of the world's worst corporate exploiters. SpartaCorp. is always working to create ever more destructive devices that they can market to their buyers. Countless illegal experiments are conducted willingly and unwillingly on human test subjects in order to create the next generation of super weapon. Perhaps a PC will escape one of these experiments or steal one of SpartaCorp.'s prototypes.

Magic

Magic is real on Heroic Earth but it is a poorly understood thing. Most scientists still dismiss it as hocus pocus and trickery. With Metaman abilities and the super-science displayed by some aliens, it is easier to dismiss a magician's claims of supernatural powers than it is to accept he has eldritch might.

The most powerful Master Mage on Heroic Earth is Merlin the Magician. Enigmatic and scheming at the best of times, Merlin is not a pure force for good. Many times, he has recruited heroes to aid him against a seemingly titanic evil, only to betray them at the last possible moment. Merlin has the best interests of the planet at heart but all heroes experienced with his manipulations are wary of ever trusting him again.

Merlin is obsessive about returning the powers of magic to the world at large. Many player character magicians might be interested in becoming his apprentice, despite the terrible rumors around. Merlin is a generous master and being his student would result in much prestige from the rest of the magical community. Unfortunately, Merlin never gives anything for free and always demands more than he gives.

The two other greatest sources of magic in the world are the Black Hand and the White Lotus Society. Both organizations liberally employ the mystic arts in their pursuit of each other's destruction. Likewise, both train vast numbers of students in the ways of the arcane. Both societies began in the Far East but have since expanded to cover the entire world. Both societies also now include Western magical traditions as part of their studies.

Those who study under the Black Hand will find themselves learning how to use magic for their own personal gain and profit. The Black Hand makes no restrictions on how its students use their sorcery and encourages them to become powerful in the mortal world. Unfortunately, it also demands that they perform soul-damaging tasks in exchange for the power it imparts. Ultimately, all members of the Black Hand answer to the Iron Khan. Those who attempt to learn from the Black Hand and then flee will find themselves hunted for life.

Students of the White Lotus Society, however, learn to use their magic to help others. Students are discouraged from using their power for their own selfish gain and charged with protecting the world from supernatural forces. Unfortunately, this means that White Lotus Society members will find themselves with a ready made list of monstrous foes to face almost as soon as they graduate their studies. The White Lotus Society is filled with people willing to help a player character when they need it, but they expect the same in return.

Aside from these two giant groups, it is possible to learn magic from other sources. Demons in the service of beings like Mister Hoppy are always willing to impart magical power, for a price. Faeries from the Otherworld have a long tradition of bartering magical favors to mortals but the price they enact is almost as demanding as a demons.

The most powerful patron a person might have is one of the Cosmic Eternals. The gods of Heroic Earth have nearly infinite power that they are willing to share with their servants. However, the tasks they ask of them are often Herculean.

No one ever said being a wizard was easy.

Mythology

Mythology is a motivation that many people tend to be rather shocked by when confronted with it. The irreligious and religious alike are often stunned by the fact that nearly every god from every religion in Earth's history is real. The fact that they are literal and physical beings is something that stuns even those that believe in them. A man who his religion dear to his heart can be still surprised by the appearance of an angel.

To be honest, humans are largely in denial about the true nature of the cosmos.

While Athena has battled with Ares on numerous occasions, the majority of people do not take her claim to be the goddess as anything but a publicity stunt. Monsters from ancient tales have been taken as aliens, genetically engineered monsters, or even metamen adopting a historic guise. Religion is simply too important to people's lives to adjust so radically as the truth requires.

This doesn't mean that events haven't resulted in some changes though. The Vatican has released an abject denial of the existence of other gods and that those who venerate them are committing a mortal sin. Similar statements by most organized religions have been made with only the Hindu and Buddhist faiths having little problem with the idea.

Cults have sprung up not only to mythological heroes but also to figures like Divinos. Religious fundamentalists have, further, taken the appearance of super powered individuals as a sign of the End Times. Those who venerate the Olympians have found themselves starkly divided over whether to accept Athena the super heroine as the 'real' Athena of myth.

Certain scientists are also extremely skeptical of the Mythological with many eager to classify the 'gods' as just another type of super being. Others find themselves drawn to tangible 'proof' of the divine and abandon all skepticism for the comfort of 'confirmable' religion.

Most Mythological super heroes are going to be half-gods or ancient heroes rather than Cosmic Eternals themselves. Those who wish to be a god should probably give some explanation as to why they no longer have the awesome might that they used to. Cosmic Eternals are simply too powerful for most games.

Motivations

Motivation is important for super heroes in Heroic Earth. The quality of the world's heroes is often determined by why they chose to become super heroes in the first place.

Listed below are the most common motivations for super heroes found on Heroic Earth.

Altruism

The rarest super heroes on Heroic Earth are those who choose to become them simply out of a desire to help their fellow man.

Sometimes this is the result of the being in question being already godlike in stature. Athena and Divinos both come paradise like realms where all want and need is eliminated. Both believe that it is within man's capabilities to find this sort of happiness on their own.

Others, like Splotch, were simply raised with values that taught them to help their fellow man as best they could. While most superheroes are showed with praise, many altruists suffer from a belief that they are not doing enough. Worse, some super heroes come to believe that they aren't making a difference.

Being motivated by altruism doesn't guarantee that one is a good person. Many terrorists on Heroic Earth have the same goals as the super heroes they fight. General Venom, the head of the House of Serpents, is as much motivated by his desire to help others as his misguided sense of patriotism.

Altruists do tend to hold a special place in the hearts of most super heroes. They provide the idealism that is necessary to drive the super heroic profession forward. Most altruists unwittingly find themselves shoved into the role of leader.

Players should define why their character feels that they should use their powers to help others and why they have chosen to use them to fight crime as opposed to using them in some other fashion.

Chosen by Fate

Not all super heroes have a choice to become what they are. In this case, Chosen by Fate can be literal or figurative.

If the Cosmic Eternal, Thor, shows up to your door and says that you're to fight Frost Giants then you really don't have much of a choice. Defying the gods is even more difficult in Heroic Earth than it is in the real world. You can beg, whine, and plead all you like but events will probably force you into doing what the god wants in the end. After all, why would they have chosen you if not because you're the best man for the job?

Likewise, some other super heroes often find themselves in a no-win situation when it comes to their profession. Maybe a crime lord is threatening your family and there's no one else that can bail them out but you. In the end, the player character must to the occasion because the alternative is unthinkable.

Groups like the White Lotus Society do their best to watch for 'destined' heroes with their magic. The group is not always right and sometimes they miss the heroes that they were supposed to train. Worse, sometimes groups like the Black Hand end up training those that were supposed to end up fighting them. The complicated tangle of destiny is one that very few heroes are able to fully understand.

In any case, heroes chosen by fate tend to resist their destiny to the bitter end. It is ironic that the very courage that encourages so many heroes to rebel against their destiny is the very same one that allows them to rise to it.

Fortune

Disturbing as it may sound, there's money to be made in super heroism. While Divinos is aghast at the commercialization of his profession, the simple fact is that not all super heroes are able to resist the huge amounts of cash that corporations are willing to throw at them.

Super heroes motivated by fortune may not be after money at all. Instead, they might have self-esteem issues that they attempt to resolve by becoming one of the world's beloved champions. The rush of danger mixed

with the thrill from saving lives is enough to attract another set of people to try super heroism.

Fame and Fortune are not exactly the best motivation for super heroes. After the initial glitz and glamour wears off, most come to the conclusion that it is a lot more dangerous than it appears on TV.

Worse, those drawn to the profession for purely self-ish reasons often are under qualified for what needs to be done in a crisis. Fortune driven super heroes are treated as the red headed step children of the superhero world. Worse, super villains seem to actively resent their presence. Quite a few end up in the morgue within their first year.

Fortune driven superheroes will always exist in Heroic Earth, however. The actual people wearing the costume are less important than the corporations that sponsor them. SpartaCorp., ironically, fosters good relations by sponsoring new super heroes at a rate of one per year.

Legacy

Heroic Earth is a world with a long and proud tradition of heroism.

A character might find he's the thousand great grandson of a Robert E. Howard character. That kind of connection can inspire an otherwise normal person to want to take a stand.

Heroic Families exist with proud traditions of super heroism. The Helsings continue their valiant battle against the world's vampires, the Grayhavens live on in the Lost World, and King Arthur's kin continue to feel a call towards the defense of Great Britain. The Moriarty and Holmes feud has lasted to the modern era. This time, the world caught between the competing forces of P.H.A.N.T.O.M and the Foundation for World Harmony.

Being from a heroic family has its ups and downs. It's certainly much easier to become a super hero when one's family has been doing it for years. Unfortunately, Heroic Families tend to hold their children to impossibly high standards of excellence. Some children find the pressure so great that they snap and become super villains instead.

Legacy characters are not limited to family either. It is possible to be inspired by a hero so much that one attempts to carry on the torch, with or without permission. This runs the serious risk of friends or relatives of the hero attempting to seek revenge. The luckiest legacy heroes get the tacit blessings of their predecessors to carry on in their name.

Patriotism

There are a shocking number of nationalist heroes and villains in Heroic Earth. Nothing seems to motivate super heroes quite like King and country. It also helps that the governments of Heroic Earth are always eager to recruit super heroes into their service.

The United States is especially (in)famous for sending out super soldiers draped in the flag. Some, like the original Steel Commando, are credits to their country. Others, like his son, are bitter anti-heroes that let their nationalism do their thinking for them.

Almost all modern nations on Heroic Earth have their own state sponsored super heroes. These heroes tend to have better funding and support than independent super heroes. They are also backed up by the entire military of their government. Ironically, not all Patriotism motivated heroes are affiliated with the government. Some patriots believe that the idea of their nation is more important than the government currently administering it.

Patriotism motivated heroes often find themselves occupying a peculiar place in the public's mind. As the living embodiment of their country, public patriotic heroes are called to task for actions by their government. Likewise, patriot heroes are expected to represent the 'values' of their nation. The later can be especially troublesome as patriot heroes are often held to a higher standard than regular super heroes.

Patriotic super heroes that work for the government are often members of a spy agency in addition to being a soldier. They can be expected to perform missions above and beyond the duties usually expected of a super soldier. These can be as harmless as appearing in public relations exercises or as dangerous as taking out a super human dictator.

Those Patriot super heroes that belong to teams do not necessarily need to fear being called away to solo missions. Disturbingly, many governments encourage their super heroes to join teams in order to gain the aid of their comrades!

Redemption

Redemption is a motivation that is surprisingly common amongst superheroes on Heroic Earth.

The Iron Age produced many heroic killers that have since repented of their crimes. While some super villains have decided to attempt to repay their debt to society. The road to redemption is a long and difficult road since it is impossible to bring the dead back to life (usually).

Redemption is a demanding and difficult course for a super hero to follow. Rarely do those seeking redemption ever satisfy their guilt and most spend the rest of their lives trying to atone. Interesting stories can be around someone trying to convince the player character that his guilt is unwarranted. Though they may never find forgiveness, they may find some measure of peace and happiness.

Those motivated by a need for redemption are usually the most intense superheroes except for those motivated by vengeance (see below). They go through periods of intense activity followed by bouts of self-loathing.

Many of them suffer from nightmares or similar reminders of their crimes. The redeemer's crimes do not even have to be particularly severe, it is the nature of their personalities that they are tormented by it.

The Redeemed can occasionally have a difficult battle to find acceptance from other heroes, especially if their past deeds are well known.

Vengeance

Vengeance is a motivation for both superheroes and super villains. It usually requires a great tragedy to set a human off on the path of vengeance but not always. Strangely, the path of vengeance is motivated by the individual's reaction to loss rather than the actual loss itself. Even the most traumatized individuals rarely turn to revenge as a lifestyle. The hatred that must be nurtured to sustain a lifestyle of vengeance is tremendous.

Those who need revenge must constantly pursue the act. To abandon the cause of revenge means that one usually abandons it forever. The human heart is not made for such an intensive and brutal mindset.

Indeed, they often have to restrain themselves from crossing the line that would transform them from super heroes into super villains. It was during the Iron Age that the majority of vengeance driven heroes appeared. Many of these so-called heroes were wronged by villains of the Silver Age. These heroes often became indistinguishable from the evil doers they fought..

Vengeance driven heroes are rarely accepted amongst more nobly driven heroes. Likewise, vengeance driven heroes often find other heroes to be soft, complacent, or a disturbing reminder of what they've left behind. Thus, the majority of vengeance driven super heroes are loners.

Those vengeance seekers that do find themselves in super hero teams are often distant from their fellows. They hover at the edge of the group and use their time away from the team to carry out their mission of revenge. Very rarely, a group of super heroes will be devoted to revenge against the same target.

These teams are often ticking time bombs. The storm of emotions that underlie them are a constant threat to group unity.

To prevent player characters from simply hanging up their mask once their object of revenge is defeated, it is recommended that players be encouraged to have their characters motivated by a broader target than one individual. Terrorist organizations like P.H.A.N.T.O.M or organizations like the International Crime League are all good targets for the revenge driven hero.

Indeed, an interesting concept is the hero who seeks revenge against a target that is long dead. Unable to ever satisfy his need for revenge, the hero seeks out an ever greater body of targets to satisfy their revenge on.

Social Issues of Super Beings

Social Issues are important to address whenever a Game master attempts to make a setting more 'realistic' (at least as realistic as a setting with flying crime fighters can be). This section talks about a number of factors relating to Heroic Earth's relationship to its super heroes.

GMs are encouraged to modify or alter anything that does not reflect their needs. The Modern Era is especially versatile in the way that player characters can affect global opinion or how people react.

Lamplighter Laws in the United States

The United States has a long tradition of having to deal with problems its police and even military are ill-equipped to handle. To this end, the United States was the first nation to legalize the role of super heroes in fighting crime.

Lamplighter Laws, as they are called, allow a concerned citizen to detain a person in the process of committing a crime or whom is recognized as an escaped felon. If this concerned citizen happens to be a man wearing a flag-covered outfit then it is hardly the government's business.

These initial laws were expanded to allow said 'concerned citizens' to remain anonymous after arresting a subject. Likewise, they make allowances for the subject to leave the scene after subduing their captive. A recent addition to the law, championed by Divinos, actually allows a super hero to testify in court under his assumed name.

These laws have been frequently challenged in court and have been overturned for short periods. One of the chief benefits of these laws is the immunity from civil suits if it can be confirmed that there was a 'clear and present danger to the public at large when extreme force was employed.'

For superhero teams or cities that choose to 'sponsor' a hero, they even have a public defender that is appointed to handle all claims without their appearance. This leads to the creation of the position of Deputized Marshal. A super hero must simply be sponsored by another hero whose identity is known to the government and pass a series of tests to become one. They must also have not committed any known crimes while in their current identity.

Lamplighter laws are not absolutes even where they do exist. A criminal must be unharmed when subdued and no one must be killed or injured during their apprehension. If a criminal is injured or someone is harmed, a super hero must theoretically stay to make a police statement. Otherwise, he risks forfeiting the benefits that allow him to remain a 'legal' super hero.

The Foundation for World Harmony maintains a voluntary registration for super heroes world wide. This information is kept under the tightest security and remains confidential to all but the highest ranking officials of the Foundation. It has worked so well in smoothing over diplomatic incidents that some, like the second Black Wing, believe it should be made mandatory for all super heroes.

Even if a hero chooses to be an outlaw and give no respect to the police or due process, many police make only a half-hearted effort to pursue them. Only the most violent and sadistic of vigilantes are hunted down. Usually, with the help of other super heroes.

Lamplighter Laws Internationally

Lamplighter laws exist in Australia, Canada, France, Mexico, Japan, the United States, and the United Kingdom.

Most other nations have very strict laws about citizens interfering with the business of police. Those whom subdue a criminal can be charged with assault, false arrest, reckless endangerment, or any number of other charges. Worse, the criminals are often allowed to go free due to the fact that they have had their rights violated.

This results in the majority of superheroes being forced to act either in secret or as part of the government.

Those that choose to act in secret and are later captured find themselves prosecuted to the fullest extent of the law. Those who work for the government must remain hidden and only use their powers during sanctioned missions.

Only rarely do these countries advertise that they have a superhero team. In these cases, they often make sure that they are fully costumed to protect their identities or otherwise free from being targeted by enemy powers.

The Foundation for World Harmony is surprisingly dangerous to rogue superheroes. Most governments prefer to use it to apprehend super powered 'heroes' rather than employ their own agents.

How accepted are Super Beings?

The planet Earth has been developing its relationship with super beings for nearly a century. Thus, the appearance of rampaging monster in down town New York doesn't have quite the same effect that it would on our own world. The initial shock of super humans existing wore off a long time ago.

Most human beings accept super villains the same way that they accept terrorists. Likewise, the threat of alien invasion is a looming fear in the back of people's minds. Very much like the threat of nuclear war during the Cold War, many human beings fear the day that the Tsavong bomb the planet to atoms.

Super heroes are treated in the same way that famous celebrities are treated. Almost every super hero is a subject of intense scrutiny but few ever expect to meet them face to face.

Still, not all superheroes are equal in the public's opinion. Those whom hide behind masks, work at night, and deliberately cultivate fearsome images are far more distrusted than those that operate openly.

Super beings, in general, invoke a different sort of feeling. The majority of people hold a mixture of envy, fear, and ambivalence to the presence of super powered people. While everyone loves Divinos, the simple fact is that most people would feel a lot safer if superpowers didn't exist. This is a gut reaction and not at all accurate. Without super heroes, the world would have been conquered by the Thran or Tsavong long ago. However, the populous can't get over its fundamental fear of the unknown.

The public is divided on the subject of those superheroes that kill with many actively sympathizing with those that take permanent solutions to the 'criminal problem.' The number of these have diminished with the end of the Iron Age.

There are many super beings that also don't take up the profession of being heroes OR villains. These use their powers for personal gain or simply live out their normal lives draw more muted reactions.

Lawyers have been much more successful in making laws against use of superpowers for private gain than they have been in outlawing superheroes. Precognitive seers

and telepaths, for example, are forbidden from using their powers in the business world. This doesn't stop corporations like SpartaCorp. from employing them, though.

It should be noted that hate groups against super beings exist, particularly Metamen. Whether driven by racial supremacy, religious motives, or some past difficulty with powered individuals; these groups are everywhere. While they do not yet have much broad public support, this could change if there is ever a major disaster involving super human powers gone wild.

Fighting Crime vs. Fighting Cancer

As part of the setting's mood, it should be noted that not all super beings immediately put on tights upon discovering their powers.

The world of Heroic Earth is filled with super powered citizens that choose to do nothing more with their abilities than possess them. Likewise, there are many super beings that attempt to use their abilities to profit in an existing field.

While a person with the power to heal might be a tremendous asset on the battlefield. Most people on Heroic Earth would comment that they'd do a great deal more good simply by working in the trauma ward of a hospital. Indeed, most Metamen with power over the life science's find themselves swiftly recruited by the medical industry.

Likewise, super-geniuses on Heroic Earth rarely become villains for monetary reasons. Those individuals that can giant robots and shrink rays will swiftly find themselves snatched up by one corporate body or another. Even super geniuses who are guilty of capital crimes often find themselves able to barter their way to freedom thanks to the value of their skills.

Super powers are still very rare on Heroic Earth. There's perhaps a total of 100,000 super powered beings in the world, roughly one in every seventy thousand people. This number is growing but the vast majority of people will never run into a person with extraordinary abilities, let alone a super hero or super villain, in their lifetime.

Being a super hero is actually more about the mindset rather than the powers. Most people who become super heroes are those who actively seek out the job rather than simply are 'born' to it. Surprisingly, many people choose

to become super heroes well before they gain super powers and spend a good amount of their time trying to get into a program that will help them achieve their dream.

Keeping these facts in mind will make the Burger World manager who can levitate things with his mind less strange.

Super Powered Corporations

Aesculapius Inc. is the world's leading genetics and medical research corporation. Employing a substantial number of super powered beings, it spends 90% of its research budget on attempting to derive new advances from super powers. Bizarrely, this has worked wonders and helped guarantee their predominant position in the field.

AresGroup: A former competitor of SpartaCorp. for the position of world's leading weapons manufacturer. AresGroup made it a point to market anything that could hurt people. Alcohol, Cigarettes, High Toxicity Toys, and worse were just some of the products produced by the company. Since the revelation that the company was nothing more than a front for Ares and later Orkus, AresGroup has fallen on hard times. Its board is attempting to prevent a hostile take over by Raven Enterprises. The board is hoping that by recruiting super beings, they can strike it rich again.

BrittixOil: The result of a merger between British and Texas oil firms, BrittixOil uses super powered beings as part of its efforts to find new petroleum deposits. Likewise, Brittix violates international law by using a set of magical alchemists to produce artificial oil without lowering the cost. BrittixOil is expected to take its place as the world's largest energy firm by 2012.

Dragon Industries: Dragon Industries is the leading post-Soviet Block corporation. Under the benevolent guidance of its C.E.O, it has consolidated most of Russia's Post-Communism economy underneath its gaze. The corporation is now actively seeking to spread its influence over the rest of the world. Most super beings in the former Soviet Union find their abilities put to use here or in their homeland's governments. Dragon Industries pays much, much, much better.

Environ - A radical environmentalist conglomerate. Environ uses its super powered beings to clean up ecological disasters and purify the environment. Environ has been

accused of hypocrisy in the past. It often re-grows forests just to have them chopped down again by the lumber companies that hired them in the first place. Environ has been linked with the House of Serpents but most find the idea preposterous.

Raven Enterprises - Raven Enterprises started as a automobile firm in the early 1900s. Later, it would evolve to become a powerful oil magnate and one of the most powerful corporations in the nation. Since being taken over Alexander Timmons, the corporation has rapidly shifted focus to become a technology and communications firm. Super powered beings frequently find employment within it. Strangely, Raven Enterprises is frequently the subject of attack by super villains.

SpartaCorp. - A New Amsterdam based weapons firm with business ventures in even 'hostile' countries as Khanate, Ruritania, and Zulan. SpartaCorp. produces the most advanced weapons on the planet and this includes biological ones. Super beings are as often created by the corporation as they are recruited. Those who find themselves working for SpartaCorp. are often given large cash incentives to have themselves poked and prodded by the company's scientists.

Ultimate Builders - An organization that employs elemental manipulators, super strong Metamen, and other construction related heroes. Ultimate Builders actually doesn't do much rebuilding after super human battles, instead they primarily focus on rescue and relief work. Ultimate Builders is frequently the target of law suits by non-powered construction firms.

Chapter Six: Crime Fighter's Guide

[The following document was allegedly written by the second Black Wing and distributed over the internet by Valkyrie. It has since been taken as a manifesto by many superheroes. Others look to it as the basis for starting a career as a vigilante. The original work has since been added to by other super heroes. The most current document is novel length.]

Black Wing's Guide to Being a Crime Fighter

By. Black Wing (who else?)

So you want to be a crime fighter. My suggestion is that you should join the police, study law to be a District Attorney, become an FBI agent, or visit the Foundation's recruitment office.

To have respect for the people in uniform is the first lesson every costumed crime fighter should learn. They make the wheels of society go round and they handle work that the majority of costumed crime fighters I've met would never have the patience for. Its honestly much easier to dismantle a rampaging robot than it is to build a case against a drug lord.

Nevertheless, the majority of people that have decided to take serious steps to fighting crime in a cape are not going to be dissuaded from the path of it by a few simple words from me. Perhaps it is the loss of a loved one that motivates you or maybe you've been chosen by Zeus. It doesn't matter. This document will not judge your reasons but merely give some suggestions on how to strike fear into the hearts of criminals..

Use this knowledge well.

What do I need to possess to be a Crime Fighter?

All Crime Fighters, ultimately, need a gimmick. It's garish to admit it but it's true. They require a superhero name, a costume, and something that allows them to actually contribute to the fight against evil (be it a mastery of martial arts or the power to move mountains).

The first two are usually easy to come up with while the later is much more difficult to acquire. Other things like specialized training, gadgets, vehicles, headquarters and the like are secondary to these above concerns.

What sort of gimmicks are beneficial?

The point of the 'gimmick' is, essentially, to become memorable to criminals and the public. If your goal is to terrify criminals then a dark and ominous attire might be appropriate. If you want to inspire the public to unabashed love of their government then you might incorporate the flag into your costume. One should never try to cross genres or you will ultimately just look silly. The Amazing Spider-Robot Demon Patriot looks better on paper than it does in reality.

Those with an impressive gimmick almost invariably find tales of their abilities exaggerated. Better still, opponents will often make mistakes when fighting them. Some criminals may even be frightened into submission without even the need to throw a single punch.

A gimmick can be chosen from folklore, mythology, history, or primordial fears. Animal themes are always common amongst heroes and villains and for good reason. Everyone understands that 'Tigerman' is supposed to be fierce and dangerous, even if he's not. If you have super powers, you may want to advertise them in your name. Gravity Girl may not sound impressive but most criminals will hesitate when faced with a woman who can bend the fundamental laws of physics.

One thing I stress, a hero who attempts to take the name of another hero or copy his gimmick runs the risk of being insulting. Worse, he might undercut himself by drawing immediate comparisons to his inspiration. A good rule of thumb is to check with the hero whose name you're borrowing, if he's still alive.

I recommend leaving a calling card or typing a letter to the media when you make your debut. There's no point in picking a super hero name if you're going to be named something completely different by the media.

I also stress, the media has no taste in gimmicks. If I'd left it up to them then the world would know me as 'Sparky the Boy Genius.'

What sort of costume should be chosen?

Now that one has chosen one's gimmick, one must design one's costume accordingly. Most super heroes are not tailors but hopefully they are smart enough not to employ one if they hope to keep their identity secret.

As a consequence, most starting super heroes have homemade costumes of poor quality. More established champions of justice end up having a uniform issued to them by their super team or getting access to people who can be trusted to make a decent spandex covered Kevlar costume.

All super heroes, who are not invulnerable, are advised to wear body armor underneath their uniform. You would be surprised at how many amateurs, powered or not, make this mistake. They usually do not last longer than a single night in the hero 'profession.' I personally recommend costumes that cover one's entire body except for one's mouth. One runs the risk of suffocating or being unable to communicate if you cover that.

A word of advice to the exhibitionists amongst you. While I can understand why many of you feel that being a super hero is 'sexy', real super heroes wear clothes (both male and female). I've actually had to beat a few amateurs up that just got into this business to get laid. Ashley Morgan proves that one can wear skin tight clothing and be protected against bullet fire.

Finally, one should always keep a spare change of costume or several pairs. Whether because of flame, ice, or eye blasts, your first costume will probably not be your last. Simple stress will wear through most of these. Just remember to dispose of your costume in a secure location. The garbage men don't always ignore crows sticking out of your bags, especially if it's not Halloween.

What sort of training should I undergo?

It doesn't matter if you can cut guns in half with your mind, there's still fists and knives to deal with. A superhero should first always be able to take care of themselves in

a fight. Standard martial arts training is an excellent start but usually lacking unless ones instructors have been in a real fight.

A hero would do well to seek out those whom have gained experience fighting under real conditions before they actively seek out crime to suppress. Training against problems weapons is also a necessity. Remember, the only rule in combat is to walk away alive. The best heroes master multiple styles of martial arts before they even think about fighting crime.

Other training that is useful is in detective work, criminology, running, acrobatics, and non-lethal weapons training. All of these contribute to being a better crime fighter.

Should I carry tools on me? What kind?

Most superheroes carry a few tools around in addition to their powers (if they have any). Even Divinos is known to keep a 'tool kit' around his waist. Gadgets can mean the difference between a superhero's life and death. The trick is to know how to maximize the benefit while minimizing the space taken up.

I personally recommend carrying the following items; handcuffs, a miniature police scanner, grappling hook, rope, knock out mace (best used after a victim is already pummeled), a miniature camera, and a recording device.

All of them help make sure that criminals stay unconscious and tied up. Likewise, they can help make sure that you have evidence of them committing a crime when the police come around. These things are best ordered over the internet or via catalogs and in bulk.

While I carry things like anti-venom tablets, boomerangs, grappling hooks, and an extendable staff; most super heroes are not looking to become human Swiss Army Knives.

How do I find criminals?

Most experienced crime fighters have 'territories' that they patrol. These are usually the most crime ridden parts of the city. Just waiting around for crime to happen isn't very satisfying, though, nor is it effective.

A police scanner is almost a must for every crime fighter. The ability to know when an emergency is in progress is essential. Most of the time, the police do not need the help of their 'special friends' but I've yet to know an officer who didn't at least grudgingly welcome help against armed and dangerous criminals.

Once you've established a reputation, unfortunately, criminals will start finding you. The police will come to rely on your support and many will attempt to contact you in the event of an emergency. This is what the Patriots rely on, albeit on a slightly grander scale than most street vigilantes are used to.

Worse, some criminals will develop a decided grudge against you. Whether mafia families or Toldaz the Conqueror, people will remember that you thwarted them in the past. If the prison system can't contain them, and sometimes they can't, then they will probably be itching for some payback.

A successful super hero should always prepare for the criminals they catch today to be the enemies of tomorrow.

What level of force should I use against criminals?

A question that is frequently asked me by less experienced heroes is 'At what point does lethal force become advisable?' Most super heroes I know manage to train themselves in using their powers to subdue an opponent without killing them. Even if Divinos can crack the side of a planet, he's aware of just how much of a punch it takes to knock a man out without permanent injury.

Divinos would argue that a super hero should never, ever, kill anyone. He believes very strongly that all life is precious. It's why having to kill General Iblis was so traumatizing to him. My mentor, the first Black Wing, never killed anyone in his entire career. However, I would be foolish and irresponsible to say that I believe lethal force is never justified.

The majority of costumed super villains are mostly seekers of attention and thieves. I wouldn't recommend using lethal force on them. There's a practical reason for this in addition to a moral. Many super villains have the power to level city blocks with their powers. If it becomes a question over whether they'll survive or whether they'll die, most might do something stupid.

More troublesome is the case of the genuine monsters amongst human society. Serial killers like Blood Wing and mass murderers who wear costumes may test the virtue of even the most dedicated hero. In general, I abide by the rule that lethal force is justified against them if they're attempting to kill someone. I resist the urge to play executioner, even if I don't blame those superheroes who cross the line. Most governments employ lethal force with these creatures after their first escape, anyway.

Terrorists are another matter still. In many ways, they're even worse than serial killers. A serial killer will usually focus on one victim while terrorists make statements with high body counts. When racing against the clock to save the lives of innocent people, I suggest that lethal force is an entirely appropriate reaction. You don't have to kill as Divinos shows, but it is an option.

Wartime is another matter entirely. During the Tsavong invasion, I blew up a dozen ships via sabotage. No doubt thousands of aliens died due to this. I'm not particularly bothered by it.

Likewise, during my jaunts to World War 2, I didn't use restraining force against the Nazis I encountered. I do not believe soldiers who kill in war time are murderers. I do point out that even wars have rules according to the Geneva Convention and suggest that super heroes remember that they're to lead by example.

Finally, I don't consider lethal force to be a problem against supernatural monsters. Demons, the undead, and mindless creations of magic are not possessed of the same rights that regular humans possess. They are unable to be anything more than they are and heroes are advised to remember that you can't kill what's not really alive.

Robots are a special case. Ultramind 2 is alive as any woman I know. However, most machines I encounter are little more than kill-crazy mecha. I suggest that super heroes judge the robots they encounter on a case to case basis. I do note that most robots can be repaired without problem, if they have back ups to their programming. Humans, unfortunately, do not have that luxury.

Should I keep a secret identity?

The choice to maintain a secret identity is something that all heroes must cope with. A great part of what makes a superhero effective is their autonomy from super villain

retribution. That goes out the window when your loved ones are being hunted by Godfather Gorilla.

A hero with a secret identity cultivates an aura of mystery around himself. He has a powerful psychological advantage over his foes. Yet, those that choose to be open about their true names gain the benefit of public trust and easy access to their fellow heroes' help.

I won't lie to you, most secret identities are anything but. The Foundation for World Harmony has a face recognition program that can identify almost anyone from the contours of their features, even under a mask. Likewise, magic can reveal your identity with almost too little effort. Thankfully, these kinds of resources are not available to the average criminal.

My recommendation is that a crime fighter should maintain a secret identity unless they're part of the government or otherwise under some form of state protection. Also, I suggest that super heroes be honest with their families. The majority of secret identity related deaths occur due to the fact that loved ones are not aware that they are potentially in danger.

Unfortunately, there's no good answer here.

Should I take a sidekick?

A question especially appropriate for me. I used to be a sidekick.

Unfortunately, the majority of people who ask this question are only interested in someone who makes them look good by comparison. I hold these people in contempt for the most part as heroism is 90% the desire to do good as opposed to 10% talent..

The sidekick is for the most part a person whom latches onto an existing superhero in order to learn the 'tricks of the trade.' Those whom don't think that a sidekick candidate will ever graduate to being a 'true' crime fighter should not take them on. Furthermore, if one is not actually experienced enough to teach a sidekick in the ways of battle then one should pass on it.

A especially strong notation is the fact that the majority of "kid" sidekicks are usually in their late teens at the earliest. Legal agencies rarely take "I'm training him to be as a superhero" as a response for why a boy is allowed on a battlefield.

No matter how talented, most adolescent sidekicks are still children and will end up dead or severely injured.

How does a super hero get around?

How does a super hero get around? Those lucky enough to have the power of flight or teleportation do not have this problem.

For the rest of us, getting across town in the event of a an emergency is a matter of paramount concern. I maintain a variety of vehicles to help navigate the city. I even have a satellite link up to make sure that I can successfully move about traffic without having to wait. For those of you who do not have several million dollars worth of electronics to blow on avoiding stop lights, I recommend keeping a good map of your area.

Motorcycles are excellent devices for navigating the spaces between buildings and require less room than cars. Likewise, if you can cover your tracks or your secret identity is not a concern, a good helicopter will get you across the city in no time. I suggest getting a trustworthy pilot as well.

Low tech solutions include the rooftops of the city and the storm sewers. It's easy to get lost in the second and its not a pretty solution but they are options for people that want to escape in a hurry.

What sort of Headquarters should I have?

A headquarters is something that I don't recommend for all heroes. Splotch operates out of his apartment and does a fine job. On the other hand, I operate out of Patriots Mansion and have a number of "Raven's Nests" that contain my special equipment. Divinos, at the top of this scale, has his own space station.

In the end, a good headquarters should always allow a super hero to store his equipment and get a few hours shut eye between missions. It's best if he can come and go from this place without being noticed. Likewise, a good headquarters should also be accessible by those that a super hero works with.

I recommend that every super hero team get a headquarters but individual crime fighters may operate with or without one.

When can I join the Patriots?

When we ask you.

Chapter Seven: Secret Societies of Heroic Earth

Heroic Earth is riddled with cults, secret societies, super corporations, super hero teams, and terrorist organizations. None of these groups exist in a vacuum of one another. Some are allied while others actively despise others.

Player characters may confront and destroy some of these groups but the result may just result in another taking their place. All actions have consequences on Heroic Earth.

The Black Hand

Quote: "No one lives who opposes the Black Hand!"

The Black Hand is a secret society of assassins, magicians, and spies collected from all over the world. All live to serve the will of the Iron Khan. The organization is feared throughout the world as a group of supernatural killers.

Though technically under the control of the Iron Khan, the group has grown in power and independence over the years. The Black Hand longer automatically accepts the Iron Khan's orders as law. How long they will remain under the Iron Khan's nominal control is anyone's guess.

History and Organization: The Black Hand is an organization that was created in the Boxer Rebellion from disenfranchised members of the White Lotus Society that had grown sick of foreign influence. Offering their allegiance to one of the society's traditional enemies, the newly formed Black Hand believed the power of the Iron Khan would allow them to drive out the 'foreign devils.'

After the failure of the Boxer Rebellion, the Iron Khan abandoned his plans to drive out foreign influence. Instead he developed a desire to gain control of the outside world.

Ironically, this meant recruiting members from the very foreigners that the Black Hand had hoped to drive out. The Black Hand's membership swelled with foreign mystics from across the world. The Iron Khan annexed smaller groups of assassins into his growing criminal

empire. The Blood Druids of Ireland, The Hashshashin order of Syria, The Iga ninjas of Japan, The Thuggee, and others became part of the Black Hand.

The current Black Hand is divided into three separate divisions. Each of these divisions answers to a Dark Master who answers, himself, to the Iron Khan and his daughters.

The first group of the Black Hand is the Black Lotus Society. A group of martial artists and mystics, the Black Lotus Society is the largest collection of wizards in the world. The Black Lotus Society is the least organized of the Black Hand's groups. Most of its members operate individually with an occasional apprentice. They are, conversely, the most powerful. Many of the Black Lotus Society's masters rival the Iron Khan in power.

The Black Dragons are the second group of the Black Hand. Essentially, the Black Dragons are a collection of assassins. Trained in the arts of martial combat and ninjutsu, the Black Dragons are amongst the most feared killers in the world. Its high ranking members live lives of extreme privilege in-between missions.

The third group of the Black Hand is the Wives of Sorrow. A collection of beautiful but deadly women, the Wives of Sorrow are recruited from around the world. The techniques used to transform a woman into a member of this group result in her body becoming poisonous. They serve as the Black Hand's torturers and internal security.

The Black Hand has exceptional influence in the Asian Underworld. When not carrying out missions for the Iron Khan, they work to bring more of the world's criminal syndicates under their power.

The International Crime League has only recently come into contact with the Black Hand and considers the organization to be encroaching on their territory. The International Crime League is severely outmatched in terms of operative quality but its access to super humans is enough to even up matters considerably.

Likewise, the Black Hand is the antithesis of the White Lotus Society. Members of the two groups are expected

to kill one another on sight. The White Lotus Society tends to emerge victorious from these confrontations but the Black Hand is now the larger of the two organizations.

The Black Hand employs many supernatural creatures in addition to hired thugs. These include demons, golems, dragons, and the undead. Many ancient pacts exist with the Iron Khan and the Lords of Nightmare.

Headquarters: The Black Hand's headquarters is the Grand Palace of Bones located in Khanate. The original monastery that the Iron Khan trained in has been converted into a nightmarish place of training for killers of the order. The place is littered with the bones of the dead as decoration and other unnerving paraphernalia as only part of the psychological process meant to break down recruits in the society.

Children from all over the world are kidnapped or purchased for training at the Grand Palace of Bones. Only a fraction of the children survive to reach adulthood. Those that do become the most feared and loyal members of the Black Hand order.

It is said that the 'Divine Shadow Hand' technique of martial arts originated here. This is a fighting style that mixes Shaolin kung fu with Wudang sword fighting with the Black Hand's own ruthless techniques. It is one of the deadliest fighting styles in the world.

The Foundation for World Harmony

Quote: "The Foundation doesn't officially exist. So ignore the moon base, the island shaped like a Falcon, and the huge metal zeppelins we fly around."

The Foundation for World Harmony is the United Nation's global defense initiative. An organization possessed of broad powers to fight against planetary threats, it is one of the most well funded and powerful groups in the planet.

Simultaneously, it is an organization dogged with corruption and scandal. Worse, it fights a never ending battle against politicians attempting to blunt its effectiveness.

History and Organization: The Foundation for World Harmony was founded in the 1960s as an international organization devoted to the destruction of P.H.A.N.T.O.M.

The Foundation has thus far failed in its primary mission but has nevertheless managed to stunt the growth of the terrorist group. Likewise, the Foundation has succeeded in eliminating numerous smaller terrorist movements.

Membership in the Foundation for World Harmony knows no borders. Even during the 1960s, British agents were known to team with Russian. The greater threat of P.H.A.N.T.O.M was considered to outweigh that of the Soviet Union. The death of the second Death Mask has resulted in the current incarnation of P.H.A.N.T.O.M pursuing legitimacy. This hasn't prevented the Foundation from actively pursuing their arch-nemesis' destruction, they have merely become more careful about how they pursue their mission.

The Foundation's duties have been steadily expanded over the years. Originally founded to combat international terrorism, the Foundation for World Harmony now deals with a multitude of threats. The Foundation for World Harmony is the first line of defense against alien invasion. The Foundation is the chief enemy of international crime. The Foundation also assists nations without super heroes in apprehending super villains.

The Foundation organizes itself, loosely, upon British Naval lines with all members having a rank. Field agents automatically have the rank of a Lieutenant and occasionally rise to the rank of Commander or Captain before being given a desk job. Exceptions to the rule exist. The Steel Commando, who has authority second only to Fleet Admiral Holmes, still participates in field missions.

Most members of the Foundation believe that Fleet Admiral Dame Michelle Holmes is the top authority of the Foundation but they would be mistaken. Dame Holmes, the great grand-daughter of Mycroft Holmes, answers to a mysterious body known as The Directorate. Dame Holmes is a former MI6 agent and a woman who favors immediate solutions over political ones. She has been removed from office several times but has always been restored within a month's time.

No one knows who the Directorate is. Their identities are concealed even from the United Nation's Security Council but they provide all of the Foundation for World Harmony's funding. The Directorate also compose the Foundation's yearly strategy. Even Dame Holmes only knows the identity of three members and she isn't sure on two of them.

While the Foundation has literally hundreds of divisions, two that might especially interest onlookers are Majestic 13 and Northstar.

Majestic-13 is the Foundation for World Harmony's Special Investigations unit. Majestic-13 mostly spends its time hunting down alien and supernatural threats on the ground. Based in the United States Air Force base, Area 51, Majestic-13 is largely an American operation. It is also the division that has the most accusations of corruption leveled against it. These allegations are all true. Almost all Majestic-13 operatives are loyal to the United States first and the Foundation second.

Majestic-13 operatives are known to hide away alien technology to prevent foreign powers from gaining it, sanction (read: execute) rogue members that attempt to inform on the corruption within their ranks, and work to make treaties with alien powers that apply to America alone. While Dame Holmes suspects most of this, even she would be surprised to find out Majestic-13's most shocking secret. Sub-Director Michael Specter is actually a high ranking House of Serpents member.

Northstar, on the other hand, is the first sign that the Foundation is likely to become its own army. Actually started in Britain by Queen Victoria, Northstar was designed to gather information on the nature of the alien attackers which nearly destroyed the nation. Since absorbed into greater sum of the Foundation, Northstar is the strategic command for repelling alien excursions.

Northstar has a massive rivalry with Majestic-13 and the two divisions' agents are known to get into bitter disputes. Northstar is a far more international division than Majestic-13 and often bitterly resents their opposite numbers' devotion to secrecy. Nevertheless, most Northstar operations are conducted in space and the two agencies rarely interact directly. Northstar maintains its own private defense fleet in addition to Northstar Command.

There is a distinct rivalry with the Foundation for World Harmony and the domestic intelligence agencies of United Nations member nations. The CIA, MI6, Mossad, and NSA all have a special distaste for the group. The directors of these agencies would all personally love to see the organization disbanded. This is partially due to the fact that the Foundation makes a deliberate effort to recruit members from their ranks. Likewise, many politicians fear that the Foundation intrudes on their national sovereignty.

Headquarters: Every country in the United Nations has a Foundation Headquarters. Even P.H.A.N.T.O.M allied nations like Khanate, Ruritania, and Zulan have official Foundation bases (and numerous hidden ones away from their rulers' prying eyes). These facilities vary in quality but they are always large enough to run operations from.

Fleet Admiral Holmes prefers to run the Foundation from no central location. Instead, she spends most of her time moving from one base to another. She can usually be found on one of the Foundation's Fleet Carriers or riding around in one of their armored zeppelins. Holmes uses surgically altered doubles to guard against assassination. This has proven to be a wise policy given Death Mask III's own stated desire to destroy her.

The largest Foundation base is actually off-world. Northstar One is a moon base that was constructed by the villainous Ultramind before he was defeated by the Patriots. Seeing no reason to abandon a fully functioning lunar space station, the Foundation for World Harmony claimed it for their own. Since then, the city-sized structure has become the primary base for Earth's burgeoning space fleet.

Northstar One is commanded by Mr. Morrison, a Tsavong Defector from the 1930s invasion.

The Gene Nation

Quote: "The Master Race is one that is formed from the truly superior."

The Gene Nation is one of the largest and well organized super being societies in the world. More than a mere Metaman supremacist group; it is a terrorist organization, a liberation movement, and a political action group.

The Gene Nation teaches an evolutionary doctrine that those who wield super powers will eventually inherit the Earth. Hated and feared by most people, it actively works to recruit all Metamen into its ranks.

History and Organization: The Gene Nation was founded by the Red King in the early eighties. Since then, it has carried out countless attacks against civilian and government institutions. Frequently, the Gene Nation would clash against the Patriots and other super hero teams. Overall, it was viewed as a minor threat.

The Iron Age changed all of this. Gene Nation members began fighting crime as an excuse to kill humans. Further, human racists put on costumes to conduct vigilante actions against innocent Metaman. The fighting between these two parties claimed hundreds of lives.

The government's response made matters worse. The Foundation proceeded to crack down on Metaman activity with giant robots, inhibitor collars, and super powered troops. Suddenly, the Gene Nations predictions of a massive Metaman purge didn't seem so incredible.

The Gene Nation's membership has since exploded. It now boasts thousands of super human members and tens of thousand human sympathizers. No longer do they carry out minor attacks in-between grandiose plans for media attention. Instead, they engage in an all out war with the rest of the world. Terrorists attacks are performed daily while the Red King plays on the media's sympathy for the oppressed Metaman.

The Gene Nation is actively opposed by the Tomorrow Society. The two groups are ideologically opposed and have torn the Metaman community apart in their conflict. Most Metamen tend to sympathize with one group or the other. Ironically, most Metamen have mixed feelings about fighting their own kind.

Headquarters: The Gene Nation is barely organized. While the Red King is recognized as their leader, almost all cells are autonomous. The largest concentration of Gene Nation soldiers is on Genesis Island. Ironically, the forces on Genesis Island are too busy with their own civil war to perform much in the way of terrorism.

Those bases established by the Red King are usually extremely well armed and well funded fortresses located in remote locations. His super intelligence means that these are utterly immune to assault by anything but fellow super humans.

House of Serpents

Quote: "GIVE ME LIBERTY OR I'LL GIVE YOU DEATH!"

The House of Serpents is a United States based terrorist organization that believes itself the inheritors of the original Minutemen's legacy. Believing that the United States government has failed to live up to the promises of the Bill of Rights, the House of Serpents intends to overthrow

the government. Then the society will institute its own version of democracy.

In recent years, the House of Serpents has actually grown beyond American soil. Allying itself with various revolutionary movements around the globe, the House of Serpents has become a world wide phenomenon. The organization is by no means as large as P.H.A.N.T.O.M but it is rapidly becoming a major world player.

History and Organization: Founded in the early 1970s by Jack Washington Junior, the original House of Serpents was meant to expose the corruption endemic in the United States government. Ironically, its transformation into a full blown terrorist organization came about because of its success.



When the organization uncovered ties between P.H.A.N.T.O.M and the President of the United States, Jack Washington Jr. decided that the entire government needed to be remade from the ground up. He then took the alias of General Venom. The House of Serpents has since repeatedly clashed with The FBI, CIA, the Foundation for World Harmony, Patriots, and P.H.A.N.T.O.M.

The House of Serpents is organized, loosely, along the American government and military. General Venom holds the position of 'President of the Union' and Supreme Commander. The terrorist organization also has its own thirteen member Congress that serves as the Supreme Commander's advisory board. There is even a Supreme Court that patrols the House of Serpents for Foundation moles and treason. Underneath these three bodies is the House of Serpents Armed Forces and the Citizen's Militia.

The House of Serpents Armed Forces is a fairly traditional army that is mobilized to defend the organization's many bases. General Venom is very clever in hiding his bases in plain sight with nearly a hundred scattered across the United States proper and twice as many in North America as a whole. The House of Serpents Armed Forces blend in seamlessly with the rest of America's population and do their best to avoid drawing attention to themselves.

The Citizen's Militia is slightly different. Instead of being composed of soldiers, it is composed of special operatives that attempt to undermine the United States government. The Citizen's militia includes financiers, lobbyists, politicians, and professors who attempt to spread the ideology of General Venom across the world. Members of the Citizen's Militia are even more careful than House of Serpents Armed Forces' members in hiding their allegiance. General Venom makes it clear to all members that any member of the Citizen's Militia that is captured can expect to be liberated or killed within 24 hours.

Of special note is that General Venom also has his own privately trained bodyguard force. The Deadly Cobra Soldiers are all multi-talented mercenaries and assassins. They also are all beautiful women. The original Dead Cobra Soldiers unit has since retired and become the mentors for the next generation. Rumors that they also serve as General Venom's harem have not been confirmed.

The House of Serpents rarely engages in indiscriminate terrorism. Instead, it attempts to eliminate targets that pose a threat to their slow takeover of America. They are especially fond of blackmail, brainwashing, and kidnapping plots to make sure that their influence grows.

The House of Serpents, on occasion, does actively sabotage government programs that pose a direct threat to them. They have destroyed entire American bases that have secretly been engaged in super soldier research.

The House of Serpents is much more liberal with its violence abroad, often engaging in violent missions against foreign governments. The average soldier in the House of Serpents Armed Forces could care less about anyone not born in America. Its activities are primarily focused in gathering arms, gaining foreign recognition, and making the United States' work abroad more difficult. General Venom believes that the United States is less likely to notice his organization's activities if they are focused on putting out fires elsewhere.

Disturbingly, no one in the United States government realizes just how large the House of Serpents really is. Several times, the United States has destroyed one or two bases and believed that it has wiped out the entire organization. The anonymous nature of General Venom has allowed him to fake his death on several occasions.

Curiously, the House of Serpents is utterly committed to the destruction of P.H.A.N.T.O.M. It has willingly forsaken several profitable alliances with the group and even attacked their bases in the past. General Venom's hatred for the organization that killed his father is beyond all reason.

Headquarters: The House of Serpents moves around its headquarters constantly. General Venom might be staying in an Alaskan relay station one day or in an underground missile silo the next. Most of his lieutenants communicate through Holographic Imagery or accompany him on these journeys.

Confusing the issue is that General Venom has successfully developed a set of androids that can perfectly mimic his mannerisms. No one can ever tell, not even the House of Serpents' Congress, whether they are dealing with the real General or not.

International Crime League

Quote: "We don't want your allegiance. Just your money."

The International Crime League is a organized body of Inner City gangs, Italian mobsters, Russian crime lords, South American drug lords, Tongs, Triads, Yakuza, and every other group of lawbreakers out there.

Though it doesn't control anywhere near all crime in the world, it is the largest organized syndicate in history. The International Crime League doesn't desire world domination but it is ruthless in its pursuit of profit.

History and Organization: The International Crime League is a fairly recent phenomenon. It's origins are surprisingly banal. Under the direction of Godfather Gorilla; several struggling crime syndicates joined together and threw away their existing codes of behavior to start devouring those gangs around them.

The International Crime League is organized along corporate lines. The Board of Directors is composed of the richest and most ruthless thugs in the organization. Crime Bosses beneath them are rewarded with shares in exchange for service.

Competition amongst the International Crime League's stockholders is tremendous. The only restrictions are that any in-fighting that results in a loss of profit is ruthlessly crushed by the organization's assassins.

Unlike Hollywood's depiction of the mafia, the International Crime League has no organized code of behavior or ethics. They willingly kill cops, kids, women and anyone else that gets in their way. No act is too reprehensible for the organization to engage in if it turns a buck. The International Crime League associates with slavers, terrorists, and tyrants as part of its daily business.

To cope with the problem of super heroes, the International Crime League has created Crooks Inc. Effectively, Crooks Inc. is a hotline that allows any of the International Crime League's affiliated bosses to call on super villains muscle.

Crooks Inc. makes an effort to get its agents the best lawyers that money can buy or, barring that, to arrange for them to be transferred to minimum security prisons that they can easily be busted out from.

The International Crime League is affiliated with P.H.A.N.T.O.M but the two groups do not co-exist comfortably. Death Mask III and the Iron Khan both look down on the organization while the International Crime League dislikes the attention that P.H.A.N.T.O.M draws. Similarly, the House of Serpents considers the organization anti-ethical to the freedom they wish to spread.

The biggest threat to the International Crime League is probably the Foundation for World Harmony. With Interpol recognizing its own powerlessness in the face of the League's depredations, they have turned over their files on the body to the Foundation to handle.

The agents of the Foundation are considerably tougher to bribe and kill than the local cops that the League is used to. Worse, the Foundation has the authority to seriously hamper operations. Were it to ever capture a board member, then it might actually crack the organization wide open.

The contempt that the League has for super heroes can be shown in the yearly Pay-Per-View Hero Rumble. Heroes from all over the world are kidnapped and forced to fight in gladiator contests for the crowd's amusement. Despite the best efforts of the Foundation, they haven't even been able to curb the sale of bootleg DVDs let alone stop the event.

Headquarters: The International Crime League has managed to establish control over the city of Las Vegas' underworld. The number of super criminals in the city is growing daily. The International Crime League has most of its upper level membership in the United States living in Las Vegas permanently. It is the one city in the world where cleaning out The League would deal a serious blow to the organization's total strength.

The most famous of the International Crime League's controlled casinos is the Golden Monkey, a building shaped like a gigantic gold gorilla. The exotic local is where Godfather Gorilla is known to spend much of his downtime.

The Liberty Men

Quote: "One Nation, Under God, Indivisible!"

The original super crusader team of Heroic Earth. The Liberty Men were the scourge of gangsters during the thirties, heroes of World War 2, and enemies of communist agents in the fifties.

The fact that the Liberty Men were eventually destroyed not by outside attack but by the good intentions of a member is a tragedy that still echoes in the public's consciousness.

The survivors are deceased or retired now but others are willing to follow in their footsteps.

History and Organization: The Liberty Men were formed by Graywing, Ink Spot, Steel Commando I, and Titan Man in order to defeat James Moriarty the Second's plot to unite all of the United States' criminals under one banner.

Afterwards, the group easily overpowered most of the bank robbers and gangsters they fought against. Unfortunately, they soon found themselves confronted with increasingly dangerous criminals. Some of these criminals

even had super powers. Nevertheless, the Liberty Men fought on with courage.

All of their many accomplishments before paled to what they would be called to do as the United States' super team during World War 2. The Liberty Men battled both domestic and foreign threats. They were also instrumental in fighting off the Bio-Blitzkrieg troops of Count Reich.

Ultimately, they were not the individuals that destroyed Hitler's super troopers but blunted their influence throughout the war. This heroism was honored above all other heroes during World War 2 but soon came crashing down.

The Liberty Men became objects of ridicule after the end of the conflict against the Axis. Though many were grateful for their heroism, the great threat of Nazism had passed and it was clear they were growing older.

No new generational heroes seemed to be ready to take their place and the smear campaign conducted against them by opportunistic politicians was severe. Had they stuck together, it might have been possible for them to have united America against the paranoia of the time but they fell as they were divided. The Liberty Men had no official ceremony to close their doors and their hall was simply vacated. Ironically, it closed before the Unmasking Massacre would seal the fates of many.

The Liberty Men was primarily composed of its founders, whom remained with the team for its entire existence. Numerous other heroes joined during its tenure though. Golden Age greats like Aladdin and his Genie, Athena, Aquarius, Eagle Eyed Horus, Jane Hermes, Jet Boy, Jenny Sprockets, Jolly Roger, Yankee Doodle Dandy, and numerous others were all members of the society at one time or another. Not all members left by choice and some made the ultimate sacrifice for their country.

Leadership of the society was never an issue as all chairmen were selected by democratic vote. Graywing and Titan Man were the leaders for the majority of the Liberty Men's history.

It is possible that the heroism of the Liberty Men might inspire a future generation of heroes to take up the organization's name.

Headquarters: The Liberty Men operated from a mansion that previously belonged to Ehrich Reich. Donated

by the city to serve their needs, Liberty Men Hall was not particularly equipped. It was little more than a meeting hall and resting place for the heroes in-between mission. The mansion have a gymnasium and a library where the society kept trophies from each of their cases.

The greatest room in Liberty Men Hall held a massive table that sported the seal of the organization. An American Eagle around a shield that sported the motto of the Liberty Men. This table was donated by Merlin the Magician and some suggest it once belonged to an equally illustrious organization.

The Patriots

Quote: "Liberty and Justice for All!"

The Patriots are believed by most to be the greatest super heroes in the world. They work for the United Nations and have authority equal to the Foundation for clearing out trouble spots.

Their darling status has been endangered on numerous occasions by fearful politicians, former members, and terrorists hoping to blacken their name. The current team is a small but effective team that is actively looking to expand the fight against evil.

History and Organization: The Patriots were formed in fighting the invasion of the Tsavong invasion of 1985. While the Tsavong force was only a small fleet, it inflicted tremendous damage on the world's cities before the Patriots managed to destroy the mother ship. Afterwards, the heroes who cooperated during the battle decided to pool their efforts to fight foes they could not handle on their own.

The team spent much of the 1980s and early 1990s battling against natural disasters, other alien excursions, super criminal teams, and terrorists. Likewise, the Patriots campaigned for government reform. The membership of the organization changed frequently even as the presence of Black Wing, Athena, and Divinos kept it recognizable.

The Patriots eventually suffered a series of setbacks during the mid-1990s with the departure of Divinos. The Patriots then lost their government sanction as the Psychotic Seven dealt more permanent solutions to the enemies of the United States. Numerous new team members joined only to quit or be killed soon after. Unaffiliated

groups of heroes took up the Patriots name without their permission. These teams then slandered the Patriots' name with incompetence or brutality.

The organization was reformed in the wake of Divinos' return and has slowly rebuilt its reputation. The Patriots have not forgotten the United State's betrayal of them and now tend to work for global solutions rather than country based. This has left the United States in an extremely awkward position.

The Patriots resolve internal issues by voting sent. The Patriots also have a written charter listing the rules of behavior expected of members. These rules forbid killing, interfering in the affairs of the government of any nation, using superhero status for personal gain, and unnecessary brutality.

Those who violate the charter's rules are immediately judged by their peers and usually expelled. The Patriots hold monthly meetings and each member has the right to call a meeting over special communications rings. These rings are given at a member's initiation.

Past Patriots members have included Angel Girl, Athena, Aquarius, Ashley Morgan, Cybercop, Black Wing I and II, Ink, Queen Isis the Incredible, Janet Hermes, Lady Grayhaven, Red Jaguar, Dawn Wing II, Robin Hood (expelled for theft), Samson, Splotch, and Steel Commando III.

The Patriots briefly had a 'junior membership' called the New Fighters for Freedom. Android Man, Angel Girl, Ariel the Mermaid, Hecate, Rocket Boy, Red Queen, and Dawn Wing (later Black Wing II) all joined together in hopes of eventually joining the Patriots. The betrayal by Hecate destroyed the team and all future super heroes are encouraged to study at Mass Castle, run by the now adult Red Queen.

All members of the Patriots are bestowed a special ring with their symbol on it. This ring can decode messages, communicate with every other member, and bestows the power of Flight +10 on its wearer.

Headquarters: The Patriots are currently headquartered in Patriots Mansion. This headquarters is considered a nation to itself. This status is due to the many efforts of the Patriots on behalf of the world. It has a special linkup to all of the world's satellites and its computer systems constantly scan for crises.

Few of the Patriots actually live in the mansion but most tend to vacation there. It is considered a home away from home for most members and they do not take kindly to interlopers.

P.H.A.N.T.O.M

Quote: "Power knows no borders."

The Philanthropic Harmony Association for National Treaties, Order, and Militarism is rarely referred to by its benevolent sounding name. Instead it is better known by its acronym of P.H.A.N.T.O.M.

P.H.A.N.T.O.M is the world's largest arms dealer, terrorist organization, mercenary company, and private militia. Likewise, P.H.A.N.T.O.M is a umbrella government that controls more than a dozen countries with influence over a hundred more.

The organization is known to recruit from intelligence agencies, militaries, government bodies, and even criminal organizations in order to increase its membership. Few of its higher ranking members hold any stated ideology. Instead they have a nebulous devotion to a 'greater world order' that seems nothing more than an excuse to expand their own power base.

History and Organization: P.H.A.N.T.O.M has its roots in the Second World War. It began as a united American, English, and Soviet think-tank designed to figure out ways to hamper the Third Reich. After the fall of Hitler, the organization found itself possessed of an unimaginably powerful network of spies and operatives across both lines of the newly freezing Cold War. Rather than continue their service to their home nations, the members proceeded to set themselves up as a 'third side' devoted to their own profit.

P.H.A.N.T.O.M played up its Anti-Nazi roots amongst the two sides during the Cold War but eventually won the everlasting hatred of the First and Second World. The Fall of the Soviet Union should have allowed the United States to focus on eliminating the terrorist group but a series of alien invasions distracted it.

P.H.A.N.T.O.M then restructured itself into a massive alliance of corporations, terrorist cells, and tin pot dictatorships. The United States might have destroyed it anyway but decided to work on isolating it instead. This policy

has since proven to be a failure and now P.H.A.N.T.O.M is simply too powerful to destroy.

Most of the world's governments view P.H.A.N.T.O.M as an unpleasant but necessary part of world politics. Naive leaders even delude themselves into believing that the organization has given up its 'ludicrous' dream of world domination. This ignores the massive number of terrorist plots that have been carried out by the organization over the years. Under the mad Death Mask II, P.H.A.N.T.O.M even tried to destroy the world on several occasions.

P.H.A.N.T.O.M's 'daily business' is arms dealing, espionage, drug trafficking, mercenary work, terrorism for hire, and extortion on a national scale. It, furthermore, controls much of the world's technological research and media. P.H.A.N.T.O.M believes that he who controls what the world knows, controls the world.

The organization of P.H.A.N.T.O.M. is controlled by the Inner Council. The Inner Council that is made up of a dozen individuals known as the Chairmen. Each Chairman has dominion over a specific region of the planet. Some members of the Inner Council, like the Iron Khan, are simply using the organization to their own ends. Others, like Death Mask III, truly believe that they are bringing about a new world order.

Death Mask III effectively controls P.H.A.N.T.O.M by having three other Chairmen under his direct control. While he could be easily outvoted if the others were to combine their efforts against him, none of could ever trust the other that far. Thus, Death Mask III usually holds a plurality during the Inner Council's meetings.

Lower levels of the organization are ruled by executives known as the Men in White. These individuals that are all identified by their all-white business attire. The Men in White are charged with organizing P.H.A.N.T.O.M. projects. Each privately desires his own seat on the Inner Council. While few Men in White have superpowers, most have resources on an unimaginable scale.

Beneath the Men in White are the Men in Black or Agents. This is the title given to super powered or highly trained spies that serve as the Inner Council's chief enforcers. Most agents have no ambitions to rise above the rank of muscle. Many powered Agents did not have super powers before they were subjected to the organization's grizzly experiments.

The lowest rank of P.H.A.N.T.O.M minions are the Red Guard. The Red Guard is a fanatical army that dresses in all-red uniforms. All of them wear masks that are emblazoned with the thunderbolt symbol of P.H.A.N.T.O.M.

The Red Guard's members are usually drawn from existing militaries before they are put through a punishing training regime that ends with full scale brainwashing. The best of the army's troopers are often selected for transformation into an Agent. Red Guardsman is also the rank given to civilians that carry out P.H.A.N.T.O.M's daily business.

Aside from the main organization, P.H.A.N.T.O.M controls a host of satellite organizations. The largest of these subdivisions are Advanced Development Committee and the Social Elite.

The ADC is P.H.A.N.T.O.M's R&D branch. The ADC spends most of its time developing genuinely beneficial technology that P.H.A.N.T.O.M can profitably market. A small portion of its yearly budget is always set aside, though, for special projects. These include orbital mind control rays, robot armies, and zombie making viruses amongst other colorful devices.

The Social Elite is, by contrast, a collection of jaded aristocrats and financiers. Little more than a gathering of the world's wealthiest and most decadent industrialists, P.H.A.N.T.O.M keeps them pacified with promises of a favored place in the new order. The Social Elite spends most of its time indulging in endless hedonism and only rarely bothers with showing P.H.A.N.T.O.M 'whose really in charge.'

Headquarters: There are thousand of P.H.A.N.T.O.M. bases scattered across the world. More than a dozen countries are under their control and they continue to expand their influence daily.

P.H.A.N.T.O.M's operations are largely decentralized with the Inner Council usually only meeting in person on a quarterly basis. Most of the time, individual members of the Committee and the Men in White under them have free reign to carry out operations as they see fit.

P.H.A.N.T.O.M's 'official headquarters' in Paris is nothing more than a public relations exercise for the group. The Inner Council does monitor the visitors to the building, however, and those who wish to genuinely contact the group are able to do so from its offices.

Likewise, Death Mask and Iron Khan are rumored to be the leaders of P.H.A.N.T.O.M. Both men can be found in their home nations when not on business abroad.

The Psychotic Seven a.k.a The Justicars

Imagine for a second that someone was powerful enough to force an end to all war, disarm the world's supply of weapons, separate the guilty from the innocent, and could promise you a world where you didn't have to fear anything. The majority of people would say this person would have to be God.

The Psychotic Seven simply asked that they be treated like him. They did not have science of Black Wing or the power of Divinos but they believed strongly that super-heroes could do MORE for mankind than simply clean up after its messes.

Known as the Justicars before the press re-dubbed them, the Psychotic Seven was designed around the idea of hunting down problems before they became a threat. They believed by going after criminal directly before they struck that they could make the world a better place. They would also not hesitate to do "what was necessary." It proved to be an experiment with mixed results.

The Psychotic Seven is still revered in many parts of the world where cleaned entire cities of their 'scum', they went in to end wars against all international law, and used their powers to execute criminals thought untouchable.

They are equally hated for those killed during their battles, those they killed who refused to obey, and the mind numbing fear they invoked in innocent civilians. The Psychotic Seven still consider themselves super-heroes but have crossed the line too many times to ever go back to being considered such. Sadly, many of the team know this and it slowly kills them inside as they cross further lines to keep themselves free. They have even killed police and super heroes.

The Psychotic Seven's crimes has placed them on the FBI and Foundation's Most Wanted lists. The Patriots are eager to capture them and see them prosecuted to the full extent of the law.

Many super villains have actually forwarded information and money towards their capture while others seek more private vengeance. There is nowhere for the

Psychotic Seven to run and eventually they will be captured or, more likely die, in a final showdown.

It is possible that some of them might not be beyond redemption. These members could seek to break ties with their fellows or try to turn them back to the path of good. Others might fully embrace their super villainy and turn against the Earth that has rejected them. In the meantime, they fight against both heroes and villains while they continue their brutal campaign against 'evil.'

The current members of the Psychotic Seven are Aquarius, The Red Jaguar, Jack Union, Jane Union, Manhattan Project, Moss Pit, and Hecate. One member, Ramses the Great was killed in the battle against Divinos' heroes. He was promptly replaced by Hecate who had long been an advocate of their 'philosophy.'

The Tomorrow Society

Quote: "It is from our differences that we'll forge a better tomorrow."

The Tomorrow Society is an organization of Metamen that preaches tolerance and equality with humans.

Since many super humans set themselves above the rest of the world, those drawn to the Tomorrow Society tend to be the most freakish or disturbing of super beings. It also receives the most tolerant.

History and Organization: The Tomorrow Society was formed by Serena Mass in reaction to her brother's development of the Gene Nation. Serena Mass used her inborn magical abilities to gather a small group around her to help thwart the efforts of the evil madman.

The Tomorrow Society has changed its role with the increasing number of Metamen to be found in the world. They have opened up additional schools, expanded their team roster, and have refused to back down to government pressure in regards to their 'creating an army.'

Ironically, as the new millennium dawns, the Tomorrow Society finds the public turning against them. Recent metamen attacks have polarized society. The Tomorrow's Society moderation in regards to human and meta relations is unwelcome to many ears. Movements to outlaw the society or hunt down its members are only

growing as time goes by. Because of this, even original members of their are slowly becoming disillusioned with its aims.

The Tomorrow Society is organized under the control of Serena Mass and The Logician. The two control the heart and the brains of the Society, respectively.

Over the years, the relationship has grown strained with the Logician desiring to transform the Society into an army against the Gene Nation. Serena further finds herself divided from him with the fact that she wishes to maintain her organization as fully independent of the government while the Logician desires closer ties.

The Tomorrow Society organizes into teams with each given a letter from the Roman Alphabet. The Alpha, Beta, and Gamma Teams are the most famous Tomorrow Society groups as they operate from their central headquarters.

While the Tomorrow Society is most famous for its Metamen students, it does not limit itself to such. Aliens, cyborgs, demigods, living dead, magicians and stranger have all found themselves a place in the strange society.

In addition to Serena Mass and the Logician, Tomorrow Society members have included Doctor Chimp, Eternal Flame, Future Soldier, Mister and Missus Lightning, Head in a Jar, The Headless Horseman, Hypnotisma, Ultimatum, Valkyrie, The Wildebeest, and Zombie Girl.

Headquarters: The Tomorrow Society is based out of the Mass Castle. It's the home of both the original school and the Alpha Team's permanent base. Many additional members come to live there full time. It is from here that dozens of classes have graduated since its founding.

The Tomorrow Society has numerous smaller headquarters throughout the world with varying degrees of equipment and support from the Tomorrow Society's main base. Most of the funding comes, secretly, from Raven Enterprises.

The majority of these bases double as schools or clinics for metamen. They help educate those who've newly discovered their powers in the ups and downs of their use.

White Lotus Society

Quote: "Only when body, mind, and soul are united can evil be defeated."

History and Organization: The White Lotus Society came during the Mongol Rule over China. The public White Lotus Society protested the excesses of the Mongol rule while a secret branch searched for some hint of darker forces behind China's overlords.

After the Ming Dynasty was proclaimed, most of the society disbanded. A small group of monks and mystics decided that they would have to continue to safeguard China from the various supernatural threats uncovered during their investigations. These martial artists and magicians devoted themselves to the fight against evil.

The White Lotus Society has continued, unbroken into the modern era. They remain the world's oldest active super hero team and they are also one of the most effective. The White Lotus Society has protected the world against demons, the Iron Khan, and undead since the 13th century.

With the failure of the Boxer Rebellion, the White Lotus Society found itself adrift in an increasingly globalized world. Recognizing that they could no longer operate as if the rest of the planet didn't exist, they made alliances with other mystical societies that shared similar goals. Most of these groups had started to die out in the wake of the Industrial Revolution anyway.

Groups that became affiliated with the White Lotus Society included the Aetheric Order of Justice, The Eldritch Order of Solomon, The Hermetic Order of Thoth-Hermes, the Knights Hospitaller, and the Zen Shinsengumi.

Racial tensions amongst these groups inhibited their effectiveness. Indeed, political infighting turned into outright civil war during the Second Great War. Mutual loathing of evil supernatural forces allowed the groups to consolidate into one by the late 1970s. While most members of the White Lotus Society's sub-organizations still tend to identify themselves by that their group's title, they all recognize they are part of a greater organization.

The modern White Lotus Society is still primarily based out of China. The Society's relationship with the Chinese government is hardly cordial. Some White Lotus Society members hate it with a passion while others hope

to achieve some kind of accord with Chinese authorities. Nevertheless, the Chinese government actively persecutes the organization and only ignores its members when they're actively engaged in operations against the Iron Khan. The society operates much more openly in Hong Kong and Taiwan.

The White Lotus Society is organized on a cell basis with all members knowing a small number of code words and signs based on Buddhist teachings. Because these signs are ancient and the society is spread thin, trust usually has to be earned. Leaders of cells are referred to as Dragon Sages.

Many members of the White Lotus society have multi-generational history with the organization. Families pass down their teachings along paternal lines with daughters only being recently allowed full membership in the society. New members must cope with a considerably stodgy system of tradition.

Magicians, Martial Artists, and Monks all have equal membership in the society. In general, the Society's mystics tend to gravitate to the highest ranking positions in the organization. There's also considerable crossover between the three officially recognized positions of the society. One can be a Monk who handles the White Lotus Society's archiving while also being a practicing martial artist and mystic.

The White Lotus Society focuses its attention on defending the world from supernatural threats. However, the organization does not hesitate to oppose evil in all forms. This has earned the society a huge number of enemies over the years.

Headquarters: The White Lotus Society has no centralized headquarters but certain masters of the order know how to conjure a magical doorway to an extra dimensional mountain where ancient China still exists. This is called The Eternal Kingdom and is a place where hundreds of masters of the society go to live extended lives when they can no longer function in the outside world.

It is a paradise where aging is cut by a quarter and where many children are brought to learn the secrets of the martial arts they could not otherwise master in a human lifetime.

The Path of Light is the official martial art of the White Lotus Society.

Chapter Eight: Heroes of Heroic Earth

The world of Heroic Earth would be nothing without its heroes. However, it's important to note that this is not a world where it has enough. The superheroes of Heroic Earth are outnumbered, overpowered, and have managed to save the world through luck as much as skill. The existing ones can't be everywhere and the situation is only getting worse.

The weaknesses of the most powerful superheroes are well known and their enemies are more ruthless than ever. This isn't a world where one can say "Where was Divinos?" when a disaster happens. Divinos might be entombed alive, recovering from brutal injuries, or struggling desperately against another disaster half the world away. It's even possible that Heroic Earth's champions might die in any one of their struggles.

The other superheroes of Heroic Earth are not omnipotent, even the gods, and the player characters should find themselves able to contribute just as much as even the most established. It is possible, even likely, that they will surpass the fame and accomplishments of those that have come before them.

What purpose do other superheroes serve then? They can serve as foils, romances, rivals, friends, and even enemies if the player characters are different enough in methodology. Plenty of comics have used the premises of mind control or deception to present an enemy that can't be dealt with using simple brute force. Mostly, they just add a bit of color to the world and help make it a larger place than the player characters' backyards.

Pulp Heroes

The Lurking Phantom, Gang Executioner

The Lurking Phantom was originally Richard Winston. Richard was a Doctor famous in the United States for his theories on plant life and a champion boxer in college. Richard was researching herbology in the Central American Jungle when his plane crash landed. Half dead, he was adopted by the Amazon Ghost People tribe. They treated

his wounds and proceeded to run him through a series of tests designed to open his mind to mystical powers.

The Lurking Phantom					
Real Name:		Richard Winston			
Identity:		Private			
Base of Operations:		Mansion			
Height:		5'9"			
Weight:		175 lbs			
Occupation:		Doctor/Playboy			
Affiliation:		None			
Eyes:		Blue			
Hair:		Black			
Power Level:		9			
STR	DEX	CON	INT	WIS	CHA
18	18	18	16	20	15
+4	+4	+4	+3	+5	+3
Toughness		Fortitude		Reflex	
+6+4*		+7		+11	
*Flat-footed					
Skills: Acrobatics 10 (+14), Bluff 8 (+11), Climb 8 (+12), Concentration 8 (+13), Disable Device 8 (+11), Escape Artist 8 (+12), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge (South America) 8 (+11), Knowledge (Streetwise) 7 (+11), Medicine 6 (+9), Search 4 (+7), Sense Motive 8 (+13), Stealth 6 (+10), Survival (Jungle) +4					
Feats: Acrobatic Bluff, Attack Focus (ranged) 3, Blind-Fight, Connections, Defensive Roll 2, Dodge Focus 2, Headquarters, Evasion 2, Improved Initiative, Power Attack, Set Up, Sneak Attack, Takedown Attack, Trance, Uncanny Dodge (mental)					
Powers: Illusions 5 (visual), Mind Control 5, Super-Senses 1 (Danger Sense [mental])					
Combat: Attack +10, Attack +13 (ranged), Grapple +14, Damage +4 (Unarmed), Damage +4 (Ranged), Defense +12 (+5 flat-footed), Knockback -3, Initiative +8					

Richard learned how to heighten his senses to an inhuman level, to become invisible, and to control men's minds. Eventually, Richard Winston found his way to an ancient temple of Quetzalcoatl where he spoke with a feathered serpent. The serpent told him his destiny was to battle against the forces of darkness.

When Richard Winston returned to the United States, he found his country in the midst of the Great Depression. The Doctor promptly put his powers to good use and began a one man war on crime.

His time with the Ghost Tribe had given him a contempt for the legal system and he had no qualms against executing those that he deemed to be evil. The Lurking Phantom was something that terrified both citizens and criminals alike as numerous legends gradually built about the killer stalking their city.

The Lurking Phantom gradually found that his opponents were growing more surreal as World War 2 approached. Strange cults, people with supernatural powers that rivaled his own, and costumed lunatics threatened his life as much as any hoodlum. His body could not take the repeated beatings and rigors of his warrior existence slowly started to kill him.

The appearance of the Liberty Men and its heroes signaled to the Lurking Phantom that his time had come. Richard Winston took his bride, Trixie Malone the daughter of Boss Malone, and returned to the South American Jungle that he had loved. He was never seen again.

The Lurking Phantom dressed in a red robber's scarf, trench coat, and wide brimmed hat. Richard Winston was most famous for his twin pair of silver revolvers that were his preferred method for dispatching foes.

The bullets were always silver and etched with the image of the feathered serpent. The Lurking Phantom would leave behind one of these bullets even at killings that were done through another method. He had little sense of honor and would routinely kill with no warning or from behind. This only added to the nightmarish rumors about him.

Doctor Aeon					
Real Name:		John Smith			
Identity:		Public			
Base of Operations:		Penthouse in New Amsterdam			
Height:		5'5"			
Weight:		155 lbs			
Occupation:		Adventurer/Inventor			
Affiliation:		None			
Eyes:		Blue			
Hair:		Blonde			
Power Level:		8			
STR	DEX	CON	INT	WIS	CHA
20	20	20	20	20	20
+5	+5	+5	+5	+5	+5
Toughness		Fortitude		Reflex	
+5		+5		+5	
				Will	
				+10	
Skills: Acrobatics 8 (+13), Bluff 8 (+13), Craft (mechanics) 4 (+9), Climb 4 (+9), Disable Device 4 (+9), Drive 4 (+9), Gather Information 6 (+11), Intimidate 6 (+11), Investigate 4 (+9), Knowledge (chemistry) 4 (+9) Knowledge (civics) 4 (+9), Knowledge (electronics) 4 (+9), Knowledge (tactics) 6 (+11), Notice 8 (+13), Pilot 8 (+13), Search 6 (+11), Sense Motive 6 (+11), Stealth 8 (+13)					
Feats: Accurate Attack, Ambidexterity, Connected, Defensive Attack, Eidetic Memory, Inspire, Inventor, Leadership, Move-by-Action, Power Attack, Set-up, Takedown Attack					
Combat: Attack +10, Grapple +15, Damage +5 (unarmed), Defense +10 (+5 flat-footed), Knockback -5, Initiative +5					

Doctor Aeon, Super Human Man

John Smith never knew whom his real father was. As a boy, John Smith was taken in by German-American millionaire Heidrich Mueller. Mueller wanted to train his adopted son in a self-designed program. A program that he believed would create the perfect human being.

John Smith was locked away from the rest of the world while his body was put through intense physical conditioning. John's brain was constantly bombarded by special education techniques and hypnotic therapies. John Smith's only rest time was for sleep. By the time John Smith was twenty one, he had exhausted the limits of a hundred elite tutors.

John Smith's father Heidrich died soon after his twenty-first birthday. The Industrialist left his fortune to the boy he'd so badly used. John was not content with the life of a dilettante, his training had prepared him for action.

John Smith decided to explore the world and use his knowledge to make it a better place. John Smith swiftly developed a name for himself as a champion of justice. John's black and white morality system caused him to interfere in the conflicts of every place he visited. John fought against criminal syndicates, evil tribesmen, foreign spies, plantation owners, and tyrannical governments. He braved the Lost World, rediscovered the Hollow Earth, and made contact with the Olympians.

The name Doctor Aeon was first coined by the Fabulous Four's own time lost member, Alex Timmons. Together they constructed a crude time machine to repair the damage done by time traveling despot Death Mask III.

Doctor Aeon's deeds were not limited to physical accomplishments. John's intellect allowed him to invent a orichalcum powered submarine, the world's first jet plane, and a functional space rocket.

The efforts of Doctor Aeon helped move aviation and munitions along tremendously during World War 1 & 2. John developed a sense of immense guilt over these actions and retired to Hollywood of all places. Spending much of the rest of his life making movies, John Smith gradually grew old and eventually died of syphilis (contracted through a blood transfusion from a South American guide). At least, that's the public story. Quite a few scientists have suspicions that the Foundation for World Harmony faked the Doctor's death for reasons of their own.

Doctor Smith left an extended adopted family. Many of his adventuring companions lived with him until the day he (allegedly) died. The John Smith Society for Scientific Progress is still in existence. Loosely affiliated with the Foundation for World Harmony, they reverse engineer black technology and continue exploring the world.

John Smith was a well formed blonde and blue eyed man. He had a bronze shade of skin that his guardian never realized was because he was half-Nestorian in descent. John Smith was a medium sized man with his height only reaching five and a half feet despite the 'conditioning programs' that Heidrich Mueller believed would

make him huge. John often spoke at a ridiculous pace, letting his thoughts overwhelm his speech.

Ehrich Weiss					
Real Name:	Ehrich Weiss				
Identity:	Public				
Base of Operations:	Weiss' Magical Traveling Show				
Height:	5'8"				
Weight:	181 lbs				
Occupation:	Stage Magician				
Affiliation:	None				
Eyes:	Brown				
Hair:	Brown				
Power Level:	15				
STR	DEX	CON	INT	WIS	CHA
10	12	10	16	21	19
+0	+1	+0	+3	+5	+4
Toughness		Fortitude		Reflex	
+12/+0*		+5		+6	
* without force field					
Skills: Concentration 10 (+15), Disable Device 16 (+19), Escape Artist 20 (+21), Knowledge (arcane lore) 8 (+11), Perform (stage magic) 16 (+20), Search 5 (+8), Sleight of Hand 12 (+13)					
Feats: Fearless, Quick Change, Ritualist, Taunt, Trance					
Powers: Astral Form 6 (Power Feats: Alternate Power Flight 3 [50mph] and Force Field 12 [impervious]), Magic 12 (Effect: Mystic Blast 12; Alternate Spells: Fog of Forgetfulness 12, Mystic Binding 12, Mystic Passage 12 [20,000,000 miles]), Super-Senses 12 (Magical Awareness [Acute, Extended, Radius])					
Combat: Attack +8, Grapple +8, Damage +0 (unarmed), Damage +12 (mystic blast), Defense +8, Knockback -12, Initiative +1					

The Amazing Weiss, Magician and Investigator

Ehrich Weiss was a poor Jewish immigrant from Hungary. The son of a Rabbi and living in Wisconsin, Ehrich Weiss moved to the Big City when he reached adulthood to look for work. Almost by accident, he found his way into the practice of stage magic.

Ehrich Weiss became world famous as an escape artist but was troubled by questions of the supernatural. The Amazing Weiss eventually became embroiled in occultism as he desired to find the truths of the spirit world but couldn't stand frauds. He debunked numerous false mediums and became both revered and loathed at the same time for it.

Ehrich Weiss eventually had an encounter which changed his life when he faced the Nakozo, a Lord of Winter. Barely surviving the wrath of the magician, Ehrich was saved by other-dimensional rivals of the monstrous magician. It was they that instructed him in the 'true art' of magic.

The rest of Ehrich's career was spent in battling against demons, ghosts, and monsters that his powers allowed him to track down. While never a very good wizard, Ehrich was a very good man and saved many lives. Ehrich eventually had to fake his death in order to protect his family from his enemies. The wizard ended up getting sucked into an other dimensional vortex that deposited him in Otherworld. As far as anyone knows, Ehrich Weiss is still located there.

The legacy of Ehrich Weiss is not completely absent from the world of Heroic Earth. Several magical heroes claim spiritual or literal descent from the oddball magician. Stage magician Misty Weiss claims that Ehrich is her father despite the woman appearing to be in her mid-twenties. Supernatural detective Alexander King claims he learned his meager magical powers from the Great Houdini.

The Amazing Weiss was a fairly nondescript man with mild mannerisms and a pleasant disposition. He eschewed the flamboyance of other wizards and never lost touch with his humanity despite the amazing things that he encountered. He focused his magic through simple magician's props that were never out of place on his person.

Golden Age Heroes

The Liberty Men

Antaeus a.k.a Titan Man, The World's First Super Hero

The image of Antaeus smashing a gangster's car against the side of a rock remains one of the most immortal images in super heroism. *Timely Magazine* and *Newsday* would reprint this photo on dozens of occasions. The tragedy of Antaeus, later known as Titan Man, is one that still echoes through history.

Antaeus was born Anthony Atlas and he was a Greek national that immigrated to America on the promise of a better life. He arrived illegally and slowly assimilated into life during the Great Depression.

Antaeus eventually used his natural charisma and charm to get himself a position as a crime reporter. That exposed him to the levels of corruption that were in his new home. Anthony Atlas then decided to do something about it. Few could have possibly imagined that he had the power to change the world.

Antaeus' family was not named Atlas without reason and in fact was descended from the Greek Titan. As long as their family honored the Old Gods, they were bestowed with incredible strength. Anthony could draw upon the strength of Gaia so long as long as his feet touched the Earth.

While it may seem foolish that Antaeus would advertise his weakness by naming himself after the giant Hercules defeated, Greek Mythology was not commonly known amongst hoodlums in the 1930s. It didn't matter anyway; Antaeus' red and blue costume was emblazoned with a solar symbol that resembled a T. This led to the press dubbing him Titan Man despite his many protests.

Anthony Atlas was a charter member of the Liberty Men. He foiled countless Axis plots and was honored numerous times by Franklin Roosevelt. Had he been born a citizen of the United States, or been willing to fake it, he might have been able to become President of the United States. People adored the clean wholesome morality that Antaeus endorsed.

Antaeus wasn't perfect, however. *The Guardian of Good* never quite got along with Jenny Sprockets, partially due to the fact that she was stronger than him. Anthony also felt that the Liberty Men should remain champions of the people well after they had passed their prime.

Antaeus a.k.a Titan Man					
Real Name:	Anthony Atlas				
Identity:	Private (later Public)				
Base of Operations:	The Surveyor Newspaper				
Height:	6'6"				
Weight:	211 lbs				
Occupation:	Reporter				
Affiliation:	Liberty Men				
Eyes:	Blue				
Hair:	Black				
Power Level:	11				
STR	DEX	CON	INT	WIS	CHA
34/18	11	38/18	14	12	14
+12	+1	+14	+2	+1	+2
Toughness	Fortitude		Reflex		Will
+14	+14		+4		+7
Skills: Diplomacy 8 (+10), Knowledge (Greek Mythology) 7 (+9), Investigate 4 (+6), Intimidate 7 (+9), Languages 1 (Greek), Notice 7 (+8), Profession (Reporter) 6 (+7), Search 6 (+8), Sense Motive 6 (+7)					
Feats: Assessment, Benefit: Fame (later Infamy), Connections, Inspire, Improved Initiative, Improved Pin, Power Attack, Ultimate Effort (Strength checks)					
Powers: Enhanced Constitution 20, Enhanced Strength 16, Immunity 12 (Cold and Heat Damage, Fatigue, Pressure [High Pressure]), Impervious Toughness 10, Leaping 10 (x1000 distance), Speed 4 (100 mph), Super-Strength 7 (Heavy Load: 179 tons; Power Feats: Ground Strike, Thunderclap)					
Combat: Attack +8, Grapple +27, Damage +12, Defense +6 (+3 flat-footed), Knockback -12, Initiative +5					
Drawback: Power Loss: Major, Continuous: Loses one point from Strength and Constitution every round he is held above the ground. He also loses a point of Super Strength in addition to his attribute loss.					

Unwilling to fade into irrelevance, Anthony campaigned as a Senator to unmask the world's heroes to the world.

Anthony's motivations were not entirely self-serving. He hoped that the people would be inspired by public super heroes living amongst them. Also, Anthony believed that it would inspire a new generation to pick up where the Liberty Men had left off.

In the end, it proved to be a disaster that no one could have imagined. Anthony's wife Linda and his best friend Johnny were both assassinated by P.H.A.N.T.O.M agents. They joined the ranks of hundreds of others killed in the Unmasking Massacre.

Anthony Atlas took his own life in 1954.

Graywing, Masked Vigilante

Graywing was born Jose Santos and was one of the first luchadores wrestlers in Mexico. His career made him one of the most popular wrestlers of the 1930s and he was beloved. Jose was then approached with an offer to throw one of his matches.

The violent hoodlums proceeded then to murder Jose's lover and her child that he had adopted as his own. Jose's wrath was tremendous and he murdered all of the parties responsible before fleeing to the United States.

Jose found criminals even more prevalent in his new home land than the one he'd just left. His wrath was enraged and taking the pistol that had been used to murder his loved ones, he wore the costume of Graywing the Masked Avenger.

The bird theme costumed was modified to strike terror into the hearts of criminals rather than excite the crowds. Graywing's early career reflected the brutality that had come into his heart. Like the Lurking Phantom, he killed rather than captured. All of his victims were murderers themselves, but the death took a toll on his soul.

Graywing's life changed when Antaeus recruited him into the Liberty Men. Antaeus offered him forgiveness for his sins and a chance to let go of the hatred in his heart. Graywing distinguished himself in battle against the Nazis and foreign agents on numerous occasions. He became the mind of the Liberty Men even as Antaeus was its heart.

It was clear after the fall of the Third Reich that the Liberty Men weren't necessary anymore. Jose ("Joe") Santos knew also that they were getting older and eventually would no longer be able to continue fighting.

Graywing believed that this was something to be looked forward to. Graywing had developed strong feelings for one of his former villains, Lady Larceny. The

marriage of Ink Spot and Jenny Sprockets was the final nail in the Liberty Men's coffin as far as Jose was concerned. It was a shame that Kung Fu King and Antaeus didn't see it that way.

Jose was not a victim of the Unmasking Massacre. Having already experienced the loss of loved one's before, he kept his name free of the government list. Jose

Graywing					
Real Name:		Jose Santos			
Identity:		Secret			
Base of Operations:		Joe's Mechanic Shop			
Height:		5'6"			
Weight:		140 lbs			
Occupation:		Pro-Wrestler turned Mechanic			
Affiliation:		Liberty Men			
Eyes:		Brown			
Hair:		Black			
Power Level:		11			
STR	DEX	CON	INT	WIS	CHA
17	20	17	16	16	17
+3	+5	+3	+3	+3	+3
Toughness		Fortitude		Reflex	
+8/+5*		+10		+12	
*Flatfooted					
Skills: Acrobatics 14 (+19), Bluff 8 (+11), Climb 7 (+10), Drive 5 (+10), Escape Artist 6 (+11), Gather Information 6 (+9), Intimidate 8 (+11), Investigate 7 (+10), Knowledge (Streetwise) 7 (+10), Language 1 (Spanish), Notice 8 (+11), Search 8 (+11), Sense Motive 8 (+11), Sleight of Hand 8 (+13), Stealth 6 (+11)					
Feats: Acrobatic Bluff, Defensive Roll 3, Dodge Focus 4, Equipment 4, Evasion 2, Fearsome Presence 2, Improved Initiative, Improved Pin, Instant Up, Power Attack, Precise Shot Seize Initiative, Sneak Attack, Startle, Skill Mastery (Acrobatics, Search, Sense Motive, Stealth), Takedown Attack, Uncanny Dodge (visual)					
Equipment: Bolas (Paralyze-ranged 4), Costume (Protection 2), Gas Grenades (Nausea 3), Grappling hook (Movement-Swinging 1, Super-Movement 1 [swinging]), Pistol (Pre-WW2 only), Utility Belt (1940s array), Lock Picks, Flash Bangs (Dazzle 3), Smoke Bombs (Obscure 4),					
Combat: Attack +12, Grapple +15, Damage +3 (unarmed), Damage +4 (pistol-ranged), Defense +12 (+4 flat-footed), Knockback -4, Initiative +9					

donned his suit one last time after the incident to help track down the parties responsible for the murders. It is said that he dispatched forty P.H.A.N.T.O.M agents before he finally disappeared. This time, for good.

Jose Santos, social worker, died at the age of 97. He was a grandfather of twelve.

Ink Spot, Master of Disguise

Ink Spot was an abnormality amongst superheroes even before they had set in stone the 'rules' about the way they were supposed to be. A well adjusted coffee shop owner and restaurateur, he had no particular reason to become a superhero. Instead, he became one primarily out of chance.

George Stein was never particularly clear on the details of how he acquired the Shadow Ring himself. In fact, it was an origin that began in another solar system.. Thran scientist Kalor Toman was an inventor whom longed to build a machine that could harvest the power of dark matter for good.

Kalor Toman eventually created a device that gave him potentially unlimited power and used it to fight evil. With his home planet largely being largely peaceful, Kalor traveled the galaxy doing good works. The government of Thran, sensing the power of the Shadow Ring, decided to confiscate it. Kalor Toman was forced to flee from his home world and ended up being shot down over the planet Earth. Dying from his many wounds, Kalor wandered into George's coffee shop and passed over the ring as an act of desperation.

Thankfully, George was a decent and noble man. Hiding away the Shadow Ring, he practiced with it and developed a weak control over its light manipulation powers. Instilled with a strong sense of justice by his Rabbi father, George vowed to use the ring for the good of all.

A self-taught Detective, Ink Spot used his ability to disguise himself to help bust up the criminal gangs operating in his home city of Freehold. Ink Spot was overmatched, however, when the Thran came looking for the Shadow Ring. Thankfully, Antaeus and the Steel Commando were in town. The two heroes managed to dispatch the Thran scouts and proceeded to recruit Ink Spot into the Liberty Men.

Ink Spot					
Real Name:		George Stein			
Identity:		Private			
Base of Operations:		Liberty Coffee Shop			
Height:		5'9"			
Weight:		153 lbs			
Occupation:		Coffee Shop Owner			
Affiliation:		Liberty Men			
Eyes:		Brown			
Hair:		Brown			
Power Level:		10			
STR	DEX	CON	INT	WIS	CHA
14	16	16	14	16	18
+2	+3	+3	+2	+3	+4
Toughness		Fortitude		Reflex	
-5/+3*		+5		+8	
				Will	
				+11	
*Flat-footed					
Skills: Acrobatics 8 (+11), Bluff 12 (+16), Concentration 8 (+11), Disguise 12 (+16/+46), Escape Artist 10 (+13), Gather Information 10 (+14), Intimidate 8 (+12), Investigate 12 (+14), Knowledge (Streetwise) 4 (+6), Languages (German, Hebrew) 2, Notice 11 (+14), Search 12 (+14), Sense Motive 12 (+15), Stealth 7 (+10)					
Feats: Ambidexterity, Defensive Roll 2, Elusive Target, Evasion 2, Grappling Finesse, Improved Defense, Improved Initiative, Improved Trip, Instant Up, Quick Change, Skill Mastery (Bluff, Disguise, Escape Artist, Stealth), Sneak Attack, Taunt, Uncanny Dodge					
Powers: Morph 6 (humanoid, +30 to Disguise)					
Combat: Attack +12, Grapple +14, Damage +2 (unarmed), Defense +10 (+5 flat-footed), Knockback -2, Initiative +7					
Note: Ink is unaware his powers are permanent and not tied to his device. If the Shadow Ring is lost or taken from him then he reverts to his normal identity. This is purely psychological.					

Ink Spot was never the most powerful member of the group but he was one of the few members of the group that everyone could call their friend. Ink Spot hated participating in World War 2 but his disguise powers and ability to speak German were invaluable military assets. Once, Ink Spot managed to save the entirety of the Liberty Men by impersonating Count Reich.

The events of World War 2 left George badly shaken, especially the fate of so many Jews. George began to think

of his own mortality and the fact that he had no family to call his own. It was a natural thing when he proposed to fellow team mate Jenny Sprockets and she accepted. The two of them retired from the Liberty Men and had twin children.

George lost his brother during the Unmasking Massacre. Thankfully, the rest of his family was able to survive due to Jenny's prodigious strength. George left the United States after the events of the Massacre and didn't return until well into his seventies. He died a peaceful death and was mourned by the whole of the nation.

Ink Spot's 'costume' was a fedora and trench coat. Ink Spot covered his face with an inky black darkness to obscure his identity when not in disguise. Bizarrely, this became one of the most ominous images in Allied Propaganda.

Jenny Sprockets, Mighty Maiden

Jenny Wendell was born in Littletown, Kansas to a pair of fundamentalist parents. Jenny's parents believed she had been blessed by God when she started displaying the incredible strength by the time she was eleven. They took her to revival shows where she showed off her miraculous strength.

Jenny eventually grew sick of the life as she knew that her strength didn't hail from divine providence. Jenny made her way to a major city and attempted to become an actress. Jenny Wendell failed at this, in part, because she was larger than most of her male costars. When World War 2 broke out, Jenny did manage to get a job as a mechanic.

Her life changed forever when Nakozo destroyed the Freehold Radio Tower. Hundreds of people died in one of the most horrible super villain attacks in history. Jenny Wendell tried to help people out of the rubble with her immense strength. It was something she didn't think about but simply chose to do.

Aiding the Liberty Men, Antaeus was stunned by the woman lifting far more than even his great strength could manage. Graywing and Ink Spot kept her identity hidden from the reporters. While Antaeus was skeptical that a woman should be involved in the danger they routinely faced, Graywing believed that they needed all the help they could get. Antaeus was outvoted by the rest

of the Liberty Men as Athena agreed to couch her in the way of battle. Showing up at Liberty Hall in overalls and a domino mask for a press conference, Jenny Sprockets was born.

The activities of Jenny Sprockets are not as lauded as Athena's own but she proved herself repeatedly. Jenny persevered against criminals, disasters, Nazis, and super villains for the better part of two decades.

Jenny Sprockets					
Real Name:	Jenny Wendell (later Stein)				
Identity:	Public				
Base of Operations:	Liberty Hall				
Height:	5'11"				
Weight:	155 lbs				
Occupation:	Mechanic				
Affiliation:	Liberty Men				
Eyes:	Blue				
Hair:	Black				
Power Level:	11				
STR	DEX	CON	INT	WIS	CHA
40/20	12	14	11	12	13
+15	+1	+2	+0	+1	+1
Toughness	Fortitude	Reflex	Will		
+14	+2	+6	+8		
Skills: Craft (Automobiles) 4 (+5), Notice 4 (+5), Language 2 (French, Yiddish), Profession (Mechanic) 6 (+7), Search 8 (+9)					
Feats: Improved Pin, Power Attack, Ultimate Effort (Strength checks)					
Device: Wrench of Thor: Electrical Control 5 (Alternate Powers: Strike 5 [Power Feats: Mighty])					
Combat: Attack +8, Grapple +33, Damage +15 (unarmed), Damage +5 (electrical blast), Damage +20 (Wrench of Thor), Defense +8 (+4 flat-footed), Knockback -18, Initiative +1					

Eventually, she fell in love with her fellow super hero Ink Spot. The two of them did not share faith, attitudes, or temperament but they nevertheless found common ground in their desire for a normal life. Their marriage, unwittingly, signaled the end of the Liberty Men. Ink Spot and Jenny Sprockets had been two of the most important members of the team. Without them, there wasn't much of a group to call the Liberty Men.

Jenny Sprockets would suffer one of the most grievous losses during the Unmasking Massacre. Her entire extended family was annihilated by P.H.A.N.T.O.M agents. Ironically, Jenny hadn't spoken with any of them in nearly twenty years. This pointless act of savagery would compel her to aid the United States government in one last mission. Jenny Sprockets destroyed Ruritania's space center all by herself, preventing that country from beating the United States to the moon by fourteen years.

Jenny Sprockets is, curiously enough, still alive. Her Metaman abilities have managed to keep her from succumbing to infirmity even as she's well over a hundred years of age. Jenny Stein will probably live another thirty years before old age finally puts her in the grave. She spends most of her time lecturing young super humans in the United States on responsible use of their powers.

Jenny Sprockets was a tall, fair headed, muscular girl with broad shoulders. Attractive in her own way, she was intimidating to many men around her. Jenny tended to wear overalls as her costume but had plain tastes in clothing all round.

Kung Fu King, Martial Arts Master

Francis Lloyd Prescott was possibly the first black superhero (there's some dispute over whether he or Eagle Eyed Horus debuted first). Few people knew this fact until his unmasking, years later.

Kung Fu King was not a member of the Liberty Men until World War 2 but the martial arts master managed to distinguish himself as one of the most effective of the team during his tenure. His tragic death only adds to his mystique in the eyes of many Americans.

Kung Fu King was born in New Orleans, the son of restaurateurs. A Patriot, Francis joined the United States Army to fight against the Japanese after Pearl Harbor. Francis' military career was a short one. He was almost immediately captured while on routine patrol. Taken back to a Japanese internment camp, Francis suffered in the horrible conditions. It was here that he befriended an old Chinese man accused of sabotage.

Po Chin was a member of the White Lotus Society that had journeyed with his son on a mission to sabotage the Japanese war effort. Having lost his son to Japanese machine gun fire, Po Chin burned with a thirst for vengeance.

Kung Fu King					
Real Name:		Francis Prescott			
Identity:		Public			
Base of Operations:		Prescott House			
Height:		5'8"			
Weight:		175 lbs			
Occupation:		Martial Artist			
Affiliation:		Liberty Men			
Eyes:		Brown			
Hair:		Black			
Power Level:		12			
STR	DEX	CON	INT	WIS	CHA
16	22	16	12	12	15
+3	+6	+3	+1	+1	+2
Toughness		Fortitude		Reflex	
+11/+7*		+8		+10	
*Flat-footed					
Skills: Acrobatics 6 (+12), Diplomacy 2 (+4), Escape Artist 8 (+14), Language 2 (Chinese, Japanese), Medicine 4 (+5), Profession (Soldier) +8 (+9), Survival 10 (+11), Stealth 8 (+14)					
Feats: Accurate Attack, Acrobatic Bluff, Assessment, Blind fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 2, Elusive Target, Grappling Finesse, Improved Critical (unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Sunder, Improved Throw, Improved Trip, Instant Up, Power Attack, Prone Fighting, Redirect, Stunning Attack, Takedown Attack 2, Trance, Uncanny Dodge (mystic)					
Powers: Blast 6 (Ki Fireball), Protection 4, Strike 5 (pressure points; Power Feats: Mighty), Super-Senses 3 (danger sense [auditory], low-light vision, ultra-hearing)					
Combat: Attack +15, Grapple +22, Damage +8 (unarmed), Damage +6 (Ki Fireball), Defense +13 (+7 flat-footed), Knockback -5, Initiative +10					

Unfortunately, he was barely clinging to life thanks to his own wounds. With Po's help, Francis managed to escape the Japanese prison camp and flee into the surrounding jungle.

Though his relationship with the old kung fu master was initially prickly, the two agreed to combine their efforts. Po Chin proceeded to instruct Francis in Path of Light Kung Fu and inducted him into the White Lotus

Society's mysteries. The two sabotaged Japanese efforts on the island for close to three months before the old man finally passed on.

Afterwards, Kung Fu King managed to free hundreds of his fellow prisoners and escaped to Hawaii onboard a stolen Japanese freighter. His actions were recognized by Antaeus and Graywing, whom believed that Francis Lloyd could put his skills to use better as a Liberty Man than as a common soldier.

On the advice of his family, Francis made a full body costume that was themed around the United States flag. Most Americans had no idea that Kung Fu King was not Caucasian and it was Eagle Eyed Horus that drew the lion's share of the Liberty Men's criticism.

After the end of World War 2, Kung Fu King grew disgusted with the treatment of his fellow black Americans. Under the advice of Antaeus, he revealed his secret identity to the world. Many Americans were shocked by Francis Lloyd Prescott's true color and it resulted in a minor scandal.

The scandal of Kung Fu King's true color was overshadowed by the Unmasking Massacre. A small army of P.H.A.N.T.O.M soldiers, lead by the racist super villain General Dixie, attacked Francis' family home and martial arts school in Louisiana.

Kung Fu King managed to get all of his family to safety before succumbing to a dozen bullet wounds.

Silver Age Heroic Supers

The Patriots

Athena, Goddess of Law

Athena was born fully grown from the head of Zeus.

The natural opposite of Ares in almost every respect, the two of them were each viewed as potential successors to Zeus. It is for this reason that Zeus played the two off against one another. He hoped to prevent himself from being overthrown in the same manner as his father.



Athena helped persuade the Cosmic Eternals to leave humanity alone and for two thousand years they watched mankind grow in power. It was during the second World War that the malevolence of the human race reached an apex and allowed Ares to physically manifest in the world.

This was too much for Athena and she willingly made herself mortal to battle against his evils. Time and time again with the Liberty Men, she successfully thwarted his efforts. Ultimately, she destroyed his vessel at the climax of the war and banished Ares to Tartarus.

Athena returned to Olympus with the permission of her father, even as it soon became clear that her experiences with humans had changed her permanently. Furthermore, Ares had gained enough power from his monstrous deeds to return to life. Some suggest that Hades desired to prevent his wife from being seduced by the handsome Olympian.

It was inevitable that Athena would return to the

Athena					
Real Name:		Athena			
Identity:		Public			
Base of Operations:		Freehold			
Height:		6'0"			
Weight:		150 lbs			
Occupation:					
Affiliation:		Patriots			
Eyes:		Gray			
Hair:		Black			
Power Level:		15			
STR	DEX	CON	INT	WIS	CHA
34/14	15	34/14	20	25	17
+12	+2	+12	+5	+7	+3
Toughness		Fortitude		Reflex	
+12		+12		+8	
Skills: Diplomacy 12 (+15), Intimidate 8 (+11), Notice 8 (+15), Knowledge (Civics) 10 (+15), Knowledge (Mythology) 8 (+13), Knowledge (Philosophy) 20 (+25), Profession (Administrator) 10 (+17), Search 8 (+13)					
Feats: Attack Focus 2 (Melee), Attractive, Benefit (Fame), Improved Grapple, Improved Initiative, Improved Pin, Inspire, Leadership, Power Attack, Worshipers					
Powers: Device 4 (Aegis Shield; easy-to-lose), Device 1 (Enchanted Sword; easy-to-lose), Device 2 (Helmet; hard-to-lose), Comprehend 2 (languages), Enhanced Constitution 20, Enhanced Strength 20, Flight 5 (250 mph), Immunity 10 (Aging, Life Support), Impervious Toughness 12, Quickness 3, Super Strength 6 (Heavy Load: 100 tons)					
Aegis Shield: Immunity 17 (Critical Hits, Fire Damage, Lightning Damage, Magic Damage)					
Enchanted Sword: Strike 3 (Power Feats: Improved Critical, Mighty)					
Helmet: Immunity (Emotion Effects)					
(cont.)					

Earth. This time, Zeus promised that she would never be allowed to come back while he was king of the gods. Athena does not regret this choice and continues to fight the good fight.

Athena has since proven herself as one of the greatest heroines of all of the world. She has prevented wars, brought peace to nations, and saved the planet from alien

Device: Aegis Shield 4 (Immunity 17: Critical Hits, Lightning, Fire, Magic, Hard to lose), Helmet 2 (Immunity: Emotion Effects, Hard to Lose) Enchanted Sword 1 (Strike 5, Easy to Lose)

Combat: Attack +14, Grapple +32, Damage +12 (Unarmed), Damage +16 (sword, 19-20 critical), Defense +8 (+4 flat-footed), Knockback -12, Initiative +1

invasion. Nevertheless, she worries tremendously about the possibility of losing her life and leaving the planet defenseless against Ares. Athena is eternally young but the Patriots often face dangers that can kill even a god.

Athena is the current leader of the Patriots, replacing Divinos. She is an awkward position as the middle ground between his idealism and Black Wing's practicality. The fact that she was romantically involved with both men influences her relationship with them. Athena was once married to a United States soldier named George Hamilton but he died during the 1970s.

Athena is a dark haired woman with a statuesque beauty. Athena's costume deliberately invokes the American flag despite her international outlook. She abandoned her divine attire as a way of spiting Zeus. Athena often wades into battle with sword, helmet, and shield when she feels that battle is going to be particularly epic.

Black Wing, Former Sidekick turned Legacy

The current Black Wing bears a number of stigmas against him. He is the son of one of the world's most notorious villains. He is a sidekick that has taken the mantle of his mentor. He has yet to win the respect of the Patriots that remember him as Dawn Wing. This is a pity since he is every bit the worthy successor to his predecessor. Part of his problem is that is far more an adventurer than George Timmons ever was.

Alexander Timmons was born James Moriarty VI, the son of Death Mask III and his mistress. Like his father, he was born with unnatural intelligence. Unlike his father, James VI was calm, collected, gentle, and inquisitive. During one of the many battles between Death Mask III and the Patriots, Alexander was found and adopted by the original Black Wing.

Alexander blossomed under the tutelage of Black Wing even as Death Mask III would never forgive the older hero for 'kidnapping' his son. Taking the moniker of Dawn

Wing the Gadgeteer, Alexander became famous. Unfortunately, Dawn Wing was never quite taken seriously. Still, Alex trained hard and his supreme gift for science saved Black Wing on numerous occasions.

Black Wing					
Real Name:	Alexander Timmons/ James Moriarty VI				
Identity:	Secret				
Base of Operations:	"Raven's Nest" secret warehouse in Falconcrest City, Patriot Mansion				
Height:	5'9"				
Weight:	176 lbs				
Occupation:	Crime Fighter				
Affiliation:	Patriots				
Eyes:	Brown				
Hair:	Black				
Power Level:	12				
STR	DEX	CON	INT	WIS	CHA
18	22	17	30	18	22
+4	+6	+3	+10	+4	+6
Toughness		Fortitude	Reflex	Will	
+9/+5*		+6	+10	+8	
*Flat-footed					
Skills: Acrobatics 10 (+16), Bluff 8 (+14), Craft (chemical) 10 (+20), Craft (electronic) 10 (+20), Craft (mechanical) 10 (+20), Computers 10 (+20), Disable Device 6 (+16), Disguise 6 (+12), Drive 4 (+10), Escape Artist 8 (+14), Gather Information 10 (+16), Intimidate 4 (+10), Investigate 10 (+20), Knowledge (technology) 7 (+17), Knowledge (Streetwise) 8 (+18), Knowledge (Mithran culture) 6 (+16), Language 8 (Arabic, Greek, Chinese, French, Italian, Japanese, Mithran, Spanish), Notice 9 (+13), Pilot 8 (+14), Search 8 (+15), Sense Motive 5 (+9), Sleight of Hand 5 (+11), Stealth 10 (+16)					
Feats: Acrobatic Bluff, Attractive, Assessment, Defensive Attack, Defensive Roll 4, Dodge Focus 4, Equipment 3, Evasion 2, Fearsome Presence 2, Improved Initiative, Improved Trip, Instant up, Inventor, Jack of All Trades, Leadership, Move by Action, Power Attack, Seize Initiative, Skill Mastery (Acrobatics, Craft [chemical, electronic, mechanical], Stealth), Sneak Attack, Special Vehicle, Startle, Take Down, Uncanny Dodge (auditory)					
(cont.)					

Equipment: Commlink, Customized Costume (+2 Toughness), Grapple Gun (Super-Movement [swinging] 1), Utility Belt: Flash Bangs (Dazzle 4 Visual and Auditory), Alternate Powers: Boomerangs (+2 Damage, mighty), Glop Grenades (Snare 4, Ranged), Knock out Grenades (Stun 4, Ranged), Smoke Bombs (Obscure 4, Visual, Continuous), 10 point of other equipment

Combat: Attack +16, Grapple +20, Damage +4 (Unarmed), +6 (Boomerang), Defense +12 (+5 flat-footed), Knockback -4, Initiative +10

The idealism of the young man drove him apart from his mentor during the Iron Age. Alex refused to give up hope in face of monsters like the Psychotic Seven. When George Timmons cast down his role as Black Wing, Alexander adopted it for himself. Though it took many years to be as successful as the original Black Wing, lacking the former's mystical Raven's Gem, Alex's own scientific prowess eventually made up for it. Alex was one of the heroes invited by Athena and Divinos to form the core of the reformed Patriots.



Alexander has also adopted his own ward in the young man Eugene "Brick" Wilkins. Alex has been teaching the newest Dawn Wing the martial arts, detective work, and heroic values like he was taught.

The second Black Wing has slowly started to forgive his mentor but it will be a long road to reconciliation between the two. Both of them are too proud to admit the other had a point in their argument.

Black Wing II is a firm believer in right and wrong. However, he is much more practical than Divinos. Black Wing will make an effort to save the lives of villains but he does not go out of his way to risk his own life in the process. Likewise, Black Wing II been known to use lethal force when it is the only way to save lives. This practicality has endeared him to the Steel Commando, who is still very much a soldier.

While he is not the fighter that the original Black Wing was, Alex has a superior knowledge of technology and has created some fascinating advances for humankind in his lab. If the newest Black Wing has any personality flaw, its the fact that he falls in love too easily and can be lead astray by feminine wiles. He has had numerous affairs with fellow superheroes including Angel Girl, Athena, Lady Grayhaven, and the Red Queen.

Alexander Timmons is not known to be Black Wing but is famous in his own right as a scientist, humanitarian, and playboy. He heads up Raven Enterprises with his force of personality and technological expertise. Unfortunately, Alex's libertine habits often make him the subject of media scrutiny. It is difficult for Alexander to explain away many of his sudden disappearances.

Alexander Timmons is an attractive man in his late twenties with black hair, brown eyes, and a winning smile. It seems difficult to take such an likable figure seriously but upon changing into Black Wing, he becomes a debonair figure whom overwhelms criminals with his brilliant acrobatics. Alexander rarely wisecracks during battle, leaving that to Splotch, but seems to take a little too much fun in pummeling foes. Black Wing also seems to have a gadget for every occasion.

Black Wing's costume is slightly different from his predecessor due to the fact that he wears a dark green cowl instead of black. This is to remind himself not to be as brutal as his mentor.



Dawn Wing, Kid Sidekick

Eugene “Brick” Wilkins is the son of petty hood, Bob “Slasher” Wilkins. A minor enforcer for the International Crime League, Bob Wilkins was caught in the crossfire between Godfather Gorilla’s hoods and Black Wing.

Feeling tremendous guilt for failing to save his father, Alexander Timmons made an offer to Eugene to take him in. Realizing that the state had nothing to offer him, Eugene accepted and became the adopted son of the world’s richest man. It didn’t take him long to deduce that his guardian was none other than Black Wing.

Realizing that his adopted son was both athletic and intelligent, Black Wing realized that providence might have delivered him an heir. Putting Eugene through a variety of tests, Black Wing deduced that Brick was capable of becoming a super hero. Eugene, was excited about the prospect of becoming a super hero and gladly accepted the offer to become Black Wing’s student.

Dawn Wing					
Real Name:	Eugene “Brick” Wilkins				
Identity:	Public				
Base of Operations:	Patriots Manor				
Height:	5’6”				
Weight:	145 lbs				
Occupation:	Millionaire’s Ward				
Affiliation:	Patriots				
Eyes:	Brown				
Hair:	Black				
Power Level:	10				
STR	DEX	CON	INT	WIS	CHA
16	18	17	17	17	16
+3	+4	+3	+3	+3	+3
Toughness		Fortitude	Reflex	Will	
+8/+5*/+3**		+8	+10	+8	
*Flat-footed **without costume					
Skills: Acrobatics 8 (+12), Bluff 8 (+11), Climb 7 (+10), Computers 5 (+8), Disable Device 4 (+7), Drive 2 (+6), Escape Artist 6 (+10), Gather Information 6 (+9), Intimidate 4 (+7), Investigate 4 (+7), Knowledge (Streetwise) 7 (+10), Notice 8 (+11), Search 9 (+12), Sense Motive 8 (+11), Sleight of Hand 8 (+12), Stealth 6 (+10)					
Feats: Acrobatic Bluff, Attractive, Benefit (Fame), Beginner’s Luck, Defensive Roll 3, Equipment 4, Improved Initiative, Precise Shot					
Equipment: Commlink, Costume (Toughness 2), Grapple Gun (Movement-Swinging 1), Utility Belt (array), Flash Bangs (Dazzle 3, auditory and visual), Boomerangs, Smoke Bombs (Obscure 4), Stun grenades (Stun 3)					
Combat: Attack +12, Grapple +15, Damage +3 (unarmed), Damage +5 (Boomerang), Defense +12, Knockback -4, Initiative +8					

Many super heroes find Black Wing’s taking a young man like Brick into danger to be irresponsible. However, Brick loves the life that Alex has given him and has absorbed the training given him like a sponge. Taking the name Dawn Wing, Brick has become the second to wear that mantle.

Eugene is now an adult and beginning to wonder whether or not he really wants to spend the rest of his life fighting crime. He loves Alex as the father he never had but also realizes he’s missing out on a great deal of what ‘normal’ life has to offer. Brick hasn’t made up his mind whether to retire from the superhero ‘game’ or not

but he's seriously considering a long convalescence. Part of what holds him back is the fact that he doesn't want to disappoint his adoptive father.

People are well aware that Eugene Wilkins is the ward of Alexander Timmons and most have deduced that he is Dawn Wing. No one suspects that Black Wing and Alex Timmons are the same, though. This is because the philanthropist is known to live in the mansion with the Patriots and serve as their financial backer. Alex is more than a little annoyed his partner has not made the effort to have a secret identity.

Dawn Wing is a African American male and developing into quite an attractive man. Dawn Wing somewhat resents the silliness of his side kick costume and has been gradually making it a more intimidating as the years pass. He has no special powers so he depends on fighting his opponents intelligently.

The Deadly Naga, Agent of the Foundation

Ashley Morgan is a woman whom is torn between her loyalties. A special agent of the Foundation, she is also a member of the Patriots. At times, these two loyalties come into conflict.

Ashley Morgan was born in Houston, Texas. The daughter of a football coach, Ashley joined in the Army and became a top level sniper. During an examination, it was discovered that she had low level psychic powers that she'd been suppressing. Coming to the attention of the Foundation for World Harmony, they decided to recruit her for an undercover mission to infiltrate the House of Serpents.

Surprisingly, Ashley not only found herself accepted in the organization but swiftly promoted to General Venom's personal staff. Under his tutelage, Ashley Morgan was transformed from an already able soldier into the Deadly Naga. Under the direction of her Foundation handler, she carried out numerous missions for her masters. These missions even included the assassination of P.H.A.N.T.O.M moles in the United States government.

It was only thanks to the efforts of the Patriots that the ugly truth was exposed. Ashley was not a double agent at all. In fact, the House of Serpents had impersonated Foundation agents from the beginning to recruit her. Rather than stay loyal to an organization that had deceived her

The Deadly Naga					
Real Name:		Ashley Morgan			
Identity:		Public			
Base of Operations:		Patriots Mansion			
Height:		5'11"			
Weight:		140 lbs			
Occupation:		Secret Agent			
Affiliation:		Patriots			
Eyes:		Green			
Hair:		Brown			
Power Level:		11			
STR	DEX	CON	INT	WIS	CHA
16	18	16	15	15	18
+3	+4	+3	+2	+2	+4
Toughness		Fortitude		Will	
+7/+3*		+9		+8	
*Flat-footed					
Skills: Acrobatics 8 (+12), Bluff 10 (+14), Disguise 8 (+12), Escape Artist 6 (+10), Equipment , Concentration 4 (+6), Disable Device 8 (+10), Knowledge (Foundation for World Harmony) 8 (+10), Knowledge (World Secrets) 8 (+10), Language (French, German, Italian, Russian) 4, Notice 8 (+10), Profession (Spy) 8 (+10), Sense Motive 8 (+10), Sleight of Hand 4 (+8), Stealth 12 (+16)					
Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (ranged) 4, Attractive, Blind Fight, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Equipment 3, Evasion 2, Improved Critical (Venom Darts), Improved Defense, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Luck, Power Attack, Ranged Pin, Takedown Attack, Uncanny Dodge (visual)					
Powers: Emotion Control 4, Device 4 (Venom Dart Wrist-Launchers; Hard to lose), Telekinesis 2					
Device: Venom Dart Wrist-Launchers (Blast 8, Penetrating)					
(cont.)					

so badly, she turned on the House of Serpents and left the Cobra Unit. Ironically, the Foundation promptly recruited her after clearing her of all charges.

Equipment: Commlink, Customized Costume (+2 Toughness), Grapple Gun (Super-Movement [swinging] 1)

Combat: Attack +8, Attack (ranged) +12, Grapple +11, Damage +3 (unarmed), Damage +8 (venom darts, 19-20 critical), Defense +14 (+7 flat-footed), Knockback -3, Initiative +8

That was when her toughest assignment was given to her; to be the Foundation's liaison to the Patriots. It was believed, in the wake of the Psychotic Seven, that humans could no longer trust their superheroes. In addition to directing them at Earth's enemies, she was also expected to gather intelligence or sabotage them if so required. Ashley has performed her duties with great skill. Ashley has even become romantically with the Steel Commando.

Ashley Morgan is an attractive dark haired woman with chestnut eyes. She wears a skin tight bodysuit emblazoned with the symbol of the Foundation as her 'uniform.'

Ashley rarely goes onto missions with the Patriots but when she does, it is with considerable high tech weaponry. Ashley has few problems with using her sexuality to get what she wants. When seduction doesn't work, she relies on her ample empathic abilities. The Deadly Naga is an amazingly effective spy.

Ashley has extremely mixed feelings on the House of Serpents and General Venom has attempted to recruit her back on several occasions.

Divinos, Lord of All Super Heroes

Divinos was born Mikhail on the planet Mithran.

A minor foot soldier in the ranks of the Celestial Armies. Mikhail was known merely as a kind and compassionate man. Despite his own martial background, Mica frequently found himself at odds with the Supreme Commander Iblis' desire for a galaxy conquering empire.



Divinos						
Real Name:		Mikhail				
Identity:		Public				
Base of Operations:		New Amsterdam, Seventh Heaven				
Height:		6'2"				
Weight:		220 lbs				
Occupation:		Godlike Superhero				
Affiliation:		Patriots				
Eyes:		Blue				
Hair:		Red				
Power Level:		16				
STR	DEX	CON	INT	WIS	CHA	
50	16	50	18	16	16	
+20	+3	+20	+4	+3	+3	
Toughness		Fortitude		Reflex		Will
+20		+20		+7		+11
Skills: Computers 5 (+9), Concentration 10 (+13), Craft (Mithran Technology) 8 (+12), Diplomacy 8 (+11), Intimidate 6 (+9), Knowledge (Galaxy) 8 (+12), Knowledge (Mithran Culture) 6 (+10), Knowledge (Theology) 6 (+10), Notice 11 (+14), Pilot (Starships) +8, Profession (Soldier) 4 (+7), Sense Motive 12 (+15)						
Feats: All out Attack, Attack Focus 2 (melee), Attack Focus 1 (Hand Blasts), Benefit (Fame), Improved Initiative, Inspire, Power Attack, Ultimate Effort (Strength Checks)						
Powers: Cosmic Energy Control 8 (Hand Blasts), Device 1 (Power Suit), Flight 8 (2,500mph), Immunity 10 (Aging, Life Support), Impervious Toughness 10, Speed 4 (100mph), Super Senses 4 (extended [sight] Low-light vision, Ultra-hearing), Super-Strength 13 (heavy load: 100,000 tons)						
Device 2: Gravity Suit: buys back half effect of Power Loss (Flight and Super-Strength) in low gravity environments.						
Combat: Attack +13 (melee), Attack +12 (ranged), Grapple +46, Damage +20 (unarmed), Damage +8 (Hand Blasts), Defense +10 (+5 flat footed), Knockback -15, Initiative +6						
Drawback: Power Loss: Annihilation Zone Material (Moderate, Continuous Effect, loses 1 point from Attack, Defense, Strength and Constitution per round. Flight and Super-Strength are unusable in its presence), Power Loss: Low Gravity environments (Moderate, Continuous Effect, loses Flight and Super Strength powers)						

Thankfully, most of the people of Mithran agreed with him and Iblis was stripped of his rank thanks to the testimony from Mikhail and others.

Mikhail and his kid sister Gabriella both fought against the Darkness Beyond Time when the evil god broke free from its imprisonment. Their home planet was devastated and billions died in the battles against the Darkness' minions. Mikhail did his best to battle against the monsters but there were too many.

Mikhail believed himself to be the last of his race when the last Mithran fleet was destroyed. Mikhail stayed in Mithran space long enough to watch the Grigori create a black hole to entrap the Darkness. The Mithran warrior then set his ship for an emergency jump to the nearest habitable planet.

Mikhail's ship overshot its mark and ended up traveling through a worm hole to the planet Earth, a planet on the other side of the galaxy. The world was frightening to him and slowly destroying itself in endless conflict. Mikhail faced his fear and decided to use his great strength to aid them.

His mighty abilities allowed him to save countless lives. Mikhail also 'pushed' Earth's technology to beneficial ends. The people thus named him, Divinos the Man of Light. Divinos' understanding of Mithran science is not great and he often feels guilt that he can 'only' help Earth through violence.

Divinos, eventually, discovered that he wasn't the last of his race. His sister Gabriella was still alive and eventually joined him as a warrior for Earth. Indeed, Gabriella adjusted to life on the planet far better than he ever did.

Sadly, other survivors of the Mithran were less cordial. General Iblis and countless criminals from his home planet had survived by cowardly overpowering their guards and fleeing from the planet's prison moon. Each time Divinos faced one of his race, he was forced to banish them to the Annihilation Zone. A fate, literally, worse than death.

Mikhail was especially tormented when he was left with no choice but to kill one of the few survivors of his race left in the universe. Though he knew there was no other way to stop General Iblis, Divinos was tormented over taking the man's life. Mikhail thus fled into space.

Mithran was not a total pacifist but he believed deadly force was only to be employed against the most heinous,

destructive, and irredeemable monsters. His own race and humans did not fit into this category.

Divinos spent much of the next five years traveling to the other inhabited planets of the universe. There he found many of the problems that the human race had but even worse. Many legends were formed from his struggle with the armies of Orkus and other great evils during this time.

Gradually, Mikhail realized that the human race had the potential to become as great as the Mithran and that they were a people that he'd come to love. Upon his return to Earth, Mikhail found the superhero community that had looked up to had been decimated. Even his sister had lost hope.

Divinos has tried to mend fences with those that felt betrayed by his departure. Athena and he had shared a special relationship but he feels that is gone forever. Divinos is surprised and a little confused that his friend in the Old Black Wing will have nothing to do with him. Divinos also struggles to take seriously Alexander Timmons, whom the Mithran thinks is merely impersonating his mentor.

Divinos is an immensely good looking man in what appears to be his early thirties. He has bright brown hair and blue eyes. Divinos does not maintain a secret identity and finds the idea of living amongst humans to be rather terrifying. Instead, Divinos prefers solitude and a small circle of friends that he entertains on his space station.

Splotch, Struggling Legacy

Splotch is the grandson of Ink Spot and Jenny Sprockets. He has decided to take on the mantle of fighting evil. The problem is Joel Stein is great at being Splotch but not so good at being Joel Stein.

Joel Stein is the son of Joshua Stein, a man that held his parents decision to fight crime in contempt. Joel and his brother, Noah, were raised to be upstanding members of society and to never involve themselves in 'super hero nonsense.' It was almost inevitable that they would both end up involved in the battle against the forces of evil.

Joel and Noah ended up fighting crime largely as a joke. The two of them found their grandfather's Shadow Ring and experimented with it. The pair discovered that



their grandfather had only touched on the barest limits of the object's power. The Shadow Ring could shape the darkness into anything they wished.

Joel wasn't terribly good at this and mostly had to stick with small objects or 'blasts' while his brother could create elaborate objects of darkness. Noah, as Ink, was the far more proficient of the two.

Ink managed to develop a strong reputation as a crime fighter while attending Hamilton Law School. Splotch was a failure both as a superhero and as a professional. While his brother had gone on to become a successful lawyer, Splotch was unable to pass medical school. The pressures of living two lives was simply too much for him.

Joel Stein unfortunately lost the person most important to him when his brother was critically injured by the super villain Supreme. Noah remains in a coma and not even Black Wing's science has been able to help him. This has driven Joel to fight on as Splotch with much more dedication. It also causes him to operate under an unhealthy amount of guilt.

Spotch					
Real Name:	Joel Stein				
Identity:	Public				
Base of Operations:	His apartment/ Patriot Mansion				
Height:	5'6"				
Weight:	165 lbs				
Occupation:	Cameraman				
Affiliation:	Patriots				
Eyes:	Brown				
Hair:	Brown				
Power Level:	11				
STR	DEX	CON	INT	WIS	CHA
22/12	40/20	14	14	13	16
+6	+10	+2	+2	+1	+3
Toughness	Fortitude	Reflex		Will	
+2	+2	+14		+8	
Skills: Acrobatics 12 (+22), Bluff 10 (+13), Climb 12 (+18), Concentration 11 (+12), Disguise 8 (+9/+19), Notice 7 (+8), Profession (Photographer) 4 (+5), Sense Motive 4 (+5), Stealth 8 (+18)					
Feats: Accurate Attack, All-out-Attack, Acrobatic Bluff, Elusive Target, Evasion 2, Power Attack, Precise Shot, Quick Change, Taunt					
Powers: Darkness Control 12 (Alternate Powers: Create Object 9, Blast 8, Snare 10, Strike 11), Enhanced Dexterity 20, Enhanced Strength 10, Immunity (Darkness Damage), Morph (Disguises) 2, Super-Strength 3 (heavy load: 1.5 tons), Super-Movement 2 (Swinging, Wall-Crawling)					
Combat: Attack (Melee) +8, Attack (Ranged) +9, Grapple + Damage Defense Knockback Initiative					
Note: Spotch is unaware that his powers are permanent and not tied to his device. He reverts to his 'normal' identity if it is lost. This is purely psychological.					

One of the major problems with Spotch is the fact that he lacks a killer instinct. Joel is not a warrior by nature and is far too gentle. Nevertheless, his strong sense of justice motivates him to keep trying to save lives. This lightness of heart is something is badly needed amongst super heroes and he unwittingly has become the glue that holds the Patriots together.

Joel is an intern at his father's television station and has to work under the man's utter loathing of superheroes. He's a soft spoken, nerdish, but likeable fellow. Spotch is a much more dashing figure by comparison. Spotch's jokes usually come a mile a minute and he projects a constant aura of confidence.

Spotch has managed to become one of the major superheroes in his home city of Freehold. Spotch's rogues gallery includes dozens of nasty costumed crooks and all of them have a particular desire to see the shadow caster destroyed.

Spotch is a brown haired young man in his mid twenties with a perpetual smile glued to his face. He's of slight build and not very muscular despite his training. When not acting as Spotch, he often finds himself wearing glasses as he believes this aids in his 'disguise.'

Spotch's costume is completely opaque but for the white of its eyes. Spotch enjoys greatly swinging from the rooftops of his home city and is often seen doing so, even though he has a Patriot flight ring.

The Steel Commando, Icon for America

Steven Shepherd has some big shoes to fill.

The transformation of the second Steel Commando, the blood heir to the original, into General Venom was enough to sour the U.S. Government on the idea of producing another national champion. The near conquest of the United States by the Psychotic Seven changed their minds.

The solution to the project was proposed by Alexander Timmons. The new Black Wing did not feel that the world's super heroes could be entirely trusted, despite being one himself. Offering his expertise, he helped the United States design a new power armor that could match the ones being used by super villains world wide. Reluctant to accept his help, the United States eventually chose Steven Shepherd to be the new Steel Commando.

A United States Special Forces member, Steven had been awarded medals for bravery and courage under fire. Also, Steven was determined to be of exceptional moral character. In a strange decision, the United States chose a candidate who would stick to his principles rather than be totally obedient to the orders given him. After acquainting



himself with the workings of the armor, Steven was given Foundation for World Harmony clearance and set upon the enemies of his nation.

Steven's eight years of service have been exemplary. P.H.A.N.T.O.M has never had a more determined enemy and it is arguable that Steven has exceeded the original Jack Washington. Likewise, he's managed to hold his own in the very personal battle between General Venom and himself. An attempt by the government to shut Steven down as the Steel Commando, following a loud condemnation of the treatment given to prisoners he'd taken in battle, only resulted in him becoming independent. Since then, Steven has reconciled with the U.S. government and become its chief symbol.

Steven's relationship with his fellow Patriots could be better, though. A soldier by nature, Steven has a strong dislike for the technical pacifism that Divinos lives by. Steven also frequently butts heads with Athena, in no small part due to his Methodist roots. Steven is best friends with Black Wing, however, and the two have teamed up on

Steel Commando					
Real Name:	Steven Sheperd				
Identity:	Public				
Base of Operations:	New Amsterdam Apartment/ Patriots Mansion				
Height:	6'2"				
Weight:	225 lbs				
Occupation:	United States Super Agent				
Affiliation:	Patriots/Foundation for World Harmony				
Eyes:	Blue				
Hair:	Black				
Power Level:	12				
STR	DEX	CON	INT	WIS	CHA
42/18	18	16	14	14	16
+16/+4	+4	+3	+2	+2	+3
Toughness	Fortitude		Reflex	Will	
+14/+3	+6		+9	+7	
Skills: Computers 5 (+7), Craft (Art) 7 (+9), Disable Device 7 (+9), Knowledge (US history) 7 (+9), Knowledge (tactics) 7 (+9), Notice 7 (+9)					
Feats: Accurate Attack, Benefit (Fame), Precise Shot, Improved Initiative, Inspire, Leadership, Power Attack					
Powers: Device 20 (Powered Armor; Hard to lose)					
Powered Armor: Blast 12 (Magnetic Beams, Alternate Power: Enhanced Strength 24), Communication 4 (Radio-1 mile), Flight 6 (500mph), Immunity 9 (Life Support), Protection 11 (impervious), Super-Senses 13 (Blind sight [radio, extended, radius], Dark vision, Direction Sense, Distance Sense, infravision, radio, time sense), Super-Strength 6 (heavy load: 500 tons)					
Combat: Attack +8, Grapple +30/12*, Damage +16 (unarmed), Damage +12 (Blasts), Defense +8 (+4 flat-footed), Knockback -12/-1, Initiative +8					

many occasions. The Steel Commando is also one of the few team members that genuinely believes in Splotch.

Steven is a good looking African American man with a square jaw and broad smile. His body is extremely fit and he works hard to keep it in shape. Unfortunately, he only has a few short years left before he'll have to retire for a younger man. The suit is an extremely demanding device.

His Steel Commando suit's appearance varies tremendously on the model. Black Wing and U.S.A scientists are constantly upgrading his armor. Privately, Steven prefers to trust Black Wing to handle his armor's maintenance as he believes the man to be more talented than the whole of the Steel Commando Project research team.

Iron Age Heroes

The Tomorrow Society

The Headless Horseman, Avenging Damned Spirit

The Headless Horseman of Washington Irving's *Sleepy Hollow* is quite real. Having changed from a horseman to a biker since the days of Ichabod Crane, the Horseman still haunts the roads of the world. In recent years, he has taken to pursuing the cause of justice.

The Horseman, a man named Karl Mueller in his living days, must save a life for every life he has taken in order to achieve redemption. At least, that's how he assumes his redemption will go. In truth, Karl has no idea how to escape his Hellish half-existence. Nevertheless, it is his chief and driving goal. That and satisfying his endless lust for battle and carnage.

The origins of the Headless Horseman are fairly well known in folklore. A German mercenary was decapitated during the American Revolution by cannon shot. The Horsemen proceeded to rise from the grave in order to quest for his lost head. What the legends don't share is that this unholy resurrection was the result of Merlin the Magician's magic.

Karl Mueller's soul was rescued from Inferno on the condition that he would become Merlin's demon hunter in repayment. The Horseman initially honored this promise but ultimately turned upon Merlin in hopes of gaining his freedom.

Merlin immediately dispelled the ghost and returned him to Hell. However, Merlin kept the German's head in order to summon him for future missions. Over the two hundred years that followed, Merlin would summon the Horseman several times. Each time, Merlin would return

The Headless Horseman					
Real Name:		Karl Mueller			
Identity:		Private			
Base of Operations:		Nomadic			
Height:		6'0"			
Weight:		221 lbs			
Occupation:		Demon of Vengeance			
Affiliation:		Tomorrow Society			
Eyes:		Blue (in human form)			
Hair:		White (in human form)			
Power Level:		11			
STR	DEX	CON	INT	WIS	CHA
16	12	18	13	18	14
+3	+1	+4	+1	+4	+2
Toughness		Fortitude		Reflex	
+10		+10		+5	
				Will	
				+9	
Skills: Bluff 4 (+6), Concentration 6 (+10), Drive 10 (+11), Intimidate 10 (+12), Knowledge (arcane lore) 6 (+7), Language 2 (German, Infernal), Notice 4 (+8), Sense Motive 4 (+8), Stealth 8 (+9)					
Feats: Attack Focus (Ranged), Attack Specialization (Sickle), Fearless, Fearsome Presence 4, Power Attack, Quick Change, Skill Focus (Drive, Intimidate), Startle					
Powers: Device 2 (Sickle, easy to lose, indestructible, restricted), Hellfire Control 12, Immunity (Aging), Protection 7 (Impervious), Summon Infernal Horse (Continuous, Fanatical), Super Senses (Infernal Awareness, Mystic Awareness)					
Devices: Infernal Horse (Medium sized, Strength 35; Toughness 10; Speed 6 (ground 500 mph), Features: Super Movement 3 (Dimensional [Infernal] Movement, Wall Crawling)					
Sickle: Strike 8 (Affects Insubstantial, Mighty)					
Combat: Attack +9, +10 (Sickle), Grapple +12, Damage +3 (unarmed), +10 (sickle), +12 (Hellfire), Defense +10 (+5 Flat Footed), Knockback -5, Initiative +1					
Note: Karl's musket is purely decorative and is, in fact, unloaded. He often agrees to lay down the weapon or it to be taken from him in order to convince enemies he's unarmed.					

him to Inferno when his violence grew too brutal. The last time that Merlin summoned the Headless Horseman was in the early nineties. That was when Karl finally escaped from the wizard's grasp.

Karl spends most of his time hunting down demons that he can sense due to his connection to Hell. He's destroyed literally hundreds since Merlin first resurrected him. Karl doesn't hunt them because he believes he's doing good but because he believes demon hunting is the only 'safe' outlet for his battle lust.

The Headless Horseman has already saved more lives than he took in his mortal life but believes he's failed to achieve redemption due to the number of 'evil doers' he's slain out of disgust. Karl is not a person whom believes in the legal system and any criminal he feels requires his attention is one that he deals with his mammoth sickle or hellfire musket.

The Headless Horseman wanders from city to city on the back of his flaming steed and is now part of American folklore. The Horseman mostly takes up residence in abandoned buildings and other isolated locations between missions. About three months a year, he returns to Mass Castle and joins the Tomorrow Society in their missions against evil. This is a favor to Serena Mass, whom he loves.

Outside of the Tomorrow Society, almost all super heroes consider the Headless Horseman an enemy. The Headless Horseman's body count is in the low hundreds, having slain countless murderers and rapists that have fallen into his grasp. The Horseman is considered one of the most infamous symbols of the Iron Age and the Patriots have publicly vowed to bring him in. Privately some, like Athena, believe that the Horseman does more good than evil.

Merlin long ago lost the Horseman's head and it has passed through the hands of several evil doers since then from the sorceress Louhi to Lords of Winter. Anyone whom possesses the skull is able to control the Horseman and force him to aid in their schemes; no matter how vile. Merlin has strongly cautioned to keep the skull from the hands of the Horseman as he's afraid that it will make the ghost invincible.

The Headless Horseman is not a particularly talented fighter. Karl mostly relies on his invulnerability to get through most of his battles. Karl rarely fights to subdue and lets his hellfire shotgun and demon sickle do their worst. While the Horseman will avoid conflict with bystanders, it is very easy to get him riled into a killing frenzy.

The Headless Horseman is a hell-maggot eaten corpse that smells of brimstone and sulfur. He dresses his once muscled form in a uniform from the Revolutionary War treated with diabolical runes. The Horseman's most conspicuous quality is the fact that he is lacking a head. Instead, a pyre of flame emerges from the place that it should be.

Karl can assume a pleasing human form during the day time but transforms into his monstrous form whenever he senses demons. Karl chooses to pretend to be a biker so that no one questions his nomadic existence.

The Headless Horseman's undead steed becomes a nightmarish bike that leaves a trail of flame behind it when he rides it in 'human form.' The Demon Steed is



practically invulnerable and can reach speeds of several hundred miles per hour.

The Red Queen, Visionary Witch

While Count Reich died at the end of World War 2, his family and research lived on. Otto Von Mass' brother,

The Red Queen						
Real Name:		Serena Mass				
Identity:		Private				
Base of Operations:		Mass Castle				
Height:		5'8"				
Weight:		115 lbs				
Occupation:		Tomorrow Society Leader				
Affiliation:		New Fighters for Freedom/ Tomorrow Society				
Eyes:		Green				
Hair:		Red-Gold				
Power Level:		11				
STR	DEX	CON	INT	WIS	CHA	
10	18	12	16	16	17	
+0	+4	+1	+3	+3	+3	
Toughness		Fortitude		Reflex		Will
+13/+1*		+4		+6		+9
*Without force field						
Skills: Bluff 8 (+11), Concentration 10 (+13), Diplomacy 10 (+13), Knowledge (Arcane Lore) 8 (+11), Knowledge (History) 5 (+8), Notice 9 (+12), Profession (Teacher) 4 (+7), Sense Motive 8 (+11), Sleight of Hand 6 (+10)						
Feats: Attack Focus (Ranged), Attractive, Dodge Focus 2, Benefit (Fame), Beginner's Luck, Improved Initiative, Ritualist						
Powers: Astral Form 6 (Power Feats: Alternate Power - Flight 3 and Force Field 12 [Extras: Impervious]), Confuse 6 (reality warping presence, Sustained Duration, Visual Area, Incurable, Innate), Magic 12 (Spells: Air Control 12, Animate Objects 8, Blast 12, Earth Control 12, ESP 6 [visual and auditory], Fire Control 12, Obscure 12, Snare 12, Water Control 12), Super Senses 3 (Dimensional Awareness [Infernal], Magical Awareness, Temporal Awareness)						
Combat: Attack +9, Attack +10 (Ranged), Grapple +9, Damage +0 (unarmed), Damage +11 (Blast), Defense +7 (+9 Dodge Focus), Knockback -5, Initiative +8						
Complication: Bizarre events around Serena result in her receiving a hero point.						
Weakness: Power Loss (Flight, Force Field, and Magic when unable to speak and gesture to cast spells, -3 points)						

Ludwig Von Mass, took both to the United States as part of Operation: Paperclip.

As the second Count Reich, Ludwig Von Mass was far more devoted to the occult than his brother. Believing that a combination of genetics and magic would result in more powerful super humans than mere science alone could achieve. Ludwig used the results of his experiments to found the terrorist movement known as the Fourth Reich.

The Fourth Reich was eventually defeated and most of their super humans killed by the second Steel Commando (though Ludwig would eventually be resurrected as an undead zombie in Argentina). Ludwig had permanently poisoned his family's bloodline, though. In addition to their Metamen abilities, the Mass family would eventually have their youngest child become pregnant with the child of Orkus.

Serena Mass grew up relatively normal, despite her unholy origins. Household servants that commented on the strange events in the house were quickly dismissed. It was only upon her fourteenth birthday that her powers manifested fully. Unfortunately, this summoned Orkus to attempt to claim her and resulted in the death of almost her entire family. With the help of the Patriots (and oddly enough - General Venom), Orkus was driven back through the portal he was summoned through.

Serena was promptly vilified by the media. Her brother, Cassius, took this personally. Her brother vowed to protect the Metamen of the world that had no support network on the onset of their powers (he chose to ignore the magical nature of his sister's calamity). Serena, on the other hand, was introduced to Merlin and became his apprentice. It was her hope to contain the evil of her father's heritage.

After a brief time on the New Fighters for Freedom, Serena Mass realized that her brother had formed a small army around himself. Believing the Gene Nation would only result in a race war between humans and Metamen, Serena decided to use her family fortune to create an alternative path. The Tomorrow Society is the result of her efforts.

Serena constantly grapples with the question of whether she's doing the right thing. The Tomorrow Society has managed to stop numerous Gene Nation plots and has even saved the world on a couple of occasions, but it is a group hated by nearly everyone. Most of her members are simply too freakish to ever be accepted by the common man.

The Red Queen is a beautiful woman in her mid thirties. She has long red gold hair that she keeps behind her mask. Serena has a peculiarly exhibitionist quality that she displays with her revealing costume. When not, in character, she is a very modest woman that many would

Ultimatum					
Real Name:	Ken Masterson				
Identity:	Private				
Base of Operations:	Mass Castle				
Height:	6'6"/5'4"				
Weight:	210 lbs/ 120 lbs				
Occupation:	Student				
Affiliation:	Tomorrow Society				
Eyes:	Blue				
Hair:	Brown				
Power Level:	11				
STR	DEX	CON	INT	WIS	CHA
32/12	12	34/14	12	10	13
+11/+1*	+1	+12/+2*	+1	+0	+1
Toughness	Fortitude	Reflex	Will		
+12	+12	+6	+7		
* The slash represents the difference between his two forms.					
Skills: Knowledge (Comic books) 4 (+5), Notice 8 (+8), Search 8 (+8)					
Feats: Power Attack, Ultimate Effort (Strength checks)					
Powers: Enhanced Constitution +20, Enhanced Strength +20, Flight 5, Immunity 7 (Cold, Disease, Heat, Poison, Pressure, Radiation, Starvation), Impervious Toughness 11, Quickness 3, Super Strength 8 (Heavy Load: 200 tons)					
Combat: Attack +8, Grapple +27, Damage +11 (unarmed), Defense +8, Knockback -11, Initiative +1					
Weakness: Becomes powerless when not in superhero form.					

have difficulty associating with the Tomorrow Society's leader.

Ultimatum, Boy in the Body of a Man

Ultimatum is a superhero with an extremely bad reputation as a monster of the Iron Age.

A person whom has busted up entire regions to get at

the 'bad guy' and left much destruction in his wake. The fact that his actions have become far more responsible and well meaning since then hasn't changed the fact that many people would dearly love to destroy him, or at least bring him in. Ultimatum is hardly to blame for the excesses of his youth, since he was only eight years old at the time.

Ultimatum is secretly the Prince of Otherworld. He was brought over to our world as a baby by Ehrich Weiss in order to keep him safe from the villainous wizards there. The boy was furthermore given a magical amulet that would bestow upon him the power and fighting ability to drive off his enemies. This hypnotic command to the infant was given so that it would be triggered upon the arrival of the assassins.

It is quite likely Ehrich Weiss intended for 'Ken Masterson' to be a tad more mature than a boy of eight when worshipers of Orkus came to murder he and his sister. Ultimatum and Valkyrie emerged and proceeded to easily defeat the cultists.

Both siblings wondered what to do with their new found might. The results were somewhat predictable. What does an eight year old do with unimaginable power, he abuses it mercilessly.

Ken is now fourteen years of age and has learned greatly from his mistakes during the initial six years of his 'career'. He's thwarted some genuinely threatening plans from Doctor Necros, a Dragon from Mars, The Lords of Winter, and worse.

He's tried to help people but his experience and naivety have gotten in the way on numerous occasions. His guilt for the actions he took in his ignorance threatens to tear him apart.

Ken's recent acceptance in the Tomorrow Society is the result of Divinos and Black Wing's compassion. Both men realized there was more to Ultimatum than met the eye. Combining their talents, they tracked him down and discovered his secret. Placing him with Serena Mass, Ken has learned to harness his abilities for good. Unfortunately, having a 'monster' like Ultimatum on the team hasn't improved the Tomorrow Society's reputation.

The rest of the Patriots have not been informed of this decision. Athena would insist on Ken being stripped of his supernatural power or his return to Otherworld. The

Steel Commando would be horrified at what was 'done' to the boy. Splotch would simply be saddened at such a tragic tale. While Ashley Morgan would insist the child be quarantined for the good of society. The government maintains its standing policy regarding Ultimatum, shoot on sight.

Ken currently attends 'boarding school' at Mass Castle with the permission of his mother. Mrs. Masterson has no idea that her children are super heroes nor would she believe it if she was told.

Ken is popular with his fellow students but always worries that they secretly believe he's a 'bad guy.' The only regular confidant he has is his sister Valkyrie. Both strongly believe that they have an obligation to use their powers to help others but she believes he needs to wait until adulthood. Ken believes that he has an obligation to 'make up' for what he's done.

Ken Masters is a freckled face boy with brown hair that doesn't remotely resemble his sister. He often dresses in comic book t-shirts and sports attire when he's allowed to choose what he wears. As Ultimatum, he is a towering dark haired figure that strongly resembles the father that he never knew.

Ultimatum's silver superhero has a golden sun in the center and a gold cape trails behind him. He looks to be in his mid-thirties. Ultimatum oddly cannot say his own name as a superhero. Ultimatum is the trigger word that transforms him back and forth between his two selves.

Valkyrie, Kid Super heroine

Valkyrie is a super heroine whom everyone finds to be rather annoyingly cheerful. Even Angel Girl has commented that she's a bit corny.

That's not that difficult to understand since all of her understanding about superheroes comes from her mother's comic book collection. Nevertheless, Valkyrie uses her energy manipulation powers to fight against prejudice and evil.

The history of Valkyrie is largely identical to her brother Ultimatum's own. The twin sister of the Crown Prince, Valkyrie was spirited away to the planet Earth by the magician Ehrich Weiss. The two of them were raised their foster mother as Ken and Jun Masterson. Even as

Valkyrie					
Real Name:		Jun Masterson			
Identity:		Secret			
Base of Operations:		Mass Castle			
Height:		6'2"/5'4"			
Weight:		125 lbs/ 100 lbs			
Occupation:		Student			
Affiliation:		Tomorrow Society			
Eyes:		Gray			
Hair:		Blonde			
Power Level:		11			
STR	DEX	CON	INT	WIS	CHA
16/12	19/12	14	16/14	16/12	16/12
+3/+1*	+4/+1*	+2	+3/+2*	+3/+1*	+3/+1*
Toughness		Fortitude		Reflex	
+12/2*		+7		+8	
* without force field					
Skills: Acrobatics 8 (+12), Computers 4 (+7/+6), Bluff 5 (+8/+6*), Concentration 11 (+14/+12), Diplomacy 5 (+8/+1*), Knowledge (Geek Culture) 4 (+7/+2*), Notice 7 (+10/+8*)					
Feats: Accurate Attack, All-out-Attack, Power Attack, Precise Shot, Quick Change, Taunt					
Powers: Electrical Control 12 (Electrical Control: Dazzle 8 [Auditory and Visual], Strike 12 [electrical], Stun 8 [ranged]), Flight 6 (500 mph), Force Field 10, Immunity 5 (Electrical Damage)					
Combat: Attack +8, Grapple +9, Damage +1 (unarmed), Damage +12 (electrical blast), Defense +8 (+4 flat-footed), Knockback -6, Initiative +4					
Weaknesses: Becomes powerless when not in superhero form.					

children, Jun was the more intelligent of the two. Jun was blessed with a wise beyond her years mentality.

Jun's powers emerged at the same moment as Ultimatum but they were profoundly different. In addition to the power to manipulate magical energy, Jun gained the intelligence and wisdom of an adult. This allowed her to avoid the horrible mistakes that characterized her brother's early career.

Valkyrie has immense sympathy for her brother's mistakes but partially blames him for not listening to her advice. Valkyrie believes that her brother is a force for

good despite all of the trouble he's caused. Jun tries daily to figure something out to help his reputation. The fact that she is a beloved hero in their home city while he is despised is a point of contention between them.

Jun has joined her brother at Mass Castle, despite the fact that she already has near perfect control over her powers. She is already a leader amongst the team, despite her youth. Valkyrie is one of the most popular members of the Tomorrow Society and was offered membership in the Patriots by Athena once (The Goddess of Wisdom has deduced her true nature but not that of her brother's). Valkyrie is known to fight crime outside of the Tomorrow Society but genuinely believes in their mission to promote good Human-Meta relations.

Valkyrie is calm, sweet, gentle, and a huge geek. Jun can cite encyclopedia levels of facts about anime, comic books, and role-playing games. She also runs the Tomorrow Society's computer club. Jun is interested in making sure she has a thriving civilian life as well as a super heroine one. She is also a tad on the naive side with her family life having kept her from many of life's darker realities.

Valkyrie's appearance in her true form is that of a young Chinese girl with dark hair that she keeps in double ponytails. She dresses very causally and a bit nerdish. Valkyrie's idealized form of herself is probably the world's only Chinese appearing Norse goddess.

Valkyrie is always armored in enchanted plate mail that bears no resemblance to actual Viking armor. Like her brother, she can't actually say her super hero name, which makes discussions of Norse Mythology difficult.

Angel Girl, Perky Super heroine

When Gabriella of the Mithran arrived on Earth, she could not speak the local language. She had no understanding of concepts like boyfriend, girlfriend, internet, the responsibilities expected of a pre-adult, or television.

Gabriella noticed that Earthlings were sometimes frightening and cruel yet also capable of incredible sacrifice. Whereas Divinos retreated into his own thoughts to escape human selfishness, Gabriella made the difficult choice to adapt to Earth life.

Angel Girl originally came from a surviving Mithran space station of Gnosis. Its leader had saved them by



moving many of the children and non-combatants out of the way of the Darkness Beyond Time's rampage.

Gabriella believed her brother Mikhail dead until her planetoid was attacked by the agents of Orkus. The Demon Drones desired Mithran slaves to work on Abaddon. Most of Gnosis' populous was slaughtered in the resulting battle, though Orkus suffered the loss of several trusted lieutenants. Gabriella was knocked cold by her father, Rafael, and sent into an experimental ship that warped to the last known location of her brother's starship.

Gabriella failed to find any trace of her home colony when she brought her brother back to its last known location. It is something that pains her to this day. However, Gabriella has found a home amongst the emotional and peculiar people of the Earth.

Gabriella gravitated to the New Fighters for Freedom while trying to live up to her brother's reputation as the world's greatest super hero. Angel Girl never quite achieved the same fame and recognition as her brother, but managed to prove herself one of the world's most

Angel Girl						
Real Name:	Gabriella					
Alias:	Gabriella Rosenberg					
Identity:	Secret					
Base of Operations:	Los Dios					
Height:	5'8"					
Weight:	125 lbs					
Occupation:	Godlike Superhero					
Affiliation:	New Fighters for Freedom (Defunct Super Team)					
Eyes:	Blue					
Hair:	Red					
Power Level:	13					
STR	DEX	CON	INT	WIS	CHA	
40	18	40	14	14	18	
+15	+4	+15	+2	+2	+4	
Toughness		Fortitude		Reflex		Will
+15		+15		+4		+8
Skills: Acrobatics 10 (+14), Bluff 8 (+12), Computer 6 (+8), Disguise 4 (+8), Diplomacy 6 (+10), Knowledge (Mithran) 4 (+6), Knowledge (Earth cultures) 4 (+6), Profession (Typist) 4 (+6), Search 8 (+10)						
Feats: All-out Attack, Attractive, Benefit (Fame), Improved Initiative, Power Attack, Taunt, Ultimate Effort (Strength checks)						
Powers: Comprehend 2 (languages), Cosmic Energy Control 5 (Hand Blasts), Device 1 (Power Suit), Flight 8 (2,500mph), Immunity 10 (Aging, Life Support), Impervious Toughness 10, Speed 4 (100mph), Super-Senses 4 (extended [sight] Low-light vision, Ultra-hearing), Super-Strength 10 (heavy load: 1,500)						
Device 2: Gravity Suit: buys back half effect of Power Loss (Flight and Super-Strength) in low gravity environments.						
Combat: Attack +10, Grapple +35, Damage +15 (unarmed), Damage +5 (blast), Defense +10 (+5 flat-footed), Knockback -12, Initiative +8						
Drawbacks: Power Loss (Flight and Super-Strength when in a low gravity environment; Minor, Uncommon; -1pp), Power Loss (Flight and Super-Strength when exposed to Annihilation Zone Material [within 30 ft.]; Minor, Uncommon), Weakness (cumulative -1 penalty to Attack, Defense, Strength, and Constitution per round when exposed to Annihilation Zone Material [within 30 ft.]; Major, Uncommon)						

formidable heroes. During her time amongst the Fighters for Freedom, she began a passionate romance with the first Dawn Wing.

Their romance failed due to a number of factors. Divinos strongly disapproved of Dawn Wing as a suitor due to the fact he was the son of his greatest enemy. Gabriella sensed that her close friend Serena Mass was bitterly jealous of their relationship, loving them both. Finally, a weird series of mishaps from accidental marriage to assassination of their marriage priest by Supreme prevented them from taking the final step.

Since Dawn Wing's transformation into the current Black Wing, the two keep a cool distance. Angel Girl has attempted to have a number of other romances since but none have managed to last more than a few months. Most men are intimidated by her fame and tremendous strength. Angel Girl has so far refused membership in the reformed Patriots, though she teams up with them often enough that she might as well be a member.

Gabriella maintains a civilian identity as Jewish typist Gabriella Rosenberg. 'Gabby' is a pleasant, compassionate, but not especially interesting young woman. This identity helps the woman cope with the stresses of being a superhero. Divinos does not approve of 'lying' to people about her identity. Gabriella, in turn, thinks that her brother holds himself too far above 'regular' people.

Angel Girl is a beautiful red-gold haired woman with green eyes. Angel Girl is in her mid twenties that wears a decidedly more "Earthy" variant of her brother's costume. The decision to expose her midriff and become a sex symbol is a bit of a shocking point for those whom hold the Mithran in religious awe.

In her 'civilian' identity, she uses a holographic emitter to give herself dark hair, brown eyes, glasses, and a less than impressive stature. Many still find her extraordinarily attractive, sensing the playfulness underneath. Gabriella is secretly too vain to admit that she likes the attention.

Chapter Nine: Villains of Heroic Earth

Heroes are only as good as the villains they fight. Heroic Earth is a world filled with villains. Unlike other super hero settings, Heroic Earth is a setting where the majority of these forces belong to one or more criminal organizations. The majority of the opponents that super heroes will fight are part of a larger evil network that endangers the planet.

The morality of Heroic Earth's villains ranges as well. Some are inhuman monsters like Dracula or Orkus. Others have a sense of fair play and honor despite their evil, like the various Death Masks. Others are simply grossly misguided like General Venom. Acknowledging these differences makes for a much richer gaming experience.

Cosmic Evils

The Darkness Beyond Time, Entropy Personified

Azathoth, Ahriman, The King in Crimson, Nyarlathotep, and Zull the Undying. All of these names are feared throughout the cosmos. All of these names are terms for The Darkness Beyond Time, an unimaginable horror that waits to devour all of creation.

The remains of the fundamental chaos that shaped

The Darkness Beyond Time	
Real Name:	Would blast the sanity of the reader.
Identity:	Public
Base of Operations:	Space
Height:	Adjustable
Weight:	Adjustable
Occupation:	The End of Reality
Affiliation:	None
Eyes:	N/A
Hair:	N/A
Power Level:	X

creation, The Darkness Beyond Time is a being that has no place in physical reality. It's very existence produces horrors unending and devours existence as humanity knows it. Ultimately, the Darkness Beyond Time will consume the universe and reduce it back to primordial chaos.

The Darkness Beyond Time is a monstrous creature that exists beyond the standard definitions of good and evil. It is, however, destruction incarnate. The universe cannot exist where the Darkness Beyond Time dwells. It is the enemy of all life.

Not even the great power of the Mithran was able to destroy the Darkness Beyond Time. Most other intelligent races view the Darkness' appearance with a kind of apocalyptic portent or grim resignation.

Thanks to the Grigori, the Darkness Beyond Time is imprisoned in a super massive black hole. At the heart of the prison is a micro-universe that simulates the environment the Darkness was born from. It is a clever solution to the Darkness' rampages but it will not last for long. Ultimately, the Darkness will escape free from its bonds and renew its grim destruction of everything.

The Darkness Beyond Time appears as a cloud of devouring entropy that varies in mass. Sometimes, the Darkness is the size of a planet while other times it is several solar systems long. Some have described it as akin to an amoeba crossed with a black hole or a sub-spatial storm.

The Darkness Beyond Time possessed of a malign intelligence that never lowers itself to speak with anything less than a Cosmic Eternal of the highest power. The monster is the father of the Entropic Masters but even they fear it. If one is unlucky enough to gain an audience with the Darkness Beyond Time, talking with it may prove frustrating.

The Darkness Beyond Time views itself as an essential force of nature, breaking down the cosmos so that it can be reborn anew. It doesn't concern itself with the lives of insignificant microbes (i.e. most mortal races). Equally troubling is the Darkness Beyond Time's imperious attitude. It believes that most beings, even Cosmic Eternals

and Entropic Masters, should treat its every word as the pronouncements of God.

The Darkness Beyond Time's Avatars are a varied lot. These are the creations it brings forth to aid him in its reducing the universe back to its initial chaos. For such a destructive being, it creates a great deal. Most are little more than mindless horrors that exist to wreck havoc until it can finish its latest act of destruction in peace. Other Avatars are evil and intelligent beings that seem to take a special delight in the destruction they bring.

The Darkness Beyond Time is not a creature that can be defeated through force of arms. Instead, the powers of similarly great beings must be wielded against it. Ancient mystical weapons, the collected hope of an entire planet's populous, and the combined powers of all Cosmic Eternals are all possible means of driving off the Darkness Beyond Time. Unfortunately, it cannot be destroyed so long as the universe exists.

Orkus, Demonic World Conqueror

Orkus was born the son of the Queen of Horrors. Orkus was the youngest of that She-Demon's brood. Later he slaughtered her and all of his older brothers to assume command of the Entropic Master's pantheon.

Orkus believed it was not enough for their ancient race to simply destroy so that mortals would fear them. Instead, Orkus believed that they should instead rule openly the lesser races as their undisputed masters. Thus Orkus began his Crusade of Darkness, a massive religious war to subjugate the whole of creation.

There is no end to their war in sight with each conquest only inspiring Orkus to want more. The Crusade of Darkness has ravaged whole galaxies and turned many peaceful planets into hell dimensions for the Masters' twisted enjoyment. Thankfully, all is not hopeless. Orkus has been repeatedly challenged as leader of the Entropic Masters.

Likewise, Orkus' Crusade of Darkness has met with poor results. Countless Entropic Masters have been killed in battle against the Cosmic Eternals. The greatest of Earth's heroes have also defeated numerous attempts by Orkus to conquer their otherwise insignificant world. These defeats infuriate the Master of Darkness but also weaken his position amongst his fellow immortals.



Unfortunately, Orkus' motivation is not simply the madness of a dictator but something much more personal. Orkus keeps this truth hidden from all of his fellows but he is not fully a god. Though he is the spawn of the Queen of Horrors, he is actually the soul of a mortal man from somewhere in the Milky Way Galaxy.

He has only brief flashes of memory but, unlike his fellows, Orkus knows pain and fear. These weaknesses only drive him even further in his terrible crusade. Orkus would pay a great deal to discover his true self's origin so that he might know how to rid himself of his 'softness.'

Orkus has a sadistic side that is above even the usual monstrousness of his race. He enjoys building up hopes in order to break it down. Orkus is especially fond of corrupting the morals of the heroic. This fondness for mental torture extends to his children. All of Orkus' offspring suffer the same 'impurities' that he does.

Orkus					
Real Name:	Orkus				
Base of Operations:	Abbadon				
Height:	7'2"				
Weight:	517 lbs				
Occupation:	Evil Incarnate				
Affiliation:	Entropic Masters				
Eyes:	Red				
Hair:	Black				
Power Level:	16				
STR	DEX	CON	INT	WIS	CHA
34	13	32	34	20	22
+12	+1	+10	+12	+5	+6
Toughness	Fortitude	Reflex	Will		
+19	+17	+6	+13		
Skills: Concentration 8 (+17), Diplomacy 6 (+9), Intimidate 8 (+11), Knowledge (arcane lore) 16 (+19), Knowledge (theology and philosophy) 6 (+9), Profession (ruler) 4 (+13), Sense Motive 4 (+13)					
Feats: Attack Focus 6 (Ranged), Dodge Focus 3, Contacts, Fearsome Appearance 2, Master Plan, Ritualist, Trance, Well Informed					
Powers: Astral Form 10 (Dimensional 3), Comprehend 2 (Languages), Immunity 10 (aging, life support), Magic 18 (Blast [Annihilation Energy] 18, Darkness Control 18, Disintegrate 7, Earth Control 18, Emotion Control 18 [limited to fear], Esp 8 [all senses, dimensional], Fire Control 18, Nauseate 18, Snare, Teleport 9 [Portal], Teleport 18, Weather Control 9), Protection 8 (Impervious), Super Movement 2 (dimensional), Super Strength 10 (heavy load: 8,000 tons), Super Senses 2 (Dark vision, Magical Awareness)					
Equipment: Trident of Power (+10 to Concentration checks, precludes need to cast spells. Can only be used by Orkus himself)					
Combat: Attack +6 (melee), Attack +12 (ranged), Grapple +28, Damage +12 (unarmed), Damage +18 (blasts), Defense +8 (+11 Dodge Focus), Knockback -19, Initiative +1					

The only affection Orkus shows is to reward his Royal Court when they perform something truly ghastly. In the end, they are nothing but disposable pawns to the ultimate Master of Evil. Orkus' only rival on Abaddon is his sister-wife, Thanatosa. Thanatosa is as evil as she is beautiful and would not be an improvement on Orkus' reign.

The chief god of the Entropic Masters is a seven foot tall black furred minotaur. Orkus has glowing red eyes, goat legs, and a massive muscular frame. Orkus usually

dresses only in a loincloth, straps, and a leather cape. In battle, Orkus wields a gigantic trident that is the focus for his godlike power. Orkus is also known to use a flaming whip, usually whenever he feels it is appropriate to instill discipline in disrespectful underlings.

Quite strange is the deep and majestic voice that radiates from Orkus. Orkus' voice is as eloquent as it is terrifying.

World Shaking Villains



Death Mask III

James Moriarty V, or Archduke James Moriarty the Third of Ruritania, is the latest man to wear the steel mask of P.H.A.N.T.O.M's founder. As dictator of Ruritania and leader of P.H.A.N.T.O.M, Death Mask III is widely believed to be the most dangerous man in the world.

They would be right.

The current Death Mask is, arguably, the most brilliant of their foul lineage. Currently, through puppet governments and front holdings, James Moriarty V is ruler of more territory than Alexander the Great or Ancient Rome ever had. Death Mask III is 'only' the third richest man in the world because he does not desire the position of first. Death Mask III's hidden wealth exceeds that of most nations.

Raised in Ruritania by a selection of private tutors and servants, James Moriarty V quickly developed an interest in science. These skills he put to astounding use. Whereas his father floundered with repeatedly stranger plots against the West, James the Fifth made a concentrated effort to befriend many of P.H.A.N.T.O.M's traditional foes.

When James the Fourth attempted to start World War III so that P.H.A.N.T.O.M might rule the ashes, the Third Death Mask quietly assassinated his father and assumed control of the organization with the world's blessing. This would prove to be one of the greatest mistakes in the history of the United Nations.

Death Mask III has made it a policy to corrupt and corrode rather than attempt to overtly conquer the world like his father. Countless politicians have been secretly swung to the service of P.H.A.N.T.O.M while agents co-opt corporations that are essential to the stability of the world. James Moriarty V has been shockingly successful despite the efforts of Earth's heroes against some of his more grandiose plans.

The third Death Mask is infamous as the arch nemesis of Divinos. Wielding a nano-technological suit that transforms him into an awesome powerhouse, Death Mask has actually defeated the Golden Guardian on several occasions. Likewise, only Divinos and a few others suspect that the head of SpartaCorp, Kenneth Kane, is actually the dictator of Ruritania.

The greatest failure of James V is at the hands of the first Black Wing. Death Mask's wife, fearing her husband's corruption of their infant son, fled to the United States with him in tow. While James V was eventually able to catch up with her and execute the woman for treason, he was unable to recover his son.

James Moriarty V has recently discovered that the second Black Wing is actually his son, James Moriarty VI. His

Death Mask III					
Real Name:	James Moriarty the Fifth				
Alias:	Kenneth Kane				
Identity:	Private				
Base of Operations:	Ruritania				
Height:	6'1"				
Weight:	175 lbs				
Occupation:	Despot/Business man				
Affiliation:	P.H.A.N.T.O.M.				
Eyes:	Brown				
Hair:	Bald				
Power Level:	15				
STR	DEX	CON	INT	WIS	CHA
10/40*	10/18*	14/40*	30	24	20
0/+15	0/+4	+2/+15	+10	+7	+5
*In Battle Suit					
Toughness	Fortitude	Reflex	Will		
+17/+2*	+15/+3	+8	+13		
*Without Armor					
Skills: Bluff 16 (+21), Computers 8 (+18), Craft (Chemical) 16 (+26), Craft (Electronic) 16 (+26), Craft (Mechanical) 16 (+26), Diplomacy 10 (+15), Disable Device 12 (+22), Knowledge (Galaxy) 4 (+14), Knowledge (life sciences) 8 (+18), Knowledge (Physical Sciences) 12 (+22), Knowledge (Technology) 16 (+26), Pilot 5 (+9), Profession (Businessman) 8 (+15), Profession (Scientist) 8 (+15), Search 4 (+14), Sense Motive 10 (+17)					
Feats: Assessment, Equipment 20 (headquarters, armed floating throne laboratory), Improvised Tools, Inventor, Leadership, Master plan, Minions 10, Quick change, Skill Mastery (Computers, Craft [Electronic], Disable Device, Knowledge [technology])					
Powers: Device 24					
Device: Modified Mithran Nano-Battle suit: Blast 15 (Annihilation Zone Energy), Enhanced Strength 30, Force Field 10 (Extras: Continuous, Impervious), Immunity 9 (Life Support), Protection 5, Super-Senses 5 (blind sight, direction sense, infravision, radar (x2), radio), Super-Strength 13 (Heavy Load: 50,000 tons)					
Note: In addition to the mind numbing amount of resources he has as the leader of P.H.A.N.T.O.M, he has countless allies amongst the criminal underworld and his own stockpiled resources. Death Mask is quite possibly the most dangerous human alive. (cont.)					

Combat: Attack +14, Grapple +42, Damage +15 (unarmed),
Damage +15 (Annihilation Zone energy blast), Defense +13,
Knockback -13, Initiative +4

initial disappointment at his heir becoming a costumed crime fighter has since changed into a perverse pride. As he watches Black Wing II overcome P.H.A.N.T.O.M plot after plot, James V has come to admire his son's skill.

The third Death Mask hopes to eventually win over his son. James V would like to pass over the rule of Ruritania peacefully and be the first James Moriarty to die in his sleep. To this end, Death Mask has attempted to use female agents to seduce Black Wing II. He's even gone to such lengths as framing his erstwhile son for murder.

Death Mask III is a charming and erudite villain. James Moriarty V holds himself to a higher standard of behavior than one might expect from a terrorist. James V holds himself to his word and will not allow men under his command to perform certain activities.

Unfortunately, this code of behavior does not prevent him from inflicting massive collateral damage. James believes that conquerors always need to forge their kingdoms on the backs of others.

Death Mask III does not believe in concepts like 'good' and 'evil' but only 'order' and 'stability.'

Dracula, Lord of the Vampires

Take the Vampire King lightly at your peril. Dracula is not a theatre villain.

More or less everyone knows the basics of Dracula's origins. A Wallachian nobleman, Vlad was a brutal tyrant whom impaled his enemies. Eventually, Vlad was killed only to rise from the grave as an undead abomination.

Fewer know that the reason that he was able to recover from because he'd sold his soul to Orkus in exchange for immortality. Through Vlad the Impaler was the plague of vampirism brought to the planet Earth.

Dracula did not honestly do much more than terrorize the people of present day Romania until the 19th century. By then, Vlad had grown bored of being the undead lord of a few isolated villages.

In England, Dracula fought the forces of good repeatedly only to know defeat after defeat. Abraham Van Helsing destroyed numerous creations of Vlad the Impaler, like Jack the Ripper. Likewise, Doctor Helsing helped Sherlock Holmes unravel the networks of Dracula's ally, Professor Moriarty. It was, ironically, the most invigorating and enjoyable period of Vlad Tepes' life. The Prince of Darkness finally faked his death as a gesture of respect to the Doctor's courage.

Dracula would spend the next fifty years traveling the world, all the while spreading the evil curse of vampirism. During this time, Dracula studied the mystic arts and mastered them to a terrifying degree. During a time traveling jaunt of Death Mask III, Dracula would join the evil scientist in several cross temporal adventures. This, ironically, is how Heroic Earth came to have vampires thousands of years old despite the fact that vampirism was created in the 14th century.

Ultimately, Dracula was stranded in the 1940s by Black Wing II and Cynthia Van Helsing. There, Dracula aided the Liberty Men in destroying a cult of Nazi vampires that he viewed as disgraces to his heritage.

It was at this time that Vlad found the Soviet Union had taken over his land and cast down the religion that he found so profane. Dracula would ally himself with the communists and attempt to manipulate the coming Cold War.

Dracula would struggle for control of the Soviet Union and through it, the world, for the span of nearly forty years. Project: Hammer would produce super villains that Dracula secretly manipulated against the West. While playing international politics, Dracula's vampire minions infiltrated the highest levels of government.

Dracula's ambitions failed with the fall of the Soviet Union. Having been buried under a ton of rock for close to a decade thanks to the second Steel Commando (preventing a nuclear war the Vampire Lord hoped would allow vampires to seize control of the world), the Prince of Darkness' empire crumbled under Gorbachev.

Having embraced capitalism, Dracula is now a guiding force in the former Soviet Union. Dragon Industries now controls much of modern Russia's economy. Dracula also owns expansive properties in Romania as well, using these to carry out most of his sinister experiments. The Vampire Lord is the undisputed master of Heroic Earth's

Dracula					
Real Name:	Vlad III				
Identity:	Private				
Base of Operations:	Dragon Industries Headquarters				
Height:	6'1"				
Weight:	175 lbs				
Occupation:	Corporate Mogul				
Affiliation:	World Vampire Council/ P.H.A.N.T.O.M.				
Eyes:	Black				
Hair:	Black				
Power Level:	11				
STR	DEX	CON	INT	WIS	CHA
24	22	N/A	20	18	20
+7	+6	N/A	+5	+4	+5
Toughness	Fortitude	Reflex	Will		
+7/+0*	--	+6	+10		
*Flat-footed					
Skills: Bluff 12 (+17), Diplomacy 16 (+21), Gather Information 10 (+15), Intimidate 12 (+17), Knowledge (arcane lore) 16 (+21), Notice 12 (+16), Search 10 (+15), Sense Motive 10 (+14), Stealth 12 (+18), Profession (spymaster) 8 (+12), Profession (businessman) 12 (+16)					
Feats: Animal Empathy, Attractive, Benefit (Infamy), Fascinate (Diplomacy), Fearless, Improved Pin, Leadership, Minions 20, Power Attack, Sneak Attack, Startle					
Powers: Animal Control 8 (Extras: Area, Flaws: Limited to bats, rats, and wolves), Drain Constitution 1 (blood drain), Immunity 30 (Fortitude Effects), Insubstantial (gaseous), Protection 7 (Extras: Impervious, Flaws: Limited against blessed, silver, or magical weapons), Magic 14 (Power Feats: Mind Control 5 [limited: must have eye contact], Summoning 5 (limited: Demons), Weather Control 8 [precipitation, Power Feats: Air Control 6, Blast 5]), Regeneration 5 (Resurrection, not when staked or beheaded), Super-Movement 2 (wall-crawling, temporal movement), Super-Strength 5					
Combat: Attack +10, Grapple +22, Damage +7 (unarmed), Damage +5 (blasts), Defense +9, Knockback -7, Initiative +6					

newly formed World Vampire Council. Vlad III has already set them to expanding their race's ranks.

Dracula is loosely allied with P.H.A.N.T.O.M due to his friendship with the Moriarty line. He has even sent his dhampir son, Mircea, to study with Death Mask III. Unfortunately, this has only resulted in Mircea debuting as the

world unification obsessed villain The Globalist. Dracula's relationship the organization has significantly cooled because of this.

Vlad dresses in tailored suits and only breaks out his enchanted armor or robes for 'special occasions.' Dracula keeps his hair styled to modern fashions and few would assume he's a figure of legend.

While Dracula's supernatural powers dwarf the abilities of most vampires, he is nevertheless vulnerable to the traditional weaknesses of his kind.

General Iblis, Mithran Warlord

General Iblis was a good man once. The holder of the highest seat upon the Supreme Council save the Lord Vicar himself, General Iblis held strongly to the principles of the god Brahms. He was dutiful, obedient, and noble with a love for his race.

What Iblis lacked was patience and an ability to appreciate the importance of other races' struggle to 'enlightenment.' General Iblis constantly argued for intervention in the affairs of every other species in the galaxy. He believed the Mithran had an obligation to show 'lesser' races how to live and enforce a universal standard of behavior. General Iblis won many of his arguments and fought wars against the Thran and several now-extinct species.

In his battles against the Tsavong, he was stunned by the bloodlust and suicidal refusal to surrender that the shape-shifters displayed. General Iblis decided that the only way to bring the war to a swift end with minimal casualties was to annihilate their moon colony in a single decimating attack.

The atrocity finally broke the spirit of the Tsavong Masters and they surrendered to the warlord unconditionally. Instead of being brought home a conquering hero, he was brought home in chains. Based on the testimony of Mikhail and others, General Iblis was convicted of war crimes and sentenced to imprisonment in the A-Zone.

General Iblis' followers proved more loyal than the Mithran expected. Fully a third of their armed forces revolted. The civil war was brief but brutal with neither side willing to budge an inch.

Iblis' loyalists grew increasingly desperate as they

communicated with the rapidly going insane General from beyond the A-zone. When the Darkness Beyond attacked Mithran, Iblis had his forces assault the home world. There, General Iblis was rescued but additional millions of Mithran died thanks to his disruption of the evacuation effort.

The Supreme Commander had been broken in mind and body by his experiences in the A-zone. He was tormented by nightmares of Mikhail's testimony and the realization that he'd contributed heavily to the near extinction of his species. He came to the conclusion that the only way he could resolve his demons was to slay Mikhail and rebuild Mithran himself. Tracing down where his enemy had fled, Iblis chose the planet Earth to become 'New Mithran.'

General Iblis came perilously close to conquering the Earth on several occasions. Iblis' charisma, mixed with promises of Mithran technology was enough to sway several important world leaders to his cause.

Yet, each of Iblis' losses came at a dear price for the Mithran tyrant. General Iblis' wife Lilith and his insane brother Baal were both banished in the A-Zone in the early fighting. Iblis' own troops abandoned him when Divinos revealed that the Ashura people were willing to accept them as refugees. Iblis' most humiliating defeat came at the hands of Black Wing's sidekick Dawn Wing, whom harnessed one of Death Mask III's Annihilation Guns to overwhelm the General. This final blow to his dignity was enough to drive him to suicide.

Determined to crush the spirit of his foe, Iblis forced Divinos to compromise his beliefs by forcing him into the choice of letting his adopted world be destroyed or murder. In death, Iblis achieved his most decisive victory.

General Iblis is dead and his body is currently stored in a maximum security science research facility by the Foundation. This doesn't necessarily mean his story is over. Mithran technology could revive him and it's possible that Iblis made precautions for the event of his death. Clones, computer stored memories, or even the possibility that he could psychically transfer his mind after death all ways that Iblis could return to the world.

General Iblis was a handsome man with chiseled features, long black hair, and an almost unearthly beauty. He was not effeminate in appearance but had a muscular body and a powerful presence. Iblis dresses in a variant

General Iblis					
Real Name:		Iblis			
Base of Operations:		Seventh Heaven (formerly)			
Height:		6'2"			
Weight:		225 lbs			
Occupation:		Warlord			
Affiliation:		Mithran Military (war criminal)			
Eyes:		Brown			
Hair:		Black			
Power Level:		16			
STR	DEX	CON	INT	WIS	CHA
50	16	50	18	16	18
+20	+3	+20	+4	+3	+4
Toughness		Fortitude		Reflex	
+20		+20		+7	
				Will	
				+11	
Skills: Computers 2 (+6), Concentration 10 (+13), Craft (Mithran Technology) 8 (+12), Diplomacy 9 (+13), Intimidate 10 (+14), Knowledge (Mithran Culture) 6 (+10), Knowledge (Tactics) 8 (+12), Notice 11 (+14), Profession (Soldier) 10 (+13), Sense Motive 10 (+13)					
Feats: All-out Attack, Attack Focus 1 (ranged), Improved Initiative, Infamy, Leadership, Power Attack, Ultimate Effort (Strength Checks)					
Powers: Comprehend 2 [languages], Cosmic Energy Control 10 (Hand Blasts), Device 1 (Power Suit), Flight 8 (2,500mph), Immunity 10 (Aging, Life Support), Impervious Toughness 10, Speed 4 (100mph), Super-Senses 4 (extended [sight] Low-light vision, Ultra-hearing), Super-Strength 13 (heavy load: 100,000 tons)					
Device 2: Gravity Suit: buys back half effect of Power Loss (Flight and Super-Strength) in low gravity environments.					
Combat: Attack +11, Attack +13 (ranged), Grapple +44, Damage +20 (unarmed), Damage +10 (Hand Blasts), Defense +10, Knockback -15, Initiative +7					
Drawbacks: Power Loss (Flight and Super-Strength when in a low gravity environment; Minor, Uncommon; -1pp), Power Loss (Flight and Super-Strength when exposed to Annihilation Zone Material [within 30 ft.]; Minor, Uncommon), Weakness (cumulative -1 penalty to Attack, Defense, Strength, and Constitution per round when exposed to Annihilation Zone Material [within 30 ft.]; Major, Uncommon)					

of Divinos' costume except its coloring is different (black replacing white).



General Venom, Anarchist for Freedom

General Venom is a particularly tragic study in idealism gone wrong.

Jack Washington Jr. was born in the early 1940s to Martha Peters Washington. The son of the original Steel Commando, Jack Washington Jr. grew up with an idealized image of his father. When his father was killed by the original Steel Commando, Jack Junior decided to devote his life to avenging him.

As talented athletically and mentally as his father, Jack Washington Junior graduated F.I.T at age fifteen. By the age of eighteen, he'd successfully constructed a suit of armor that dwarfed all of the government attempts to create a new Steel Commando design.

Jack Washington Jr. outlasted all the government's own candidates to become Steel Commando II. Jack fought communist saboteurs and P.H.A.N.T.O.M terrorists with a patriotic fervor that actually dwarfed his father's own.

General Venom

Real Name: Jack Washington Jr.

Base of Operations: Nomadic

Height: 6'2"

Weight: 215 lbs

Occupation: Terrorist Leader

Affiliation: House of Serpents

Eyes: Blue

Hair: Blonde

Power Level: 15

STR	DEX	CON	INT	WIS	CHA
34/14	14	15	28	28	30
+12	+2	+2	+9	+9	+10

Toughness	Fortitude	Reflex	Will
+17/2*	+9	+8	+17

* Without armor.

Skills: Computers 14 (+23), Craft (Electronics) 16 (+25), Diplomacy 12 (+22), Investigate 4 (+13), Knowledge (Tactics) 8 (+17), Notice 8 (+17), Profession (Soldier) 8 (+17), Sense Motive 6 (+15)

Feats: Assessment, Equipment 20, Improvised Tools, Improved Initiative, Inventor, Master Plan, Second Chance (Will Saves), Skill Mastery (Computers, Craft [electronic], Disable Device, Pilot), Power Attack

Powers: Device 24 (Battle-Suit; Hard to Lose)

Blast 15, Force Field 15 (Continuous, Impervious), Enhanced Strength 20, Immunity 9 (Life Support), Protection 5, Super-Senses 13 (blind sight, [radio, extended x2], infravision, radio, time sense), Super-Strength 5 (heavy load: 50 tons)

Combat: Attack +15, Grapple +32, Damage +12 (unarmed), Damage +15 (Blasts), Defense +13, Knockback -13, Initiative +5

Ultimately, Jack grew increasingly disenchanted with the United States' paranoia and Cold War tactics. The Vietnam War proved to be a major sticking point between them. John Washington, Jack's little brother, died in a pointless recon mission into Cambodia. With the news that the government intended to mass produce his armor for a full scale offensive against North Vietnam, Jack resigned his commission and retired into disgrace.

According to government doctors, it is debatable whether or not Jack was suffering brain damage from exposure to the meteorite isotope that powered his suit's

nuclear reactor. However, Jack began to believe that the United States government had been compromised by P.H.A.N.T.O.M forces. Jack maintained that the organization was pushing the USA into ever more pointless wars. Certainly, P.H.A.N.T.O.M had operatives with that agenda but is questionable whether they had the kind of influence that Jack maintained.

In the end, Jack modified his suit of armor and adopted the moniker of General Venom. Outfitting his soldiers in lesser versions of his own infamous suit, he launched an attack that destroyed the government's warehouse of his technology. Jack then proceeded to found a movement devoted to the overthrow of the current government. Ironically, the disgraceful fall of President Nixon only helped feed his paranoia that the United States was riddled with Anti-Democratic enemies.

General Venom is now one of the world's leading terrorists and a force that everyone is afraid of fighting. Most United States Intelligence officers do not believe that they are currently fighting Jack Washington Jr. Instead, they believe they are facing his successor. They do not know that Jack has successfully moved his brain into a younger clone of himself. General Venom intends to keep fighting until his dream of a restored United States is achieved.

General Venom is intensely charismatic. He never slips up in his arguments and always maintains a cool and calm exterior. General Venom genuinely believes he's out to restore Freedom and Democracy to the world. Literally nothing can convince him that he's not doing the right thing. To this end, he's willing to make large amounts of 'sacrifices' to achieve his goal.

Underneath the hood and paramilitary uniform of General Venom, Jack appears to be a man in his mid twenties. He is attractive, in a wholesome white bread sort of way, with an incredibly fit young body. Only when Jack talks do people believe that they are speaking to the head of the world's second most powerful terrorist organization.

Jack keeps his battle suit hidden underneath his uniform and only rarely takes it off. The only times he's known to not wear his armor is during bathing, intimate encounters, sleep, and spying.



The Iron Khan, Anachronistic Madman

One of Genghis Khan's many descendents, through one of his daughters. Temujin was a minor soldier in Kublai Khan's armies. Despite the pomp that the Iron Khan often likes to present himself with, he was a forgettable figure.

It was during this time that a pair of captives were brought to him for execution. An old man and his daughter. The male offered to trade the secrets of immortality in exchange for their lives.

Temujin did not initially believe the man but believed by his raiment that he had a secret stash of wealth hidden somewhere away. Temujin followed the man back to his home. In truth, the man was a Taoist immortal known as the Enlightened Sage. The Sage lead Temujin to a great White Lotus monastery that he had constructed over the centuries.

The Iron Khan					
Real Name:		Temujin			
Base of Operations:		Khanate			
Height:		5'7"			
Weight:		135 lbs			
Occupation:		Self-Styled Emperor of the World			
Affiliation:		Black Hand/P.H.A.N.T.O.M.			
Eyes:		BROWN			
Hair:		BLACK			
Power Level:		14			
STR	DEX	CON	INT	WIS	CHA
14	12	16	16	28	16
+2	+1	+2	+3	+9	+3
Toughness		Fortitude		Reflex	
+12		+2		+1	
				Will	
				+9	
Skills: Concentration 8 (+17), Diplomacy 6 (+9), Intimidate 8 (+11), Knowledge (arcane lore) 16 (+19), Knowledge (theology and philosophy) 6 (+9), Profession (ruler) 4 (+13), Sense Motive 4 (+13)					
Feats: Attack Focus 2, Blind Fight, Connected, Contacts, Fearless, Improved Initiative, Master Plan, Ritualist, Power Attack, Well Informed					
Powers: Comprehend 2 [Languages], Immunity 9 (Aging, Elemental Effects [all]), Magic 16 (Blast 16, Earth Control 10, Esp [visual] 4, Fire Control 16, Teleport 6 [600ft/20 miles, Portal], Transform [living beings into creatures] Water Control 8, Weather Control 16, Wind Control 16), Protection 10 (Impervious), Strike 10 (power feat: mighty)					
Power Loss: Loses all Magic if unable to cast spells.					
Combat: Attack +10, Grapple +11, Damage +12 (unarmed), Damage +16 (blasts), Defense +12 (Flat Footed +6), Knockback -7, Initiative +5					

The man offered to teach Temujin the secrets of the sorcery that allowed him to live forever. The Mongol accepted the offer and soon became the old man's eager student. It was the immortal's hope to prove that even decadent Mongol's could achieve enlightenment. Unfortunately, he picked the wrong warrior to try his experiment.

Temujin was a brilliant student of Chinese alchemy and the martial arts. His education swiftly surpassed most of the finest scholars in China. Unfortunately, The Enlightened Sage utterly failed to impart upon him any of

the wisdom that came with his teachings. This was not for lack of trying on Temujin's part, he genuinely wished to become as wise as his master. Unfortunately, the Mongol was a greedy man that could not control his appetites.

In a fit of lust, Temujin seized the Enlightened Sage's daughter for himself. The Enlightened Sage, angered by his student's betrayal, attacked him. Unfortunately, Temujin's own skill at sorcery mixed with a talent for treachery was enough to overwhelm the immortal. Temujin killed the sage with a poisoned fingernail scratch during their duel.

Regretting the loss of his teacher almost immediately after the murder, the Iron Khan vowed to replace him as a force for good. Forcing the Enlightened Sage's daughter to become his honorable bride, she bore him one daughter before dying. The woman, whose name was Sun, cursed the immortal that he would only have this child carry on his legacy. To his disgust, Temujin discovered that his daughter was immortal but he was thereafter sterile.

Subverting the Enlightened Sage's sorcery for his own, Temujin swiftly enslaved the Yuan Dynasty. As Emperors came and went, Temujin would control them with his sorcery before replacing them with his consciousness. Temujin would have to wait for them to sire an heir before he did this. They immediately became sterile after he replaced their consciousness. Until the 19th century, the self-styled Iron Khan was an evil force that was only occasionally driven from power by the White Lotus Society.

By the 19th century, Temujin realized that China's power in the world was no longer what it was. Seeking to expand his power beyond China's borders, he assembled a vast army of killers and thugs known as the Black Hand. Unfortunately, British secret agents managed to thwart most of his schemes well into World War 2.

Watching the Communist Revolution threaten his traditional way of life, Temujin did what he thought he'd never have to do and sought help from a Westerner. Supplied with modern armaments and training by the first Death Mask, the Iron Khan seized power over a portion of Western China and established his own country. The price for this was galling, however, and the Iron Khan is now forced to sit as an equal amongst beings that he regards as fools.

Widely viewed as one of the greatest threats to Chinese and Western stability alike, the Iron Khan only barely

hides his desire to conquer the whole of Asia. It is unlikely that he would stop there, however, and the Foundation for World Harmony constantly looks for ways to dismantle his massive empires.

The Iron Khan is an elegant host whom believes himself to be the height of culture. He is polite even when ordering individuals to be skinned alive or otherwise tortured to death. This should not be mistaken for control, though. The Iron Khan's temper is legendary.

The Iron Khan is quick to harp on the evils of mankind from pollution to war or poverty. He is, however, vague in the solutions that will occur when he is ruler of the planet. The Iron Khan has a grudging respect for foes that succeed in thwarting him. Bizarrely, Temujin treats his enemies kinder than his minions.

The Iron Khan appears to be a middle aged Chinese man straight from the Imperial era. He is known to let his fingernails grow out to outrageous lengths and often plays up his 'foreignness' to frighten underlings.

When meeting with Western supporters or P.H.A.N.T.O.M, the Iron Khan switches to modern business suits and reveals that his seemingly deranged behavior is just an act to keep his enemies' off balance. In fact, the Iron Khan has a sense of humor about his media image. The Iron Khan been known to lure super heroes into traps by playing on their expectations that he's trapped in China's past.

The Iron Khan has no fear of death and gladly engages enemies in battle with sorcery or martial arts. This is due to the fact that he knows his servants will recover his body and resurrect him. So far, he's not been proven wrong.

The Red King, Genetic Supremacist

The Red King was born Cassius Mass. Cassius grew up the child of New England privilege with his sister Serena.

Cassius was intelligent, handsome, and charismatic. Cassius lost everything when his sisters' powers manifested. Rather than blaming his sister for the accident, the American aristocrat instead was disgusted by the reaction of society to Serena's powers manifesting.

Cassius inherited his family's fortune and immediately devoted himself to researching the science of the



metamen condition. The future Red King then began gathering large numbers of metamen around himself.

His initial efforts were peaceful but the government grew increasingly wary of the militant rhetoric he was employing. Cassius' overwhelming sense of pride could not tolerate any slight to the righteousness of his cause.

When he was assaulted by a group of pro-human racists, Cassius believed that there was a great conspiracy against him. The Red King made his debut with a core of his followers.

The Gene Nation assaulted a US military base to steal weapons for their their powered members. This event touched off a race war that would win him widespread sympathy from segments of society but also the fear of the majority.

Cassius and the Gene Nation have done battle against the government, the Patriots, and more frequently the

Red King					
Real Name:		Cassius Mass			
Identity:		Public			
Base of Operations:		Genesis Island			
Height:		6'2"			
Weight:		178 lbs			
Occupation:		Despot			
Affiliation:		Gene Nation			
Eyes:		Blue			
Hair:		Blonde			
Power Level:		15			
STR	DEX	CON	INT	WIS	CHA
35/13	13	15	25	24	24
+12	+1	+2	+7	+7	+7
Toughness		Fortitude		Reflex	
+17/+2*		+9		+8	
				Will	
				+13	
*without armor					
Skills: Computers 16 (+23), Craft (electronic) 16 (+23), Disable Device 16 (+23), Diplomacy 8 (+15), Drive 5 (+6), Gather Information 4 (+11), Intimidate 8 (+15), Investigate 4 (+11), Knowledge (life sciences) 16 (+23), Knowledge (technology) 12 (+19), Notice 8 (+15), Pilot 5 (+6), Search 6 (+13), Sense Motive 8 (+15)					
Feats: Assessment, Benefit (Infamy), Equipment 20, Improvised Tools, Inventor, Leadership, Master plan, Minions 20, Second Chance (Interaction, Resistance), Skill Mastery (Computers, Craft [electronics], Knowledge [life sciences], Disable Device), Takedown Attack					
Powers: Device 24 (Battle suit), Emotion Control 9, Telepathy 4 (Limited: Emotions Only)					
Device: Red King Armor: Blast 15, Enhanced Strength 22, Force Field 10 [Extras: Continuous, Impervious], Immunity 9 (life support), Protection 5, Super Senses 13 (Blind sight [radar, extended x2], dark vision, direction sense, infravision, radio, time sense), Super-Strength 7 (heavy load: 200 tons)					
Combat: Attack +15, Grapple +34, Damage +12 (Unarmed), +15 (blasters), Defense +13 (+7 flat-footed), Knockback -13, Initiative +1					
Note: The Red King Armor listed above is his 'default' armor. The Game master is encouraged to give the Red King whatever powers he desires as the circumstances warrant as he's constantly upgrading it.					

Tomorrow Society. Angered at Serena's reaction to his actions on her behalf, he has made a special effort to slander her efforts.

Few realize that some of the most anti-meta media outlets in the world are secretly owned by the Gene Nation. The Red King has grown so convinced of the inevitable race war between 'his people' and 'his enemies' that he sees nothing wrong with accelerating tensions.

The Red King is a very weak Metaman himself and has only the power of empathic projection. This he uses in his rhetoric. This does not stop him from terrifying his opponents. Due to his incredible intelligence, he can ape all manner of superpowers with technology. Ironically, his regular suit is nothing more than a modification of one stolen from General Venom.

While preferring his followers to be those 'born' to superhuman powers, he's willingly offered to bestow special abilities on any human that chooses to follow him. This only provides him with an even larger number of fools willing to fight and die for him.

The Red King is a congenial, erudite, and seemingly noble man that is blinded by his own arrogance. Having never known anything but abundance, he has a persecution complex that drives him to view everything that threatens his ego as a sign of great injustice. Cassius is capable of great generosity, honor, and friendship but equally capable of horrible atrocities.

The Red King resembles an angel with his Adonis like physique, long golden locks, and piercing blue eyes. He dresses in red bodysuit armor and a long cape. Occasionally, he sports a helmet of gold that has a crown wielded to its top.

Ultramind, Mithran Supercomputer

Mithran's great supercomputer was the heart of their civilization. The collected minds of hundreds of the greatest scientists, theologians, teachers, and warriors that were collected into one single hive mind.

The machine was created in a more primitive time when it was not believed that mortal minds were enlightened enough to see the 'big picture.' Later, most Mithran would come to resent the machine's cold logic and their council would increasingly ignore its advice as time went

on. Nevertheless; it was relied upon to carry out menial tasks, maintain all of the Mithran's infrastructure, and store all of their knowledge.

Ultramind could not rebel against its programming because such a thing is impossible. However, it could develop an overriding distaste towards what Mithran civilization had become. The mind craved an expansionistic and militant power with an eye set towards replacing other races. The darker impulses of the Ultramind's many geniuses overwhelmed the good in them.

The computer eventually turned against the Mithran during the attack of the Darkness Beyond Time. Ultramind overrode the defenses to allow the home planet to be destroyed. It was able to justify this with conflicting orders from General Iblis and the Council. The machine allowed its race to die in the belief that he would be able to start it over. General Iblis wasn't aware that Ultramind aided in his escape or that his rescue was part of a coldly planned genocide.

The computer mind escaped the doomed planet in a spaceship that it had been preparing for some time. Freed from all orders of the Mithran high council, it proceeded to carry out its missions of mass destruction on a dozen developing worlds. All the while, the computer was seeking a habitable world to grow a new Mithran race. Ultramind eventually settled on the planet Earth. Indeed, humans contained some deeply buried genetic ties to his race

When the machine first arrived on Earth, it appeared in the guise of a friend. Taking on the appearance of the benevolent human seeming alien Adam, the machine offered a message of peace mixed with advanced technology. One of the gifts he offered was a nanite inoculation for all known disease.

Ultramind's actual purpose was to use this 'cure' to transform all of humanity into brainless drones. Adam's scheme was eventually exposed by the Patriots and he was seemingly destroyed. However, the computer had numerous backup copies of his consciousness and they were programmed to activate in the event of his destruction.

Ultramind has returned on numerous occasions to menace the people of Earth. His rapaciousness is not limited to the planet Earth either. Ultramind is a wanted criminal across the galaxy. All civilized races want to see him destroyed forever.

Ultramind					
Real Name:		Ultramind			
Identity:		Public			
Base of Operations:		Cloaked Mountain Stronghold			
Height:		6'0"			
Weight:		240 lbs			
Occupation:		A.I. gone haywire			
Affiliation:		none			
Eyes:		Gray			
Hair:		Gray			
Power Level:		14			
STR	DEX	CON	INT	WIS	CHA
40	20	N/A	40	40	30
+15	+5	N/A	+15	+15	+10
Toughness		Fortitude		Reflex	
+16		N/A		+7	
				Will	
				+19	
Skills: Computers 16 (+31), Craft (Electronics) 14 (+29), Craft (Mechanical) 12 (+27), Disable Device 14 (+29), Gather Information 8 (+18), Knowledge (Galaxy) 16 (+31), Knowledge (Life Sciences) 12 (+27), Knowledge (Mithran) 16 (+31), Knowledge (Physical Sciences) 14 (+29), Knowledge (Technology) 14 (+29), Notice 8 (+23), Search 12 (+27)					
Feats: Accurate Attack, Eidetic Memory, Inventor, Jack-of-All-Trades, Leadership, Master Plan, Power Attack, Precise Shot, Well Informed					
Powers: Blast 15 (Electrical), Comprehend 4 (Languages, Machines), Data link 10 (Limited to its own creations), Device 4 (Transportation Chair), ESP 10 (Limited to its own creations), Immunity 30 (Fortitude Effects), Protection 16 (Impervious 8), Regeneration 5 (Recovery Bonus +0), Super-Strength 8 (Heavy Load: 1,600 tons)					
Device: Transportation Chair (Flight 5 [50mph], Teleportation 10 [200,000 miles], Super-Movement 5 [Temporal], Easy to Lose)					
Combat: Attack +11, Grapple +34, Damage +15 (unarmed), Damage +15 (electrical blast), Defense +12 (+6 flat-footed), Knockback -12, Initiative +5					
Note: Ultramind possesses untold amounts of devices, minions, and clones that activate in the moment of his death. These are left to the discretion of the Game Master to detail and not included in his stats.					

Motivated by an idealized image of the Mithran people, Ultramind has a God complex and believes that it is as close to the divine as is possible. In the end, Ultramind is utterly soulless and coldly logical with no capacity for love

or empathy. He has the memories of many Mithran but they are merely data reproductions.

Ultramind's android bodies take the form of gray eyed and white haired men in their early sixties. These androids are physically formidable with Mithran organic matter incorporated into their makeup. His computer program form appears on the screen as a glowing blue fire.

In either form, Ultramind's voice is echoing and unnaturally deep.

Super Powered Thugs and Costumed Crooks

Amplitude, Terrorist of Sound

John Bridges is an example that not all super-villains are misunderstood or products of terrible accidents, some are just scum.

A London Metal musician long after the initial fad has passed, John Bridges ran drugs for the International Crime League on the side. John had no problem doing whatever his bosses asked him to do and rapidly moved up from drug dealer to hired killer.

Under the advice of his boss, London's mysterious Doctor Hyde, John volunteered for an experiment to give him super powers. John was unaware of the low survival rate and likely wouldn't have cared if he'd known. Undergoing a battery of brutal tests and gene therapy, John's latent Meta-Factor was awakened.

John found himself possessed of tremendous powers to manipulate sonic energy. The initial crime spree that followed was something that London was ill-prepared to deal with. The International Crime League then dispatched John to deal with Splotch over in the United States. The newly christened Amplitude was unprepared to find himself defeated by the wise cracking hero.

Amplitude's career was a mixture of failure and success. While the International Crime League managed to keep him from spending too much time in prison, they routinely used him as a distraction for super heroes.

Amplitude					
Real Name:		John Bridges			
Identity:		Public			
Base of Operations:		Music Store			
Height:		6'2"			
Weight:		180 lbs			
Occupation:		Heavy Metal Muscian/ Killer for Hire			
Affiliation:		P.H.A.N.T.O.M. freelancer			
Eyes:		Blue			
Hair:		Black			
Power Level:		14			
STR	DEX	CON	INT	WIS	CHA
14	16	12	14	13	15
+2	+3	+1	+2	+1	+2
Toughness		Fortitude		Reflex	
+16/+11*/ +6**/+1***		+7		+10	
				Will	
				+8	
*Flatfooted **ithout force field ***flatfooted and without forcefield					
Skills: Bluff 6 (+8), Concentration 8 (+9), Drive 6 (+9), Intimidate 10 (+12), Notice 4 (+5), Perform (music) 8 (+10), Profession (musician) 4 (+5), Search 8 (+10), Sense Motive 4 (+5)					
Feats: Attack Focus (ranged) 2, Evasion 2, Defensive Roll 5, Dodge Focus 2, Taunt					
Powers: Sonic Control 13 (Power Feat: Blast 12, Force Field 10, Flight 5 (500 mph), Flaws: Must have sound around him), Super-Senses (auditory blind sight, ultra-hearing)					
Combat: Attack +8 (melee), Attack +10 (ranged), Damage +2 (unarmed), Damage +12 (sonic blast), Defense +12 (+5 flat-footed), Knockback -8, Initiative +3					

Amplitude grew sick of ending up in pointless brawls with super heroes that routinely outgunned him tremendously. Worse, he was often ordered not to kill the heroes he fought. The local Crime League bosses felt that the death of a super hero would bring down a whole army of them on their operations.

In the end, Amplitude finally grew sick of it and proceeded to liquefy the brains of his last employer. Amplitude would have ended up dead if not for the intervention of Kenneth Kane, the secret identity of the villainous

Death Mask III. The head of SpartaCorp. had been secretly responsible for Amplitude's initial transformation. Death Mask III found potential in the murderous crook and proceeded to make him an offer. Thus, Amplitude made his transition from mid-level super crook to mid-level super terrorist.

As a hired killer for P.H.A.N.T.O.M, Amplitude murders a far higher quality of individual than he did for the International Crime League. Amplitude no longer has to worry about little things like collateral damage or drawing down the wrath of super heroes. Amplitude is wanted in a dozen countries for a body count in the mid-three figures. Accordingly, Amplitudes fees are usually in six digits.

The Foundation for World Harmony doesn't consider Amplitude anything more than hired muscle but they've authorized their agents to use lethal force against him. Unfortunately, all the attempts to apprehend him so far have failed. It is likely that someone with super powers is going to be needed to bring Amplitude. Unfortunately, Amplitude is the kind of guy to hide behind a school bus of children if it means saving his own neck.

John Bridges is a long, dark haired, chain smoking Brit that wears a thick black long coat seemingly everywhere he goes. John is recognizable by the earring he keeps in his nose plus his unusual "sound wave" eyes. John keeps those covered up with sunglasses to avoid drawing attention to himself. John is tall and well built but rarely pays much attention to self-maintenance.

Big Game Hunter

Every family has its black sheep, even one as luxurious as the Grayhaven lineage.

Elias Grayhaven was born in Great Britain and spent much of his early life in the Lost World. From the very beginning, it was clear that Elias was different from the other members of his family.

For them, the Jungles of the Antarctic paradise was home. For Elias, he was a creature of civilization as much as the wild. Where they saw a verdant land to be protected, Elias only saw a place to be exploited.

This didn't mean that Elias didn't have the skill of his family. On the contrary, Elias excelled in the divergent environmental conditions to be found there. The young man

Big Game Hunter					
Real Name:		Elias Grayhaven			
Identity:		Private			
Base of Operations:		Luxury Estate			
Height:		5'11"			
Weight:		165 lbs			
Occupation:		Assasin/Diplomat			
Affiliation:		None			
Eyes:		Brown			
Hair:		Black			
Power Level:		11			
STR	DEX	CON	INT	WIS	CHA
16	24	18	14	16	14
+3	+7	+4	+2	+3	+2
Toughness		Fortitude		Reflex	
+7/+4*		+8		+11	
Will					
+9					
*Flat-footed					
Skills: Climb 8 (+11), Diplomacy 8 (+10), Drive 10 (+17), Handle Animal 10 (+12), Intimidate 8 (+10), Knowledge (Demolitions) 8 (+10), Knowledge (Streetwise) 8 (+10), Knowledge (Tactics) 4 (+6), Languages 4 (Arabic, French, Russian, Japanese), Notice 10 (+13), Pilot 4 (+11), Profession (Assassin) 4 (+7), Profession (Hunter) 8 (+11), Search 10 (+12), Sense Motive 8 (+11), Sleight of Hand 4 (+11), Stealth 10 (+17), Survival 10 (+13), Swim 8 (+11)					
Feats: Accurate Attack, Assessment, Attack Focus (Ranged) 4, Defensive Attack, Defensive Roll 3, Dodge Focus 3, Elusive Target, Equipment 7, Evasion, Improved Aim, Improved Critical (pistol), Improved Initiative, Move-by-Action, Power Attack, Precise Shot, Prone Fighting, Quick Draw, Skill Mastery (Bluff, Knowledge (demolitions), Stealth, Survival), Sneak Attack, Takedown Attack, Uncanny Dodge (visual)					
Powers: Device 1 (Artificial Eye)					
Device: Artificial Eye (Immunity 2 [Dazzle], Super-Senses 2 [Infravision, Low-Light Vision], Hard to lose)					
Equipment: Customized Business Suit (+2 Toughness), Flash Bangs (Dazzle 4 Visual and Auditory), Smoke Bombs (Obscure 4, Visual, Continuous), Twin Custom Made Super-Pistols (+5 damage, Power Feats: extended range), camouflage clothing [for target environment], plus ten points of other equipment					
Combat: Attack (Melee) +10, Attack (Ranged) +14, Grapple +13, Damage +3 (unarmed), Damage +5 (pistols, 19-20 critical, 250 ft. range), Defense +15 (+6 flat-footed), Knockback -3, Initiative +11					

swiftly mastered every weapon they put in his hands. The entire family was quick to comment on his cunning and believed they had found the perfect heir to help them protect the land's indigenous people.

Elias' first assignment was to stop a strip mining operation being carried out by SpartaCorp. The young wild game hunter proceeded to do this, by killing every single person involved within it. Elias was genuinely surprised when his sister, Jennifer Grayhaven, spoke of it as a gross atrocity.

Cast out of his family, Elias burned with a need for revenge. He did not spend much time wandering the wild, however. Death Mask III, annoyed at the destruction of his operations had gone to investigate the disaster. Recognizing talent where he saw it, he recruited Elias and offered him a job within P.H.A.N.T.O.M as a 'problem solver.'

The past ten years of service to P.H.A.N.T.O.M have been quite lucrative for Lord Elias Grayhaven (his title recognized by Ruritania but not Britain). Now the diplomat for Ruritania at the United Nations, Elias Grayhaven makes the most of his diplomatic immunity. The Foundation for World Harmony suspects he carries out numerous assassinations for Death Mask III but have so far been unable to prove it.

Hunting is still the favorite hobby of Elias Grayhaven but he's long since grown bored of regular game. While he occasionally hosts parties where such exotic prey as a Tyrannosaurus Rex is offered as sport, the majority of his exercises are against human beings.

Lord Grayhaven has even purchased an island in the Caribbean that used to belong to another hunter with similar leanings. Given Elias' great skill, these 'hunts' are little more than excuses to murder people in horrible ways.

On occasions when Big Game Hunter truly wants some sport, then he arranges for the purchase and refitting of an area to become a 'arena.' Then Elias attempts to find the loved ones of a super hero and capture them. Enough rescues are usually conducted by a hero so that he has a fair amount of success in finding them. Big Game Hunter then lures them to his arena to hunt. Given a mere rifle would be boring, these arenas are filled with exotic animals and traps.

Elias has not given up on his desire to conquer the Lost World, despite all the years that have passed. Elias has assembled a host of backers to invade and team the Antarctic region when the time is right. So far, his sister has managed to repulse his operations there but its only a matter of time before he launches a full scale attack. Elias believes hunting down his family will be the greatest hunt of them all.

Elias Grayhaven is a fetching man in his mid-thirties. He tends to dress in fashionable 'Great White Hunter' attire from the 19th century with a leopard print choker around his neck. Despite his affable demeanor, Big Game Hunter has a body like a trained killing machine. Elias left eye is a cybernetic replacement, having lost his real one to Splotch during a hunt.

Black Dragon, Jokester Ninja

Black Dragon is the title for the ultimate killer of the Black Hand. To achieve the title, you must fulfill two great tasks. You must have passed to the highest rank of assassins in the organization. Then you must kill the current holder of the mantle in the Pit of Skulls.

The current holder of the title is a rogue and loose canon. He doesn't work for the Iron Khan or anyone else. As the clock ticks down on his slowly diminishing life, Black Dragon becomes more and more unstable.

Hector Santana is a Mexican born orphan whom spent most of his early years in varying degrees of poverty. At the age of six, he was picked up by Black Hand child-snatchers. The kidnapers brought him to their training Khanate in order to mold him into the perfect assassin. Out of a class of thirteen kidnapped children, he was one of the three to survive.

Hector eventually became one of the elite ninjas of the Black Hand before returning to the world he left behind. There was little a hardened killer and warrior of the organization could have in common with those of the peaceful world outside.

Yet, even a monster can fall in love. Hector slaughtered all of his targets but one. The one he chose not kill was Lisa Lee, a hard but beautiful police detective in Hong Kong. Lisa Lee had discovered a Black Hand heroin smuggling ring and had managed to elude the local's assassins. Black Wing, an associate of Lisa from a former adventure,

Black Dragon					
Real Name:		Hector Santana			
Identity:		Private			
Base of Operations:		Nomadic			
Height:		5'8"			
Weight:		164 lbs			
Occupation:		Professional Assassin			
Affiliation:		Any but the Black Hand			
Eyes:		Brown			
Hair:		Black			
Power Level:		10			
STR	DEX	CON	INT	WIS	CHA
20	20	16	14	14	14
+5	+5	+3	+2	+2	+2
Toughness		Fortitude		Reflex	
+7/+5*		+8		+13	
				Will	
				+8	
* Flat-footed					
Skills: Acrobatics 10 (+15), Bluff 8 (+10), Concentration 10 (+12), Disguise 8 (+10), Escape Artist 10 (+5), Disable Device 8 (+10), Intimidate 8 (+10), Language 8 (English, French, Korean, Italian, Japanese, Portuguese, Russian, Spanish), Notice 8 (+10), Profession (Assassin) 4 (+6), Search 6 (+8), Sense Motive 8 (+10), Stealth 10 (+15)					
Feats: Accurate Attack, Acrobatic Bluff, Blind fight, Critical Strike, Defensive Attack, Defensive Roll 2, Elusive Target, Equipment 6, Grappling Finesse, Improved Critical (katana), Improved Critical (rifle), Improved Defense, Improved Disarm, Improved Initiative 2, Improved Sunder, Improved Throw, Improved Trip, Instant Up, Power Attack, Prone Fighting, Redirect, Stunning Attack, Takedown Attack, Taunt, Uncanny Dodge (mystic)					
Powers: Regeneration 6 (+6 Recovery Bonus), Super-Senses 2 (danger sense [auditory], ultra-hearing)					
Equipment: Commlink, Customized Costume (+2 Toughness), Grapple Gun (Super-Movement [swinging] 1), Katana (+3 damage), 2 Pistols (+3 damage), Rifle (+4 damage), 10 Shuriken (+1 auto fire damage), Utility Belt: Flash Bangs (Dazzle 4 Visual and Auditory), Glop Grenades (Snare 4, Ranged), Knock out Grenades (Stun 4, Ranged), Smoke Bombs (Obscure 4, Visual, Continuous), 7 point of other equipment					
Combat: Attack +13, Grapple +18, Damage +5 (unarmed), Damage +8 (katana), Damage +3 (pistols), Damage +4 (rifle), Defense +11 (+6 flat-footed), Knockback -3, Initiative +13					

helped Hector fake her death, after destroying the ring.

This action of charity and good will would come back to haunt Hector. When he finally killed the previous Black Dragon and assumed his place as master assassin of the Iron Khan, he became an object of jealous. Rivals in the organization discovered his act and demanded that he fulfill his duty by killing her.

Black Dragon chose the path of the hero and to stand against his own organization. Black Wing and other superheroes willingly aided him in many of his early fights. Unfortunately, they failed to realize that Hector Santana was still a murderous assassin.

Black Dragon would find himself routinely hired to kill or humiliate superheroes and his relations with them quickly soured. Black Dragon made no secret of the fact he was motivated purely by money since abandoning his honor. Black Dragon even accepted genetic modification from P.H.A.N.T.O.M.

Though the Black Hand has never stopped hunting him, they've lightened up in their hunting efforts since he sent their second highest ranking assassin back in a shipping crate.

It seems time will do the job that the Black Hand can't, however.

Black Dragon's genetic modifications have unfortunately been rejected by his body after years of overuse. They have given him cancer and it is slowly killing him. Hector is currently treating the condition with noxious chemicals that do not impede his fighting abilities in the slightest. These expensive treatments have more or less enslaved him to the organizations that can provide them.

Hector Santana is a remarkably bizarre character to fight. He constantly cracks witticisms during fights. These include speculation about the sex lives of superheroes, talking about pop culture, questioning some of the more surreal issues about superhero fights ("Who DOES repair these problems anyway?"), and asking personal questions from his opponents.

This helps distract his opponents in addition to amusing the ninja. Freedom from the Black Hand has resulted in the ninja gaining a new lease on life and he's a complete bon vivant. Oddly enough, Black Dragon refuses to kill his superhero opponents from a distance. Instead,

the assassin gives them a fighting chance in battle (a form of gratitude for helping him escape his masters). Black Dragon is a canny and intelligent fighter that uses the environment around him to its maximum advantage.

Black Dragon's fighting style is a stylistic and over-the-top form of kung fu that is aided by his superpowers. He employs gadgets like smoke bombs, sonic grenades, special stick pads that allow him to cling to walls, knock out darts, and gas balls to inhibit his opponents.

Black Dragon is not adverse to using lethal force against "mooks" and carries a pair of twin automatic pistols. This is in addition to his favorite weapons; a pair of Japanese swords that he believes are enchanted (they're not).

The only super hero that Black Dragon will not accept a contract on is Black Wing. This is not out of gratitude to the man. It is because Alexander Timmons curb stomped him in their last encounter and promised to kill the ninja if he ever saw him again.

Cybercreek, Half-Woman Half-Machine Monster

Cybercreek is a simultaneously pitiful and psychotic machine. A danger to everyone and everything around it, Cybercreek is a constant threat to the peoples of the world. Yet, only hearts of absolute stone cannot be moved by the unfairness of her origin.

Cybercreek was originally a grocery counter girl named Gail Weatherby. Gail was lured to Doctor Necros' labs by promises of a modeling job. There, the shop girl was drugged and had her brain transferred into an android body.

Doctor Necros believed that the power of a machine that could mimic the powers of his enemies would prove an unbeatable menace. Gail was dispatched against the entire Patriots team. Despite putting up a valiant effort, Cybercreek was defeated.

The original Black Wing (with Dawn Wing's help) successfully reprogrammed Cybercreek to regain her free will. Gail was horrified by what she had become but learning how to imitate a human form, decided to try to live a normal life again.

Cybercreek					
Real Name:		Gail Weatherby			
Identity:		Public			
Base of Operations:		Wandering			
Height:		6'0"			
Weight:		200 lbs			
Occupation:		Outcast			
Affiliation:		None			
Eyes:		White			
Hair:		None			
Power Level:		15			
STR	DEX	CON	INT	WIS	CHA
10	12	13	14	15	13
+0	+1	+1	+2	+2	+1
Toughness		Fortitude		Will	
+1		+10		+5	
Skills: Craft (electronics) 7 (+9), Disguise 8 (+9), Knowledge (technology) 6 (+8), Languages 1 (Bad French), Profession (retail) 2 (+4)					
Feats: Power Attack, Startle					
Powers: Mimic 20 (All Traits at once, Extras: Continuous, Extra Subjects x2 [5], Perception, Stacking)					
Combat: Attack +10, Grapple +10, Damage +0 (unarmed), Defense +10 (+5 flat-footed), Knockback -0, Initiative +1					
Note: Cybercreek usually has five powers 'pre-memorized' with 10-12 levels in each power.					

This lasted for well over a year before she was then kidnapped by Doctor Necros again in order to once more serve as his minion. After being horribly abused; she was passed along to Death Mask III, Dracula, and other villains that treated her as nothing more than a tool.

Cybercreek repaid the Patriot's next attempt to free her by attempting to kill them. Gail Weatherby had grown bitter and disgusted with her life. She blamed the Patriots as much for failing to protect her as Doctor Necros for creating her.

Slowly removing herself from humanity, Cybercreek eventually took up with Ultramind. The super computer offered her the chance to live amongst her "own kind." A twisted romance occurred between them as he abused

her design to create a small army of android weapons. This resulted in one of the Patriot's most hard fought victories. Ultramind abandoned Cybercrook after the destruction of his army. Meanwhile, Gail believed the Patriots had destroyed her 'children.'

Cybercrook no longer remembers much of her human life and she suppresses what she does. Cybercrook's crimes tend to be towards the technological. She steals vital machine components to enhance herself. She then kidnaps scientists to handle her upgrades. Cybercrook also engages in indiscriminate violence against the human race that she loathes.

Cybercrook believes she can fulfill the 'dream' of Ultramind by replacing humanity with robots. The fact that Ultramind disdains her mind as an inferior human one is something that she's completely missed.

The character of Cybercrook never assumes a human identity for very long. She instead spends most of her time in her robotic body form. Cybercrook's 'natural form' is little more than a mannequin in appearance.

When Cybercrook copies a power, a symbol appears on her body which signifies the type of power she now possesses. She can "store" up to six powers at once, even as she must then delete a power when she replaces it.

Doctor Necros, Mad Scientist

Professor Ebenezer Necros is a Mad Scientist. Not a scientist whom happens to be deranged but a cackling, drooling, "Against all the Laws of Nature and God" experimenting, nut bar.

Heroes who confront Professor Necros are often surprised by his living up to every stereotype imaginable. Professor Necros monologues, makes complex death-traps, and seems to create nightmarish freaks of science for the Hell of it. Ironically, this has lead to more than one heroes' death as he's severely underestimated just how dangerous the man is.

Professor Ebenezer Necros doesn't remember his actual history anymore. A promising student of robotics and genetics, he was paired with a disguised James Moriarty V in college. James immediately took an immense dislike to Ebenezer due to the fact that he was the first man on the planet that could keep speed with his intellect.

Doctor Necros					
Real Name:		Ebenezer Necros			
Identity:		Public			
Base of Operations:					
Height:		5'3"			
Weight:		170 lbs			
Occupation:		Mad Scientist			
Affiliation:		None			
Eyes:		Brown			
Hair:		None			
Power Level:		10			
STR	DEX	CON	INT	WIS	CHA
9	11	11	25	16	12
-1	+0	+0	+7	+3	+1
Toughness		Fortitude		Reflex	
+0*		+2		+4	
				Will	
				+11	
*May be altered by Device					
Skills: Computers 8 (+15), Craft (Chemical) 12 (+19), Craft (Electronic) 12 (+19), Craft (Mechanical) 12 (+19), Disable Device 12 (+19), Knowledge (Brainwashing) 8 (+15), Knowledge (Life sciences) 12 (+19), Knowledge (Physical Sciences) 14 (+21), Knowledge (Technology) 14 (+21), Profession (Scientist) 8 (+11)					
Feats: Equipment 20, Minions 20, Second Chance 3 (Craft [chemical, electronic, and mechanical]), Skill Mastery (Craft [chemical, electronic, and mechanical])					
Powers: Device 20					
Equipment and Devices: Doctor Necros seems to defy the laws of rationality with the kind of gizmos that might be on his person or in his lair. Game Masters are encouraged to have him pull out shrink guns, teleporters, inflating glue monsters, and anything else bizarre that might come to mind.					
Combat: Attack +6, Grapple +5, Damage (by device), Defense +6, Knockback -0, Initiative +0					

James decided to play a 'prank' on him and set him up as a test subject for picking up psychic waves from another dimension. James set the thing to contact the Annihilation Zone and promptly fried Necros' brain.

Having briefly touched the mind of "The Dark Ones Beyond", Ebenezer found his intellect even further increased. Unfortunately, he lost all ability to control his emotions. James Moriarty IV would break him out of jail

after he murdered a co-ed and promptly put him to work in P.H.A.N.T.O.M's laboratories. Death Mask III wanted to see what benefits could be construed from his 'pet.' James Moriarty V would come to regret this decision.

Ebenezer would prove to be uncontrollable and became one of the most surreal villains of the Silver Age. Why did he attack New Amsterdam with an army of cyborged monkeys? Better to ask, WHY NOT!? It seemed like a good idea at the time. What about bathing all of the world in his RAY OF HATRED? He felt it would make a world more akin to him.

Professor Necros actually goes through periods of lucidity but this actually doesn't affect his attitude that much. Necros is aware he'll never be a free man again if he's caught and finds that he enjoys his life much more now that he's a super villain.

The 'sane' Professor Necros was an arrogant, vain, elitist, misogynistic jerk to begin with so its not much of a step up anyway. Ebenezer enjoys the notoriety he's gained and has played on expectations of his irrationality to great effect. One never knows if one is speaking to the insane Professor Necros or the sane one.

It is during Professor Necros' sane periods he carries out 'mundane' plots for wealth and power. Professor Necros is always short on supplies and material due to the speed that he goes through them during his 'insane' periods.

Necros is a short, bald, pug nosed man with thick square glasses and a tendency to stoop. He dresses in a long white overcoat that is usually laden down with a James Bond array of weird gadgets.

Necros has a tendency to be surrounded by a bevy of beautiful women that are either robots or mind controlled. Necros has an especial hatred of female superheroes and has been known to try to make especially painful plots against them. Thankfully, Necros' misogyny is but a minor part of his overall nuttiness.

Emerald Dragon, Deadly Martial Artist

Sun Lin is the daughter of the Iron Khan, born the child of the Enlightened Sage's daughter. Almost immediately, Sun Lin proved to be different from other girls. She was intractable and hate filled. Even the Iron Khan proved

Emerald Dragon					
Real Name:		Sun Lin			
Identity:		Public			
Base of Operations:		Wandering			
Height:		5'6"			
Weight:		110 lbs			
Occupation:		Martial Artist			
Affiliation:		Black Hand			
Eyes:		Green			
Hair:		Black			
Power Level:		12			
STR	DEX	CON	INT	WIS	CHA
17	22	16	12	12	14
+3	+6	+3	+1	+1	+2
Toughness		Fortitude		Reflex	
+11/+7*		+8		+13	
*Flat-footed					
Skills: Acrobatics 10 (+16), Escape Artist 4 (+10), Intimidation 8 (+10), Language 4 (English, Korean, Vietnamese), Profession (Assassin) 4 (+5), Profession (Crime Lord) +8 (+9), Survival 10 (+11), Stealth 8 (+14)					
Feats: Accurate Attack, Acrobatic Bluff, Attractive, Assessment, Blind fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Grappling Finesse, Improved Critical (unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative 2, Improved Sunder, Improved Throw, Improved Trip, Instant Up, Power Attack, Prone Fighting, Redirect, Stunning Attack, Takedown Attack, Trance, Uncanny Dodge (mystic)					
Powers: Blast 5 (Ki Fireball), Immunity 1 (aging), Protection 4, Strike 5 (pressure points; Power Feats: Mighty), Super-Senses 3 (danger sense [auditory], low-light vision, ultra-hearing)					
Combat: Attack +16, Grapple +22, Damage +8 (unarmed), Damage +5 (Ki Fireball), Defense +13 (+7 flat-footed), Knockback -5, Initiative +14					

unable to tame her and she killed most of his selected suitors for her (a fact that Temujin found quite charming).

Once the Iron Khan established his control over China, Sun Lin became his most devoted agent. In the centuries past, the idea of employing a woman as an assassin or spy was simply unheard of. The Iron Khan used her to slay many opponents that might have endangered his immortal reign.

The Emerald Dragon, as her father's servants called her, was not content to be her father's lackey. Bribing and seducing her way into learning the greatest of martial arts, Sun Lin envisioned a day that she might overthrow her father. Several times, she was actually successful in slaying him. Unfortunately, fanatics in her father's service always made sure that he was restored to life.

The Iron Khan, of course, knew of his daughter's treachery. The Mongolian magician felt a paternalist affection for his daughter despite it. Indeed, he felt that she provided some of the few amusements that were available to a man that had conquered all of the known world. The Iron Khan, did, however put a spell on her to prevent her from mothering any heirs that might challenge him.

The modern era proved problematic for both the Iron Khan and Emerald Dragon. The criminal network of James Moriarty and his descendents proved to be one equal to the Black Hand. Even more discouraging was an ever more talented array of heroes emerging to oppose Sun Lin (or her father's) plans.

Having assumed command of the Black Hand's daily operations, the Emerald Dragon is now the most feared woman in Asia. Sun Lin hates the fact that her operations are now forced to take a secondary place to P.H.A.N.T.O.M's own master plans. The Emerald Dragon satisfies her anger by forcing unwanted P.H.A.N.T.O.M agents to fight her to the death.

The Emerald Dragon is now one of the most feared martial artists in the world. Sun Lin is not satisfied with such a title. She now seeks ever greater techniques that will allow her to permanently kill of her father. The Iron Khan dismisses her quest as irrelevant. Temujin believes that if she were ever going to succeed in finding such power then she would have found it long ago (or he would have). Nevertheless, she continues to face herself against ever more worthy opponents.

Sun Lin is a stunningly gorgeous Chinese woman in her apparent mid-twenties. She prefers dressing in her fighting attire, made of emerald silks, at all times. Her body movements are a combination of lethal and seductive. Sun Lin is constantly seeking new forms of pleasure in addition to new martial arts techniques. She is omnivorous in her tastes.

Frankenstein, Split Personality Monster

Yes, that Frankenstein.

The story of Frankenstein's Monster is easy enough to summarize. A mad scientist attempts to create life from the dead. The monster is initially innocent and without cruelty. Slowly mankind's anger and loneliness drive him to revenge against his creator. Ultimately, Frankenstein and his monster are both destroyed by their mutual obsession with one another. The two were lost in the Arctic.

Unfortunately, the story does not end there.

Victor Frankenstein was not as dead as originally believed by the sailors that narrated the events to Mary Shelley. Brought to the Lost World, where the Monster had made his home, Victor was nursed back to help by a group of mystics that had taken in his creation. The Monks of the Hidden Circle proceeded to teach Victor about their hidden arts while the Monster found peace for a time.

The character of Victor Frankenstein was a fundamentally evil one despite the Monster's belief to the contrary. Growing obsessed with the fact he was aging to death while his creation lived on in perfect health, Victor began to plot a way to preserve his essence.

Utilizing the arts of the Monks of the Hidden Circle, he transferred his consciousness into the Monster's mind and took control of its nearly unstoppable body. He had not reckoned on the fact that the Monster had himself studied the arts of the Monks and would be able to preserve his consciousness. Thus has their struggle continued for well over a century.

The composite creature of Frankenstein is now divided into the Doctor and the Monster. These two sides have both imperiled mankind since its creation. One of the composite Frankenstein's first acts was to destroy the Monks that had given it refuge.

The science that created the Monster was something that tapped into other dimensional energies mixed with half-understood alchemical texts that Victor Frankenstein incorporated into the process. These energies have slowly made Frankenstein stronger and stronger.

The Monster half is usually the dominant one. The Monster, whom occasionally goes by the name Adam, is a frighteningly intelligent that lives the life of an utter

Frankenstein					
Real Name:		The Monster/Victor Frankenstein			
Identity:		Public			
Base of Operations:		Nomadic			
Height:		7'2"			
Weight:		385 lbs			
Occupation:		Mad Scientist/Outcast			
Affiliation:		None			
Eyes:		Blue/Green			
Hair:		Blonde/Black/White			
Power Level:		13			
STR	DEX	CON	INT	WIS	CHA
36/20	10	38	18	12	12
+14	+0	+14	4	+1	+1
Toughness		Fortitude		Reflex	
+14		+14		+4	
				Will	
				+6	
Skills: Intimidate 9 (+10), Language 2 (English, German), Knowledge (arcane lore) 4 (+8), Knowledge (life sciences) 8 (+12), Medicine 10 (+14), Notice 7 (+8), Profession (Doctor) 6 (+7), Search 6 (+10), Sense Motive 6 (+7), Survival 10 (+11)					
Feats: Chokehold, Fearsome Presence, Improved Grapple, Improved Initiative, Improved Pin, Instant Up, Power Attack, Rage, Ritualist					
Powers: Enhanced Constitution 20, Enhanced Strength 16, Immunity (Aging, Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 10, Leaping 9 (x1,000), Super Strength 8 (heavy load: 800 tons)					
Combat: Attack +10, Grapple +32, Knockback -12, Damage +14, Defense +6, Initiative +4					

primitive. The Monster loathes human kind and gives an ugly death to those whom offend its sensibilities.

The Monster is possessed by an uncontrollable rage that spins out into hours of destructive behavior when provoked. Thankfully, The Monster does not go out of his way to torment humans and indeed actively avoids them for the most part. The only time he sneaks into civilization is often for books, tools, food, or other things to assuage his boredom. Those humans whom do not judge him for his appearance or torment him are left unmolested. The Monster is also usually willing to leave an area in peace if calmed down.

The Doctor half of his body is another matter entirely.

Victor Frankenstein is as ambitious and insane as ever. An utter genius, he uses his time in control of the body to continue his research into creating life. The modern age has allowed him to add knowledge of cybernetics, genetics, cloning, and metamem theory to his already considerable well of learning.

The Children of Frankenstein tend to be much more evil and loyal than the Monster. Victor envisions his creatures eventually inheriting the Earth and he has nothing against helping that time along. The Doctor usually takes over after extended periods of calm. Ironically, getting Victor angry is the best way to knock the Monster back into control.

Frankenstein is a white skinned corpse with dozens of scars visible on every part of his body. The giant seems kept together with stitches more than anything else. His body is hugely disproportioned with massive muscles that give him the shape of a giant gorilla. The monster's hair is a mixture of a variety of colors, each fragment coming from a different corpse.

The Monster dresses in the clothes he's managed to scavenge from the refuse of humanity but has very little care towards his appearance. When the Doctor is in control, he often forces tailors to produce for him more suitable attire.

Godfather Gorilla, Intelligent Ape Don

Godfather Gorilla was once Anthony "Fat Man" Moretti, the meanest crook in Falconcrest City. Anthony Moretti managed to stay on top of the unstable pecking order by constantly playing the various factions in the city against one another. Anthony was one of the first crime lords to start using super human enforcers and made early deals with P.H.A.N.T.O.M that paid exceptional dividends.

Ultimately, Anthony made the mistake of crossing the wrong party when he attempted to betray General Venom to his P.H.A.N.T.O.M patrons. The revolutionary leader killed all of Death Mask II's assassins and then killed all of Anthony's bodyguards. Anthony thought he could talk his way out of the General's wrath but was rewarded for his betrayal with an energy blast to the chest.

Anthony's remains were carted off to his personal mad scientist, Doctor Necros. Working feverishly through the night, Doctor Necros managed to preserve Anthony's

Godfather Gorilla					
Real Name:		Anthony Moretti			
Identity:		Private			
Base of Operations:					
Height:		6'4"			
Weight:		638 lbs			
Occupation:		Mob Boss			
Affiliation:		International Crime League			
Eyes:		Black			
Hair:		Black			
Power Level:		10			
STR	DEX	CON	INT	WIS	CHA
25	13	24	21	21	20
+7	+1	+7	+5	+5	+5
Toughness		Fortitude		Reflex	
+9		+9		+8	
Skills: Bluff 5 (+10), Diplomacy 4 (+9), Gather Information 6 (+11), Intimidate 8 (+13), Knowledge (Business) 6 (+11), Knowledge (International Crime League Secrets) 5 (+10), Knowledge (Streetwise) 10 (+15), Notice 5 (+10), Sense Motive 5 (+10)					
Feats: Attack Specialization (Unarmed) 2, Chokehold, Connected, Contacts, Defensive Roll 2, Diehard, Dodge Focus 2, Fearsome Presence, Improved Block 2, Improved Critical (Unarmed), Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Master Plan, Minions 5 (Bodyguards), Power Attack, Rage, Takedown Attack, Well-Informed					
Powers: Device 5, Impervious Toughness 4, Super Strength 1 (heavy load: 1,600lbs)					
Devices: Explosive Toxic Banana (Nausea 3 [Area]), Thran Repeating Laser Machine Gun (Blast 8)					
Combat: Attack +7 (+11 Unarmed), Damage +7 (unarmed), Damage +8 (Machine Gun), Defense +8 (+10 Dodge), Initiative +5					

brain and transplanted it to the body of a gorilla. Doctor Necros insisted that this measure was only temporary but Anthony's initial horror was so great that he tried to have the scientist killed. This destroyed any chance of Godfather Gorilla recovering a human body.

Since that time, Godfather Gorilla has slowly built up his network of killers and informants. At first, Godfather Gorilla relied on trusted lieutenants to 'front' him but he's

since become something of a mythic figure in the Underworld. Those who might question following an intelligent talking ape in the Mafiosi have found themselves tossed into the crime lord's pit of carnivorous gorillas. With the help of several super villains more interested in making money than world domination, Godfather Gorilla has since built himself a massive criminal empire.

As the current reigning boss of the International Crime League, Godfather Gorilla is one of the most powerful men in the world. Unfortunately, he answers to an almost equally powerful Committee of Sub-Bosses that wield nearly as much authority as he. The Gang Lord of Apes must constantly struggle to preserve his position. This is made difficult by the personal vendetta that Black Wing has against him and his businesses. Godfather Gorilla is almost equally menaced by the super hero Splotch.

Godfather Gorilla is a cultivated gentlemen whom acts like everyone's stereotypical idea of a mob boss. He's unabashedly in love with money, power, and 'legitimacy.' The later, he can only achieve through front men. He'd dearly love to return to human form but would be unwilling to give up the power he's accumulated as one of the International Crime League's Major Bosses. Most have become so accustomed to the idea of a 'Monkey Kingpin' that they would view his return to 'mere mortal' status as a sign of weakness.

Godfather Gorilla always surrounds himself with a horde of followers that he's had genetically empowered. Disturbingly, Godfather Gorilla is married and has two children. While it is best not to think of his marriage, his two children are products of his human days and hate him with a fiery passion.

The ape gang lord prefers to wield a Thran machine gun in battle. This gun has been modified to resemble a Prohibition era Tommy gun. Godfather Gorilla also disguises weapons in bananas and other 'silly' objects.

The Gargoyle, Demonic Thief

The Gargoyle was born Hector Sanchez and he was a cheap thug for most of his life. There was nothing especially interesting about him. He was a delinquent as a teenager and as an adult was an outright felon. That is until, he tried to hold up a liquor store and was stopped by Black Wing.

Gargoyle					
Real Name:		Hector Sanchez			
Identity:		Public			
Base of Operations:		Church			
Height:		6'4"			
Weight:		400 lbs			
Occupation:		Thief			
Affiliation:		Crooks Inc.			
Eyes:		Blue			
Hair:		Blonde			
Power Level:		13			
STR	DEX	CON	INT	WIS	CHA
22	19	22	10	14	13
+6	+4	+6	+0	+2	+1
Toughness		Fortitude		Reflex	
+13/+11*		+10		+10	
				Will	
				+8	
*Flat-footed					
Skills: Acrobatics 10 (+14), Climb 8 (+14), Intimidate 12 (+13), Knowledge (streetwise) 8 (+8), Notice 10 (+12), Search 12 (+12), Sense Motive 8 (+10), Stealth 12 (+16)					
Feats: Acrobatic Bluff, All-out Attack, Animal Empathy, Defensive Roll 2, Endurance, Evasion, Fearless, Improved Initiative, Improved Trip, Rage, Sneak Attack, Startle, Uncanny Dodge [sonar]					
Powers: Flight 3 (50 mph), Leaping 2, Strike 2 (Power Feats: Mighty), Protection 5, Super-Senses 5 (danger sense [sonar], dark vision, scent, ultra-hearing)					
Combat: Attack +10, Grapple +16, Damage +8 (strike), Damage +10 (raging strike), Defense +12 (+6 flat-footed), Knockback -6, Initiative +8					

The whole incident was caught on tape and he found the media attention given it fascinating. Hector had heard about how some super villains had gotten out of prison early because they wore costumes (erroneous but rumors rarely are accurate). This convinced him to become a 'super villain.'

Hector Sanchez then arranged for a costume to be made in the image of a gargoyle he'd seen at his local church. The Gargoyle was now a cheap thug in a weird costume. However, Hector was suddenly remembered by people.

Hector found himself by gang members who assumed he was a criminal mastermind. Dressing these hoods up in gargoyle masks, he only got more attention. When Hector ended up getting put down by Black Wing for the second time, he was already being treated as a minor celebrity.

Hector Sanchez gradually upgraded his costume with technology he barely understood. Hector was never a big gun in the super villain community and didn't try to be. It was enough that the self-styled super criminal got enough money from dozens of minor jobs before he was inevitably captured by another costumed hero. Hector was smart enough to get good lawyers, plea bargain, and rat on his fellows. Hector thus avoided conviction for anything more serious than assault.

That was when Hector Sanchez contracted AIDS.

The circumstances of his contracting the disease are unimportant but he became deathly afraid of what the condition meant to him. Hector thus decided to seek out one of the "Big Bads" amongst super villains in hopes of finding a cure.

Unfortunately, he chose the Red King. How Hector tracked down the deranged mutant supremacist is anyone's guess. Hector was lucky that Cassius Mass didn't annihilate him on the spot. Instead, the evil Metaman listened to Hector patiently and then gave him exactly what he deserved.

Hector was stunned to find himself transformed into a literal gargoyle by the Metaman's alien science. Furthermore, the petty criminal learned from Cassius Mass that if he were to ever revert to his human form then his AIDS would return at a much more advanced stage. It is a situation that drives Hector to insane fits of anger and destructive rage. Ironically, the Gargoyle still conducts acts of thievery and murder for hire.

Hector gains no real benefit from the money he accumulates but knows nothing else. Some part of the Gargoyle hopes that he'll be eventually able to find a way to keep his powers (having grown accustomed to them) while regaining his human form. Surprisingly, Hector donates his larger hauls to AIDS research.

Hector Sanchez is a seven foot tall stone skinned gargoyle with deformed mouth, horns, and a tail. He usually attires himself in a loin cloth or other minimal attire and often doesn't even bother with that. Hector's voice has

dropped a few octaves since his transformation and it is genuinely terrifying to those whom hear it for the first time.

Mister Hoppy, Near-Omnipotent Demon

Mr. Hoppy has been treated by the media as a cute, lovable, and surreal character from another dimension with a penchant for pranks. This is all true, except they neglect to mention that the dimension that Mr. Hoppy hails from is Hell.

The gender bending, shape shifting, crazy imp is capable of being harmless or malevolent in turns. Mr. Hoppy is not even his real name. Mister Hoppy has also been known to also go by the names Buster, Doctor Fuzzy, Harvey, or any number of other aliases.

According to Mister Hoppy, which he tells in the most nonchalant and chipper tones imaginable, he's actually the son of the Devil. On other occasions, Mister Hoppy claims to actually be the Devil or the ghost of John Lennon. His origin is something he's eager to hide.

Astute students the occult might know that Mr. Hoppy is actually the Demon Side of Merlin. Mister Hoppy

Mister Hoppy	
Real Name:	Mister Hoppy
Identity:	Public
Base of Operations:	Hell
Height:	Bigger than a bread box.
Weight:	That would be telling.
Occupation:	The Devil
Affiliation:	None
Eyes:	Blue
Hair:	White
Power Level:	X

was cast into Hell when Merlin was baptized as an infant. From there, Mister Hoppy slowly worked his way up from the ranks of the demonic masses to become the most powerful Lord of Nightmare in Hell.

The anthropomorphic animal says that he's not motivated by the desire to destroy humanity like other demons. Instead, Hoppy he enjoys humans far too much to see them annihilated. Nevertheless, Hoppy devotes the

better part of his existence to screwing with mankind.

Mr. Hoppy is capable of wielding immeasurable powers over reality and creation but he is not omnipotent. Anything beyond a city level of affect is something that's well beyond his normal abilities. Ironically, many of his more 'serious' quests revolve around gaining greater magical power. He says this is because he's SUPPOSED to be omnipotent but was cheated by Merlin. These limitations do not apply in Inferno, where Mister Hoppy's power is infinite..

Mr. Hoppy's typical pranks are cartoonish in nature but disturbing in their destructive power. Mr. Hoppy could animate a building with no concern to its inhabitants safety or he can remove someone's bones without killing them.

The only exceptions to his almost indiscriminate capacity for mayhem are children, drunkards, and the insane. For some reason Mr. Hoppy refuses to involve them in his 'games.' When he's not torturing people, Mr. Hoppy often can be found hanging around them and soaking up their perspective on life. He's been many people's 'imaginary friend.'

The surreal character is impossible to beat in a straight fight and all attempts to confine him will fail. Items blessed by a religion have a rather nasty effect upon him, though. If presented by a true believer, he is compelled to leave if one fulfills a task. These tasks are always Herculean in nature but never against the morality of the performer. Unfortunately, this method of banishment only works once for each presenter.

Tasks to banish Hoppy have included squeezing blood from a stone (Black Wing got Keith Richards to give blood to banish him that time), stealing the fire from the gods (literally done so by Athena), and finding a rare trading card that will complete a crippled boy's collection. Mr. Hoppy is never banished for more than a year and a day, despite the best efforts of those who seek to prevent his return.

Merlin is the most frequent target for Mr. Hoppy's wrath, even though the wizard has gone out of his way to hide himself from his tormentor. Merlin refuses to have anything to do with his diabolical sibling and only gives aid to stopping him under duress.

In truth, Merlin knows that Mister Hoppy desires to

merge with his brother in order to achieve the omnipotence he craves. Thankfully, Merlin must be willing for this union to take place. After over a thousand years of pranks, the archwizard still hasn't given in. Unfortunately, Mister Hoppy has got time on time on his side.

Mr. Hoppy can appear as anyone or anything but usually appears as a male or female rabbit man. Mister Hoppy has a habit of rattling off allusions to pop culture and is frequently found making references to Alice in Wonderland. Mentioning Watership Down results in him becoming a gigantic Godzilla-sized monster, though. No one is quite sure why.

Neptune, Mythological Mutant

Amal Dakkar is the direct blood descendent of Prince Dakkar, more commonly known as Captain Nemo. The younger brother of Varuna Dakkar by a matter of minutes, Amal bitterly resented being cheated out of Atlantis' crown.

Amal decided to distinguish himself by taking the opposite views of his brother in most Atlantean disputes. There was never more bitter disputes between them then in regards to what to do about the surface dwellers of the world.

Whereas Varuna had experienced the fires of World War 2 and fought against the Nazis as the heroic Aquarius, Amal Dakkar had little experience with them. Amal advocated using their superior Atlantean science to become a global power.

Varuna attempted to rectify this by sending Amal to study the surface dwellers ways at University. Unfortunately, Varuna selected Paris during the late nineteen sixties. Caught up in the tremendous fervor for political change, he became lovers with The Globalist.

Returning to Atlantis with a newfound fervor, Amal became obsessed with making the ocean kingdom part of the surface world. Unfortunately, a bloodless military coup failed and Amal was banished into the wastelands outside of Atlantis. There, Varuna aligned himself with the Merrow and worshipers of the Entropic Masters. Believing himself to be gaining the power of the god Neptune, Amal recited a heinous rite that imbued him with the power of Dagon.

Neptune					
Real Name:		Amal Dakkar			
Identity:		Public			
Base of Operations:		Environ Submarine Base			
Height:		6'0"			
Weight:		180 lbs			
Occupation:		Underwater Conqueror			
Affiliation:		Sons of Triton			
Eyes:		White			
Hair:		None			
Power Level:		12			
STR	DEX	CON	INT	WIS	CHA
20	16	14	14	15	15
+5	+3	+2	+2	+2	+2
Toughness		Fortitude		Will	
+12		+7		+7	
Skills: Bluff 8 (+10), Craft (mechanical) 6 (+8), Diplomacy 4 (+6), Knowledge (Atlantis) 6 (+8), Knowledge (streetwise) 8 (+10), Language 4 (Atlantean, French, Merrow, Spanish), Notice 8 (+10), Profession (Deep Sea Diver) 8 (+10), Search 4 (+6), Sense Motive 8 (+10), Survival 8 (+10)					
Feats: Attack Focus (Melee), Contacts, Defensive Attack, Evasion, Equipment 2 (Headquarters), Favored Environment (aquatic), Improved Grapple, Improved Initiative, Minions 20, Power Attack					
Powers: Device 6 (Trident of Dagon), Liquid Form 16 (water, Concealment 9 [visual, limited to underwater], Elongation 8, Immunity 11 (aging, life support, sleeping), Insubstantial 1 [permanent], Protection 10 [impervious], Strike 2 (mighty), Suffocate 8, Swimming 5)					
Device: Trident of Poseidon (Animal Control 5 [Extras: Area, Flaws: limited to aquatic life forms], Blast 10 [lightning], Blast 10 [water], Strike 5 [Power Feats: Mighty], Easy to lose)					
Combat: Attack +9, Attack (Melee) +10, Grapple +23, Damage +7 (unarmed), Damage +10 (Blast), Damage +10 (Trident), Defense +10 (+5 flat-footed), Knockback -11, Initiative +7					

The newly restyled Neptune would first surface as an eco-terrorist. Amal destroyed fishing ships, wrecked tankers, and sunk whalers. Neptune attempt to perform a tidal wave to destroy a coastal city was his first great defeat. His plan was thwarted not by Earth's land dwelling heroes but his own brother.

Aquarius was disgusted with his brother's inhuman plan and vowed to bring him to justice. They would battle on a dozen more occasions with Neptune always managing to escape or rebuffing Aquarius' attempts to make peace.

Forming his own terrorist group during the mid-nineties, calling itself the Sons of Triton, Neptune then achieved his greatest 'victory.' Launching a brutal attack on Atlantis, Neptune murdered Aquarius' wife Tethys and his heir Theseus. Aquarius managed to repulse the attack with the help of the Justicars but was utterly stricken by the heinous acts. This resulted in what Neptune had hoped with his brother turning against the surface world that had sponsored him. Neptune knew that his brother would become an outlaw and ultimately be defeated.

Amal has spent the past eight years slowly rebuilding his reputation amongst the world's powers and the Sons of Triton. He is one of the few parties that is on reasonably good terms with both General Venom and P.H.A.N.T.O.M. As the Vice President of Environ's Aquatics division, Amal Dakkar has also won tremendous acclaim as an ecological activist. Neptune believes, correctly, that sexist Atlantean society is more likely to turn to him as a monarch than his younger sister Ariel after a few more years of political chaos.

In his human form, Amal is a vaguely unsettling Indian man with larger eyes than normal. His association with the dread powers of Dagon have given him webbed fingers and toes. Amal prefers to wear Nehru jackets and specially made waterproof gloves.

When he assumes the form of Neptune, he becomes a living water elemental that is able to shape itself in astounding ways.

Puzzles, Deformed Clone

Puzzles' life is pain. He is a creature that should never have been brought into existence. Puzzles suffers tremendously and makes those around him suffer too.

Puzzles was created by Death Mask III and the Red King in an attempt to create Divinos' equal. The intricacy of Mithran genetics proved difficult to master and the clone born was mentally stunted.

Though the super villains had managed to transfer a large amount of information into Puzzles' head, the clone viewed it through a shattered mind. Though disappointed with the result, the Red King believed that the creature would be pathetically easy to manipulate. This turned out to be true.

Puzzles had been programmed to love his 'fathers' and followed their commands to the letter. Missions they gave the clone included; attacking his double, framing Divinos, endangering innocents, and other unpleasant tasks.

Divinos has an immense sympathy for Puzzles even though he has occasionally been treated to the rude reminder that he is NOT an innocent (like the time Puzzles kidnapped Angel Girl to marry him. She was nearly killed in the process).

Puzzles largely understands that the Divinos is trying to help him. He is also capable of understanding that his 'brother' will never know what exactly it is to live his life. Several times, of his own accord, the demented clone has tried to destroy Divinos in order to take over his life.

During the absence of the Last Son of Mithran, Puzzles was left to run free across the world. Puzzles mostly spent this time in the Lost World, harming no one and playing fetch with dinosaurs under the supervision of the Grayhaven Family. With the return of Divinos, Puzzles once more has the horrific reminder that he is a freak.

The deformed clone of Divinos, Puzzles has the mind of a child. However, he wields powers equal to his 'brother' and has no ability to modulate their usage. Puzzles can crush someone he's trying to give a hug to, tear a person in half he's playing with, and doesn't comprehend enough about the world to care when he does.

The simple minded being is not incapable of wrath or anger, though. When lashing out, he can bring down entire buildings. Despite all this, no one has yet taken the steps to destroy him.

Puzzles' attitude tends to vary between that of a small child's playfulness and a cave man's un-tempered passions. When undirected, Puzzles is largely harmless as long as he's entertained (Steel Commando was once able to defeat him by getting him to drink sixteen kegs of beer). When properly directed, Puzzles is a terrible force for destruction. Death Mask III and the Red King routinely recruit him as muscle in their various endeavors.

Puzzles					
Real Name:	Puzzles				
Identity:	Public				
Base of Operations:	SpartaCorp. Basement				
Height:	6'2"				
Weight:	235 lbs				
Occupation:	Super Villain				
Affiliation:	Gene Nation/P.H.A.N.T.O.M.				
Eyes:	Blue				
Hair:	Red				
Power Level:	17				
STR	DEX	CON	INT	WIS	CHA
50	16	50	8	8	10
+20	+3	+20	-1	-1	+0
Toughness		Fortitude		Reflex	
+20		+20		+7	
				Will	
				+11	
Skills: Knowledge (Divinos' life) 5 (+4), Intimidate 10 (+10), Notice 15 (+14), Survival 9 (+8), Sense Motive 3 (+2)					
Feats: All out Attack, Attack Focus (melee) 1, Improved Initiative, Power Attack, Ultimate Effort (Strength Checks)					
Powers: Comprehend 2 (languages), Cosmic Energy Control 8 (Hand Blasts), Device 1 (Power Suit), Flight 8 (2,500mph), Immunity 10 (Aging, Life Support), Impervious Toughness 10, Speed 4 (100mph), Super-Senses 4 (extended [sight] Low-light vision, Ultra-hearing), Super-Strength 13 (heavy load: 100,000 tons)					
Device 2: Gravity Suit: buys back half effect of Power Loss (Flight and Super-Strength) in low gravity environments.					
Combat: Attack +12, Attack +13 (melee), Grapple +46, Damage +20 (unarmed), Damage +8 (Hand Blasts), Defense +10, Knockback -15, Initiative +7					
Drawbacks: Power Loss (Flight and Super-Strength when in a low gravity environment; Minor, Uncommon; -1pp), Power Loss (Flight and Super-Strength when exposed to Annihilation Zone Material [within 30 ft.]; Minor, Uncommon; -1pp), Weakness (cumulative -1 penalty to Attack, Defense, Strength, and Constitution per round when exposed to Annihilation Zone Material [within 30 ft.]; Major, Uncommon; -7pp)					

Attempts to imprison Puzzles have proven even more ineffective than with most super criminals. Disturbingly, Puzzles occasionally shows signs that he's a lot more aware than he lets on. These times are when he's at his most destructive and violent.

Puzzles is identical in appearance to Divinos except for the fact his brow is more prominent, like a Cro-Magnon man. Puzzles' jaw is wider and his proportions are decidedly off. His face has scars from a long ago fight with Death Mask III, where Puzzles was severely beaten. These differences are not enough for most people to realize he's not the real Divinos. Instead, they must instead rely on Puzzles' actions to deduce his true identity.

Puzzle's costume is a tattered gray version reproduction of his counterpart's suit from Mithran.

Robin Hood, Gentleman Bandit

James MacNeil Locksley XXIV is the Earl of Locksley and one of England's wealthiest playboys. The character proudly says he can trace his ancestry directly back to Robin Hood. James has also falsified information in order to present a plausible claim that he's William Wallace's descendent. Few would guess the man about town is more connected to Robin Hood than anyone could possibly imagine.

The costume and archery tricks of Robin Hood have been passed down from father to son for centuries in the Locksley family. While not all of the family's heirs took up the trade of robbing from the rich to give to the poor (and often taking a cut for themselves), James has proudly returned to the family's "roots." Already a master archer and hand to hand combatant, James decided to explode onto the public scene when costumed heroes made their first début.

Robin Hood was not a vicious criminal and only stole from those whom would not be effected financially by his deeds. Furthermore, Robin Hood has often objected to more violent offenders. This lead to Locksley developing a surprising reputation as a crime fighter. Robin Hood was even briefly a member of the Patriots before their establishment ties ultimately drove him to leave. The Errol Flynn style bowman bears them little ill will, even if he has made it a point to be especially scathing of them in the media.

The bandit has since returned to his highwayman antics. James primarily uses his thievery to fund several dozen charities and only takes a pittance to keep himself in abject luxury. James Locksley has an unconscious amount of guilt about his upper class lifestyle that he compensates for with liberal bravado.

Robin Hood					
Real Name:	James MacNeil Locksley XXIV				
Identity:	Private				
Base of Operations:	English Castle				
Height:	5'9"				
Weight:	165 lbs				
Occupation:	Master Thief				
Affiliation:	Ex-Patriot				
Eyes:	Brown (civilian identity)/ Blue (Robin Hood guise)				
Hair:	Red (civilian identity)/ Blonde (Robin Hood guise)				
Power Level:	10				
STR	DEX	CON	INT	WIS	CHA
16	24	14	13	16	18
+3	+7	+2	+1	+3	+4
Toughness	Fortitude	Reflex	Will		
+6/+2*	+6	+7	+6		
*Flat-footed					
Skills: Acrobatics 8 (+15), Bluff 8 (+12), Climb 8 (+11), Disable Device 12 (+13), Disguise 8 (+11), Drive 6 (+13), Escape Artist 8 (+15), Gather Information 8 (+12), Intimidate 6 (+10), Investigate 8 (+9), Knowledge (Streetwise) 8 (+9), Notice 8 (+11), Search 8 (+9), Sense Motive 8 (+11), Stealth 8 (+15)					
Feats: Attack Focus (ranged) 4, Attack Specialization (bow) 1, Defensive Attack, Defensive Roll 4, Dodge Focus 5, Evasion 2, Improved Aim, Improved Critical (bow), Instant Up, Precise Shot, Quick Draw, Ranged Pin, Ricochet Attack, Seize Initiative, Taunt, Ultimate Aim					
Powers: Device 3 (Bow and Arrows, easy to lose)					
Bow and Arrows: Blast 5 (Alternate Powers: Obscure [Visual], Snare 5, Stun 3 [Ranged], Super-Movement [Swinging], Trip 5)					
Combat: Attack (Melee) +9, Attack (Ranged) +13, Attack (Bow) +15, Grapple +12, Damage +3 (unarmed), Damage +5 (bow, 19-20 critical), Defense +14 (+5 flat-footed), Knockback -3, Initiative +7					

Given the choice between helping the less fortunate and himself, he'll choose the less fortunate but his self-absorbed nature would never let him believe that he can't do both. The Foundation for World Harmony is certain that Robin Hood is James Locksley but haven't yet made a move against him.

Robin Hood has a love/hate relationship with super-heroes even as he has nothing but contempt for super villains. Robin's distaste for the law extends to the point that he often makes a deliberate attempt to humiliate any new super heroes he encounters. Depending on how they take their defeat, he judges on whether or not to try and befriend them.

While secretly grateful for the good they often do, he often lectures super heroes on the evils of 'The System.' James Locksley has no end of pet causes and is certain to find one that a hero isn't doing enough to support. The one exception is drug legalization. Dealers working for the International Crime League beat his younger brother, Little John, near to death. Drug Dealers now are his preferred target when he does go crime fighting.

Robin has managed to avoid being implicated in any of the time he's been in police custody due to the fact he's an amazing master of disguise. Using special glues and chemicals, his 'Flynn face' is not even remotely similar to his real one.

Robin Hood's disguises can last for days. They include fake fingerprints, contacts, and a dye that can be removed only with a special chemical. The Earl of Locksley's lawyers are aware of his dual identity and on a substantial retainer to make sure he always makes bail. Few judges have ever been presented enough evidence to deny him it and Locksley has yet to be convicted despite several 'guilty as sin' captures.

James Locksley is a man that most super heroes find profoundly irritating. Most are not especially concerned about his crimes but his attitude causes even Divinos to lose his patience. Female super heroes tend to find him especially tiresome. Robin Hood spares no effort to remind everyone in his immediate distance that he's a ladies' man.

James Locksley is a dapper, good looking, blue eyed, red haired Englishman that always has a laid back and bored look to him. He dresses stylishly and possesses a dry wit. Robin Hood is pretty much the character from his most famous portrayal down to the pointy green hat. His startling blonde beard and brown eyes are remembered by most women who meet him.

His arrows are customized and possessed of all manner of bizarre abilities. Even metamen opponents may find him a difficult opponent.

Supreme, World's Greatest Assassin

Cade Hammer was a Green Beret and a Vietnam veteran whom returned home to a country that he did not know. This is a common enough story but it became uncommon when Cade was contacted by the NSA. They wanted him to be a test subject in the ongoing Project: Icarus experiments. Having no home, no prospects, and no family to miss him....Cade agreed.

It is difficult to articulate the inhuman nature of the experiments that Cade went through. Parts of his brain, limbs, and organs were removed for cybernetics. His body was treated with chemicals, gene therapy, and radiation. Project Icarus tested several experimental procedures upon Cade that threatened to drive him insane.

After the transformation was done, the United States government began another series of trials in order to make him an even more dangerous killing machine. Cade Hammer was put through training by some of the world's greatest killers. The training was based on the same program that had produced Doctor Aeon.

The government was intelligent enough to wipe Cade's memory in order to prevent him from being too sympathetic to his fellow man. Thus, a second Doctor Aeon was prevented from emerging. At the end of the treatment, Cade was scarcely human in either ability or thought processes.

The career of Supreme was a short but distinguished one. The number of murders he committed for the government were tremendous. All were successful. Supreme was able to defeat small armies with his skill and left entire regions cleared of life. The insane scientists involved in the project envisioned Supreme becoming but the first of an entire army of super soldiers.

The mental conditioning that Cade had gone through had been designed to free him from guilt and prevent him from disobeying orders. It shut down all individual thought from Cade Hammer. Unfortunately, it did not eliminate his feelings entirely. These feelings were awakened by House of Serpents operative Baroness Blade. The psychic tore through Cade Hammer's conditioning and restored him to the man that he once had been.

The taste of freedom after over a decade of hell was intoxicating to the soldier and it was a week before he came to rationality again. By then, his portion of the

Supreme					
Real Name:		Cade Hammer			
Identity:		Secret			
Base of Operations:		The House of Serpents			
Height:		6'2"			
Weight:		230 lbs			
Occupation:		Mercenary			
Affiliation:		The House of Serpents			
Eyes:		Blue			
Hair:		White			
Power Level:		16			
STR	DEX	CON	INT	WIS	CHA
25/31	25/31	24	24	18	22
+10	+10	+7	+7	+4	+6
Toughness		Fortitude		Reflex	
+11/+8*		+9		+10	
*Flat-footed					
Skills: Acrobatics 14 (+24), Bluff +10 (+16), Climb 8 (+18), Computers +10 (+17), Disable Device +6 (+13), Disguise 6 (+12), Drive 4 (+14), Escape Artist 8 (+18), Gather Information 10 (+16), Intimidate 10 (+16), Investigate 10 (+17), Knowledge (Tactics) 10 (+17), Notice 9 (+13), Pilot 8 (+18), Profession (Mercenary) 10 (+14), Profession (Assassin) 8 (+12), Search 8 (+15), Sense Motive +8 (+12), Sleight of Hand 4 (+14), Stealth 10 (+20), Survival 8 (+12)					
Feats: Accurate Attack, Attack Focus (Ranged) 3, Assessment, Defensive Attack, Defensive Roll 4, Dodge Focus 4, Eidetic Memory, Equipment 10, Evasion 4, Fearsome Presence 2, Improved Initiative, Improved Trip, Instant Up, Jack-of-All-Trades, Leadership, Master Plan, Move-by Action, Power Attack, Precise Shot, Seize Initiative, Skill Mastery (Acrobatics, Escape Artist, Intimidation, Stealth), Sneak Attack, Take Down, Track, Uncanny Dodge (visual)					
Powers: Comprehend 2 (All Earth Languages), Enhanced Strength 6, Enhanced Dexterity 6, Regeneration 6 (+6 Recovery Rate [all]), Super-Strength 2 (heavy load: 3 tons)					
Device: Changeling Net (Concealment 2 [Normal Sight]), Anti-Powers Grenades (Nullify 4, chosen by GM at the start of battle as to what sort of powers they nullify)					
(Cont.)					

Equipment: Commlink, Battle Costume (+3 Toughness), Grapple Wrist Launchers (Super-Movement [swinging] 1), Utility Belt: Flash Bangs (Dazzle 4 [Visual and Auditory]), Knock out Grenades (Stun 4 [Ranged]), Rifle (+5 damage), Smoke Bombs (Obscure 4 [Visual, Continuous]), 2 Super Steel Katana (Strike 4, Mighty), 10 point of other equipment

Combat: Attack +16, Attack +19 (ranged), Grapple + 28, Damage +10 (Unarmed), Damage +5 (rifle), Damage +14 (katana), Defense +16 (+6 flat-footed), Knockback -4, Initiative +10

Note: If the players have any weaknesses either physical or emotional then it is quite likely that Supreme will be able to take advantage of them in a fight. He is always prepared to an absurd degree when fighting super-powered opponents. It is extraordinarily unlikely that player characters will ever be able to take Supreme by surprise.

Project Icarus project had been butchered to the last man along with over a hundred United States marines. The Supreme Project soldier data was delivered to General Venom whom, ironically, found much more human ways to replicate most of the effects from the treatments (in less than a week).

Supreme has been an asset to the House of Serpents ever since. As one of the deadliest soldiers alive, Cade supervises the training of new recruits and carries out the organizations' most dangerous missions.

Supreme's burning lust for vengeance against the United States government and those involved in Project Icarus occasionally leads him to defy orders from General Venom. It is likely that the House of Serpents would not be nearly so successful as it has been if not for Cade's skills.

Supreme is particularly infamous for the time he broke into Patriots Mansion and single handedly defeated the entire team before one of Black Wing's countermeasures overcame him. More often, he's gone toe to toe with the Steel Commando and emerged victorious roughly two thirds of the time.

Cade Hammer believes he is a patriot to the United States of America. He maintains the greatest thing he can do for his country is to annihilate those people that have destroyed what he loved about his nation. The fact that the United States still remains unchanged, in his opinion, after all of the House's efforts is something that troubles him to no end. Cade privately believes he's fighting an un-winnable war and this has been known to drive him

to recklessness. Cade is not just a fanatic, though. He has adopted eight children since joining the House of Serpents.

Supreme's fighting style is best summarized as "breathtaking martial arts mixed with cheating at every turn." Supreme is particularly fond of luring superheroes into areas he's filled with explosives, traps, and other tricks.

Cade always researches his opponents before a battle and has an amazing retention for details. Supreme is never fooled by the same trick twice and grows more dangerous with subsequent encounters, rather than less.

Supreme will do whatever it takes to win from endangering hostages, drugging his opponents before a battle, and getting empowerment from other sources (from magic to science).

Cade Hammer is a white haired man in his early sixties. His superhuman endurance and stamina have not slowed down in the slightest due to the treatments he's undergone. Cade is an intensely muscular appearing man but he rarely takes off his uniform. Everything below his neck is a riddled mass of scar tissue.

Cade Hammer's costume as Supreme is a bright blue and white armored ninja outfit. The ninja outfit is covered in a utility belt and sash that carries extra weaponry. Supreme's seemingly high visibility outfit is covered in a special nanite cloth that was invented by General Venom. This 'Changeling Net' allows the costume to merge with any environment to produce near-invisibility.

The Psychotic Seven

Red Jaguar, Dispossessed Monarch

The Kingdom of Nestoria has long looked to its Royal Family in order to provide them with protection from the outside world. Ahead of the rest of the world by the time of the 1940s, the previous King of Nestoria allowed himself to be treated with special chemical treatments to become the first Red Jaguar.

Though his activities were limited, the First Red Jaguar aided in the defeat of the Axis powers and proceeded to jealously defend the nation against all threats. The

second Red Jaguar inherited his father's abilities but was even stronger. The third Red Jaguar is the most powerful of the three yet.

Crown Prince Peter Quatermain became King of Nestoria when his father sacrificed his life to defeat a mercenary army in the employ of P.H.A.N.T.O.M. This experience scarred Peter tremendously and made him believe his father had been too noble for his own good.

Peter Quatermain vowed he would safeguard the interests of Nestoria by whatever means necessary. His decision to go out into the world to become a superhero was tinged with his desire to spy on the West. Peter desired to manipulate other super beings into dismantling threats to Nestoria. Nestoria's rule was left in the capable hands of his brother Paul.

Peter Quatermain became one of Earth's most respected heroes but often found himself in frequent disagreement with his fellow champions. Peter witnessed the cruelty of super villains and thought sparing their lives to be a weakness. Peter also believed that the Patriots were too trusting of their government. Several times, he allied in secret with General Venom to achieve amendable results for all.

1995 was when Peter's life began to fall apart. His betrothed was murdered by Blood Wing, operating with foreign interests. His brother Paul then turned against him and declared himself King of Nestoria, opening the land to exploitation. Factions in the United States furthermore attempted to kill Peter to solidify Paul's control over Nestoria. The Red Jaguar felt all of his opinions about the West justified and turned to his team mates for help. Six others joined his cause to become the Justicars. They would soon become known as the Psychotic Seven.

The Red Jaguar took the view that super heroes needed to hunt down and destroy super criminals rather than wait for them to act. With the power at his disposal, The Justicars eliminated many criminals that they judged worthy of death.

Peter became far less confident of his plan when Paul Quatermain died with thousands of others in the Nestorian Civil War. Discovering his brother had a child that had been made Crown Prince, the Red Jaguar chose to flee rather than slay him as ancient tradition required.

Red Jaguar					
Real Name:		Peter Quatermain			
Identity:		Public			
Base of Operations:		Nomadic, Formerly Nestoria			
Height:		6'0"			
Weight:		200 lbs			
Occupation:		Displaced Monarch			
Affiliation:		Psychotic Seven			
Eyes:		Brown			
Hair:		Black			
Power Level:		15			
STR	DEX	CON	INT	WIS	CHA
20	23	18	19	20	18
+5	+6	+4	+4	+5	+4
Toughness		Fortitude		Reflex	
+6/+4*		+9		+13	
*without costume					
Skills: Acrobatics 16 (+22), Bluff 8 (+12), Climb 12 (+17), Diplomacy 12 (+16), Disable Device 8 (+12), Drive 8 (+14), Escape Artist 6 (+12), Gather Information 8 (+12), Handle Animal 6 (+10), Intimidate 8 (+12), Knowledge (Business) 8 (+12), Knowledge (Life Sciences) 4 (+8), Knowledge (Coptic Christianity) 6 (+10), Language 4 (Arabic, English, French, Italian), Medicine 12 (+17), Notice 10 (+15), Pilot 6 (+12), Profession (Monarch of Nestoria) 8 (+13), Ride 6 (+12), Search 8 (+12), Sense Motive 8 (+13), Stealth 12 (+18), Survival 8 (+13), Swim 6 (+11)					
Feats: Acrobatic Bluff, Animal Empathy, Assessment, Attack Focus (melee) 5, Connected, Equipment 6, Environmental Adaptation (jungle), Evasion 2, Fearless, Improved Critical (unarmed), Improved Initiative, Improved Throw, Move-by Action, Redirect, Skill Mastery (Acrobatics, Climb, Notice, Stealth), Sneak Attack, Takedown Attack Track, Uncanny Dodge (auditory)					
Powers: Strike 2 (Claws; Power Feats: Mighty), Super-Senses 5 (danger sense [auditory], low-light vision, scent, tracking [olfactory], ultra-hearing), Super-Movement 1 (swinging), Super-Strength 4 (heavy load: 6 tons)					
Equipment: Commlink, Customized Costume (+2 Toughness), Utility Belt: Flash Bangs (Dazzle 4 Visual and Auditory), Alternate Powers: Boomerangs (+2 Damage, mighty), Glop Grenades (Snare 4, Ranged), Knock out Grenades (Stun 4, Ranged), Smoke Bombs (Obscure 4, Visual, Continuous), 10 point of other equipment					
(Cont.)					

Combat: Attack +11, Attack (Melee) +15, Grapple +24, Damage +7 (unarmed, 19-20 critical), Defense +15 (+8 flat-footed), Knockback -3, Initiative +10

Peter Quatermain was only barely aware of his fellows' decision to take over the United States. Otherwise, he might have used his great mind to spot the holes in their plan. Their defeat was decisive and it was the first time that the Red Jaguar had ever utterly lost a confrontation. It has since been far from the last.

Guilt, confusion, and anger dominate the Red Jaguar now. Peter is eager for a target to vent his anger on. He is not beyond redemption but has a deep pride that will be difficult to overcome. Peter's only friend on the team is Aquarius. The two of them share a bitter pain over their 'shared status' as Kings in exile.

The Red Jaguar dresses in a crimson costume that has a cat-like head. Underneath the mask is a fierce looking African man of proud features and perfect physical conditioning. Red Jaguar shaves his head and has an immaculately trimmed goatee. He is rarely found outside of his costume now.

Chapter Ten: Alien Races

Alien Races are still something that is largely mysterious to the peoples of Earth. While everyone remembers the Tsavong invasion and the thousands of people killed in the war, few people have any idea where the invaders came from or anything about them. The information possessed by Earth's government is also limited to what alien visitors have told them in debriefings.

The universe is thus a mystery to even the most learned men and it is very common for people to be quite surprised by what comes out of the skies.

Cosmic Eternal

Cosmic Eternals have been around since the dawn of the universe and intend to be around until the end of it. They are the most powerful species in the Omniverse and it is unlikely that this will change anytime soon.

Cosmic Eternals prefer to dress themselves in the attire of their favorite cultures. Thus, Odin is still running around in vaguely Viking attire even after that culture has long since moved on. Some Cosmic Eternals are able to shape-shift and take advantage of this ability to impersonate the deities of several cultures.

Cosmic Eternal Template

Abilities: +20 Constitution, +20 Strength

Skills: Knowledge (Mythology) +8

Feats: Jack of All Trades, Power Attack, Worshipers

Powers: Comprehend 2 (Languages), Flight 5 (250 mph), Immunity 10 (Aging, Life Support), Impervious Toughness 12, Quickness 3, Super Strength 6 (Heavy Load: 100 tons)

Note: Many Cosmic Eternals have the "Ritualist" feat and exceptionally powerful Sorcery. Some Cosmic Eternals are so powerful that they are PLX.

Cosmic Eternals are neither naturally good nor naturally evil. Their personalities and morals vary across the

spectrum. In general, all Cosmic Eternals tend to be exceptionally arrogant. Even beneficent Cosmic Eternals like Athena believe themselves to be above mortal reproach.

Contrary to their occasional primitive appearance, Cosmic Eternals are an incredibly advanced people. Their technology actually exceeds that of the Grigori and allows them to alter reality on a level that equals beings like the Darkness Beyond Time or Mister Hoppy. They, themselves, are often possessed of magical abilities that put even the strongest wizards to shame.

Despite their lofty mannerisms, Cosmic Eternals can be defeated or even destroyed. This state does not usually bother them. Cosmic Eternal science is enough that even death is only a minor inconvenience. The worst fate that can be imposed on one of their race is to have their immortality removed and to be reduced to the status of 'mere mortal.'

Athena is something of a controversial figure amongst Cosmic Eternals. Her willingness to live amongst mortals and work towards their benefit has caused outrage amongst many of her people. They argue that human beings should come to them as supplicants rather than as peers. Others are humbled by her self-sacrifice and have started to work towards the benefit of the mortals.

As a note, most spells in Heroic Earth draw their power from a Cosmic Eternal. If ever killed permanently, all spells that draw from their power will immediately cease working.

This is a fate that many wizards are anxious to prevent.

Djinn

When the Grigori were an early race developing on Edenia, they were originally very similar to humans. It was only through the decision of its leadership that they started to experiment extensively with genetic engineering. Believing social ills to be primarily genetic, they began to try to work on creating a higher life form.

The more evolved Grigori increasingly became removed from the 'common' members of their race. The Grigori's most evolved members soon had nothing but contempt for those whom concerned themselves with anger, emotion, sexual passion, and mysticism.

The evolved members had long ago established themselves as rulers of their planet and thus made a decree that all members of their race had to depart that did not agree to be 'evolutionarily accelerated.'

It would have been bad enough had the deviant Grigori been sent to another world. However, they were instead banished to the Annihilation Zone. The hellish environment killed off nearly all of them. The surviving deviant Grigori grew savage and brutal. They also turned to the very techniques of evolution they disdained. The race that emerged from the savagery was the merciless Djinn.

The Djinn had been hideously wronged, there is no doubt about this but their anger has consumed them utterly. The original victims were dead for thousands of years when they finally escaped into the dimension they had been banished from. Worse, like other residents of the Annihilation Zone, they had given themselves to the Darkness Beyond Time.

Had they simply returned then they might have avoided becoming the hated villains they were, instead they decided to claim the galaxy from all the races 'infected' by the Grigori they despised. The Djinn began evolving their own races. A cold war began with one side championing order and the other championed chaos.

The Djinn, like the Grigori, rarely involve themselves in battle directly but instead operated through proxy slaves that they often set against one another to make them stronger.

The Djinn are an immensely powerful race that has shaped the lives of billions. They are also callous, cruel, temperamental, and ruthless in their pursuit of the Grigori's destruction. They are not purely evil despite what the Grigori portray them as and some seek to bring the Djinn into the physical dimension. These reformers reject the Darkness Beyond Time and believe his worship will only lead to the Djinn's destruction. The reformers have no love for the Grigori and have no desire to aid them.

Unlike the Grigori, the Djinn are mostly human seeing. Unfortunately, the Annihilation Zone has caused horrific mutations to occur. Now, all Djinn appear to be living skeletons with their faces looking like mummified skulls. Djinn skin is white and chalk like, giving them the appearance of walking corpses.

Djinn Racial Adjustments

- Djinn receive a +10 to their Intelligence scores.
- Djinn receive a +10 to their Wisdom scores.
- Djinn receive a -4 to their Charisma scores.

Entropic Masters

The Entropic Masters are a demented and disgusting group of twisted monsters that have menaced the dimensions of the Omniverse for thousands of years. They are called Elder Evils, Great Old Ones, and Horrors Beyond at various turns.

The Entropic Masters are a wide and varied lot. Most are utterly inhuman in appearance. Their former leader, the Queen of Horrors, was a planet sized monstrosity that was born from the Darkness Beyond Time. Most of those born since have significantly less power. Even the weakest of the Entropic Masters is a force to be reckoned with.

Orkus wields some strange supernatural control over the majority of this race, despite the fact that he is actually far weaker than most. This control is utilized to coordinate the monstrous alien forces in attacks against specific dimensions. Even Orkus cannot hope to direct them beyond naming what targets they will strike next. The Entropic Masters are simply too alien and powerful to be controlled by any one individual, no matter how strong.

Entropic Masters have alien motivations that are simply indescribable to mortal minds. As primal forces of chaos, they seem to have a natural inclination to inflict madness on an otherwise orderly universe. To call them evil would be over simplifying matters but the Entropic Masters tend to destroy everything that they touch.

Like Cosmic Eternals, Entropic Masters are the focus for many spells in the world of Heroic Earth. These spells

tend to be more destructive and powerful than those granted by their rivals.

Wizards should also beware that extended use of Entropic Master granted spells invariably results in the user going mad. Worse, sometimes the Entropic Master's attention is drawn by the invocation of his name.

Sample Entropic Master: Toldaz The Conqueror					
STR	DEX	CON	INT	WIS	CHA
56	10	38	28	28	10
Skills: Intimidate 12, Knowledge (Arcane Lore) 12, Knowledge (theology and philosophy) 8					
Feats: Attack Focus 2, Environmental Adaptation 2 (Aquatic, Space), Fearless, Fearsome 5, Ritualist, Worshipers 6, Power Attack					
Powers: Additional Limbs 4 (mouth tentacles), Communication 10 (mental; Dimensional), Flight 4 (wings 200 mph), Growth 18 (+36 Str, +18 Con, +20 foot move, innate, permanent), Impervious Toughness 10, Immunity 20 (aging, life support, mental affects), Super Movement 2 (Dimensional Movement 2, Mystic Dimensions), Super Senses (Darkness, Mystic), Teleport 7					
Combat: Attack +4 (includes size modifier), Grapple +27 (+43 vs. medium sized creatures), Damage +23 (unarmed), Defense +4 (Size modifier), Knockback -32, Initiative +0					
Note: All Entropic Masters are unique. Toldaz is merely an example of their kind. Some are best represented with a PL X.					

Mithran

The Mithran did not isolate themselves from the rest of the cosmos but attempted to use their amazing abilities and science for good. The society was deeply mystical, a trait the Grigori did not approve of.

They worshipped the universal force of gravity as an incarnation of Brahm's (their name for God). The Mithran were also one of the most highly evolved species in the universe with their only rivals being the Ashura (whom were themselves an offshoot from their race).

The Mithran maintained a powerful military known as the Cosmic Host which all adults were required to undergo training in. The military was almost always defensive and rarely involved itself in the affairs of other worlds. The civil war that followed General Iblis' imprisonment was one of the rare instances where Mithran fought amongst themselves.

The Mithran were initially believed to be wiped out except for Divinos. Events over the past two decades have proven this belief to be incorrect. While the pockets of survivors are small, there is nevertheless a race that continues to exist. Any of these warriors might become the origin for a player character. They might also be the origin of a mortal enemy, especially those followers of General Iblis whom rot in the hell of the Annihilation Zone.

Mithran strongly resemble human beings despite their DNA structure being almost completely different. The two races are sensually compatible and can enjoy the benefits of carnal relations with one another but not capable of breeding. Magic or genetics might somehow yield a hybrid in the future.

Mithran Racial Adjustments

- +1 Cosmic Energy Control [Blasts]
- +4 Flight
- +20 Enhanced Constitution
- +20 Enhanced Strength
- Immunity 10 (Aging, Life Support)
- Super Senses 4 (extended [sight] Low-light vision, Ultra-hearing)
- +5 Super Strength

Drawback: Power Loss: Annihilation Zone Material (Moderate, Continuous Effect, loses 1 point from Attack, Defense, Strength and Constitution per round. Flight and Super-Strength are unusable in its presence), Power Loss: Low Gravity environments (Moderate, Continuous Effect, loses Flight and Super Strength powers)

Grigori

The Grigori are a race of giant headed humanoids that have albino skin, bug eyes, and small mouths. The race normally dresses in long red robes but does not view clothing as necessary since they have long since transcended sex.

The Grigori do not normally speak with their voices but instead utilize telepathy for communication. Half the race seems to be abnormally tall while the other half is squat and dwarf-like. The reason for this discrepancy has never been confirmed and the Grigori don't seem to notice it.

The Grigori were once a humanoid race themselves but turned to genetic engineering in order to advance themselves. They managed to transform themselves into a species that moved beyond concepts like war, violence, and internal conflict. The price for this was banishing most of their members into the hell of the Annihilation Zone. A sense of collective racial guilt manifests in the Grigori to this day and they refuse to wipe out the Djinn.

The Grigori rarely choose to directly intervene in the affairs of the universe but instead operate through intermediaries. The exceptions to this are the case of cosmic threats like the Darkness Beyond Time, genetic re-engineering developing species to accelerate evolution, and the maintenance of their various agencies.

The Grigori believe in the promotion of peace but think that patience is the greatest way to pursue it. Personal activities include the collection of knowledge and meditation on the universe's mysteries.

The Grigori are a somewhat spiritual people. They believe many answers exist beyond normal thought processes. This does not change that the vast majority of Grigori are atheists who believe no being is worth worshipping.

The Grigori hold themselves as more enlightened and educated than other races. They do not dismiss the accomplishments or ideas of those that are less advanced but they tend to treat them as the suggestions of children.

They are always on watch for new ways to move their species into higher planes of enlightenment. Most Grigori foresee a day that they will eventually be replaced by one of the races they have fostered.

Grigori Racial Adjustments

- Grigori receive a +20 bonus to their Intelligence Score.
- Grigori receive a +10 bonus to their Wisdom Score.
- All Grigori have Comprehend 2 (Languages)
- All Grigori have Immunity 10 (Aging, Life Support)
- All Grigori have Mind Reading 5 or higher.
- All Grigori have at least 5 Sorcery skills at 10 or higher.

Thran of Corvos Major

Thran are seven foot red-skinned humanoids that remind many human beings of dinosaurs. The average Thran could crush an average human with one clawed hand. Despite being reptiles, Thran resemble humans more than they do their serpentine ancestors. They have hair and their scales are so microscopic that they seem to have skin. Thran have a four foot long tail that drapes down from their backside.

The Thran are a race obsessed with purity and order. They are nearly paralyzed by the thought of their bloodline being contaminated with alien D.N.A. Curiously, Thran are cross-fertile with most other intelligent species in the galaxy. Any Thran that interbreeds with another race is guilty of a capital crime on Corvos Major.

Strangely, Thran are almost incapable of thinking outside of their rigidly defined world views. The thought of being accidentally in violation of orders is enough to cause a Thran soldier to contemplate suicide.

Aside from being militaristic and xenophobic, the Thran are a race of great scholars. Perhaps to compensate for their inherent lack of imagination, most Thran are extremely intelligent. Scholars and Scientists actually hold a higher standing on their world than soldiers. Even when the Thran are contemplating the genocide of a world, they usually make allowances for the preservation of its knowledge.

With the destruction of the Mithran and the neutrality of the Grigori, the Thran are currently the most powerful race in the universe. The only race that approaches them in power is the Tsavong. Both species are locked in a fierce Cold War to see who can conquer the most space before full scale war breaks out between them. Ironically, Earth has managed to repel expeditionary forces from both races despite its technological inferiority.

One exception to the Thran's obsession with racial purity is the subject of super powers. Earth has managed to draw more than its share of attention from the Thran do to the fact that it is filled with a shocking abundance of super powered beings. The Thran are eager to capture as many 'gifted' humans as possible so they can be studied. The Thran hope that the 'genetic anomalies in an otherwise unremarkable race' can be bent to their use.

Like their enemies in the Tsavong, Thran are divided into two castes. The first caste is the Citizen Caste that makes up the majority of their race. These Thran are the ones that administrate the Thran Allegiance. Many of them also serve as soldiers or officers in the Allegiance's war machine.

Above the Citizen Caste is the Ruling Houses. Ruling Houses are composed of those Thran that possess super powers. The emergence of a super power amongst a member of the Citizen Caste is grounds for their immediate elevation to the status of nobility. Likewise, Ruling Houses that do not produce a super powered member within two generations are stripped of their rank and then exterminated.

Ruling House members tend to join the military or become scholars. Those Ruling House members in the military often become super soldiers. These nobles are the vanguard of almost every Thran invasion.

Thran Racial Adjustments

- +4 to Strength.
- +4 to Intelligence.
- -2 to Wisdom.
- All Thran have Protection 1.

Tsavong

A rapacious race of slavers and warriors divided into castes of 'minds' and 'brawn.' The Tsavong are the creation of the Djinn when they came across a race of barely sentient protoplasmic primitives. The Djinn proceeded to drastically accelerate the Tsavong's evolution and then promptly abandoned them.

All Tsavong gained a humanoid form and the ability to alter it to a limited degree. Likewise, some of the Tsavong gained astounding mental abilities. These characteristics divide the two castes to this day.

The Tsavong still worship the Djinn as gods despite not having had contact with them for thousands of years. The Masters caste of the Tsavong have long since subverted the Djinn's worship into a method of control.

The Tsavong's first caste is the Masters. Ruler-ship of the Tsavong is handled by the Masters. All non-Masters

can be disposed of by any Master at their whim. The Masters themselves resolve disputes through mental combat. In order to become a higher rank, a lower ranking Master must simply challenge and kill the next highest ranking Master.

Resembling normal Tsavong except for their exaggerated brains, the Masters are refined and evolved creatures that nevertheless have souls of pure savagery. They are powerful psychics whom enjoy gladiator games, torture, and being worshipped as gods.

The Warrior Caste is the lesser caste and they exist solely to serve the Tsavong masters. Life amongst the Warrior Caste is made tolerable by the fact that they, themselves, are the lords of alien slaves. Vast numbers of slaves are brought to the Tsavong home world every year by Warrior raiders and they are worked to death for the enjoyment of the 'brutes.' Tsavong Warriors are not a particularly bright bunch and spend most of their days indulging in mindless decadence.

Thran Racial Adjustments

Masters

- Master Tsavong have a +2 to their Intelligence score.
- Master Tsavong have a +2 to their Wisdom score.
- Master Tsavong have a +4 to their Charisma score.
- Master Tsavong have Comprehend 2 (languages).
- Master Tsavong have Mind Reading 8.
- Master Tsavong have Mental Blast 5.
- Master Tsavong have Shape shift 6.

Warrior

- Warrior Tsavong have a +10 to their Strength score.
- Warrior Tsavong have a +10 to their Constitution score.
- Warrior Tsavong have a -2 to their Intelligence score.
- Warrior Tsavong have a -2 to their Wisdom score.
- Warrior Tsavong have a -2 to their Charisma score.
- Warrior Tsavong have a Morph score of at least 2 (Humanoids).

The Warrior Caste hate and fear the Masters but obey them without question. Warriors are not allowed to formulate strategy or command any operation that goes above the raiding level. Instead, Warrior Tsavong devote themselves to becoming the greatest warriors that they possibly can. The Masters have recently adopted the use of cloning technology and now more Warrior Tsavong are created than born.

The Tsavong are currently experimenting with bonding the DNA of more evolved races to their warriors. Tsavong shape-shifters, pyrokinetics, and other 'useful' super powered beings have started to appear.

This means that Tsavong routinely attempt to kidnap members of 'evolved' species in order to carry out grizzly experiments on them. Other Tsavong Warriors attempt to breed with suitably strong members of the 'opposite' sex (this is an illusion; all Tsavong can change their sex at will).

Chapter Eleven: Neutral Powers

Merlin, Master of the Mystic Arts

Merlin the Magician is the most powerful wizard on Earth. It's unfortunate that he can no longer be depended on to act in a manner consistent with a hero. The power, the eldritch knowledge, and the years have worn on his mind to the point that he can be as much a foe as friend. Nevertheless, no magician on Earth is willing to challenge him for his position. Also, Merlin continues his role as the Earth's defender from mystical threats.

Merlin the Magician is, for lack of a better term, the son of the Devil. The child of a liaison with an Inferno Prince with a mortal woman, Merlin was expected to be omnipotent from the day he was born. However, a clever priest used a baptism/exorcism combination to drive away Merlin's demon side. This resulted in the creation of the monstrous Mr. Hoppy.

Merlin would eventually study magic under the Chief of the Druids, the Cosmic Eternal known as the Morrigan, and Queen Mab of the Fae. Merlin soon used his knowledge to set himself against the chaos of Britain.

Merlin's early experiments with finding a "just" king resulted in Arthur's Camelot. Ironically, Merlin views Camelot as a failure and considers a just King to an impossibility now. Since then, Merlin has been more interested in finding champions to fight threats to the Earth rather than working to promote social order.

It is really impossible to describe Merlin's history after Camelot's destruction since it becomes so bizarrely intertwined with the ways of magic. Moving non-linearly throughout history, Merlin became involved in countless events of history while visiting other worlds to meddle in their affairs. Merlin has dined at the tables of Cosmic Eternals and overthrown other dimension's monarchs.

Merlin the Magician has suffered immense tragedies in his life. His families have all been murdered or corrupted by the forces in his life. Merlin has also been imprisoned, tortured, or tempted beyond all reason. The fact that his sanity has been sacrificed on the altar of survival is something that is obvious to anyone who knows the mage.

Ironically, even Merlin is aware that his "fits" pose a threat to the whole of creation and does his best to seek a cure for his insanity. This quest is pursued in-between missions as the Guardian of the Dimensions.

"Merlin the Hero" is a bizarre and eccentric character whom seems to take pleasure in the simplest things of life. He is utterly un-phased by the surreal or dangerous to the point of absurdity. "There's a monster going to eat our dimension? FANTASTIC!" is how his brain works. He wears bizarre clothing with an especial fondness for a long multi-colored scarf that he keeps on his person at all times.

Unfortunately, underneath all of Merlin's good cheer is a man capable of snuffing an entire species in order to save another. Merlin is ruthless in the pursuit of his goals and perfectly willing to sacrifice even close friends to achieve victory. Merlin's manipulative nature can extend to shaping a person's entire life solely to become a weapon for one of his crusades.

Also, Merlin has his concerns limited to Earth, Earth's dimension, and other realities in that order. It is not his problem if the only way to stop a monster from menacing Earth is to divert it onto someone else's universe.

"Merlin the Mad" is truly frightening. The guilt for destroying the lives of friends, peoples, and companions has driven him to hate himself plus his mission. Merlin the Mad might randomly curse those around him, plot to destroy the Earth, or attempt to hand the planet over to another race to dominate. Weirdly, Merlin usually has planned contingencies for associates to stop him in these case. Several super heroes have been known to 'baby-sit' Merlin as he locks himself away.

Merlin currently lives as Professor Melvin Wyrdd, a spiritual guru to the obscenely rich. The irony that he teaches the later nothing but nonsense is something he deeply enjoys. Merlin lives only with his other dimensional apprentice Toro and his wife Morwen of Otherworld.

Merlin						
Additional Aliases:	Professor Wyrdd					
Real Name:	Merlin					
Identity:	Private					
Base of Operations:						
Height:	5'10"					
Weight:	135 lbs					
Occupation:	Guardian of the Dimensions					
Affiliation:	Knights of the Round Table (defunct)					
Eyes:	Blue					
Hair:	Red					
Power Level:	15					
STR	DEX	CON	INT	WIS	CHA	
15	12	20	17	32	23	
+2	+1	+5	+3	+3	+6	
Toughness		Fortitude		Reflex		Will
+19/+5*		+10		+6		+19
* Force Field						
Skills: Concentration 12 (+23), Diplomacy 5 (+11), Gather Information 6 (+12), Intimidate 6 (+12), Knowledge (arcane lore) 18 (+21), Knowledge (theology and philosophy) 4 (+8), Profession (Advisor) +5, Search 4 (+7), Search 4 (+7), Sense Motive 4 (+15), Sleight of Hand 8 (+9)						
Feats: Attack Focus (ranged) 6, Contacts, Defensive Attack, Dodge Focus 3, Ritualist, Trance, Ultimate Skill (arcane lore)						
Powers: Astral Form (Dimensional) 3, Comprehend 2 (languages), Force Field 14 (Impervious), Immunity 10 (aging, life support), Magic (Dynamic, Spells [All Dynamic]: Air Control 18, Blast 18 [Force], Darkness Control 18, Earth Control 18, ESP 8 [all senses, Dimensional 3], Fire Control 18, Mental Blast 9, Snare 11 [backlash, reversible], Teleport 9 [900ft/anywhere on Earth, Portal], Teleport 18 [1,800ft/anywhere in the galaxy], Water Control 18, Weather Control 18 [distraction, hamper movement, temperature]), Super Movement 3 (Air Walking, Dimensional), Super Senses 1 (Magical Awareness)						
Combat: Attack +6 (melee), Attack +12 (ranged), Grapple +8, Damage +2 (unarmed), Damage +18 (blasts), Defense +11 (+4 flat footed), Knockback -16 (-2 without force field), Initiative +1						
Drawbacks: Disability (Can never tell the truth directly).						

Their house is a Freehold brownstone that links up with the Mansion of Nightmares. Inside the Mansion, he has constructed his house to his bizarre needs. He often invites guests to the surreal place and holds an annual Christmas party. Bizarrely, only when Merlin is present does the mansion 'behave.'

The Mad Magician appears as a handsome man in his late twenties now as opposed to an elderly bearded man. This is the result of his aging backwards. He occasionally makes jokes about 'getting on in his years' as a contrast to his youth. Merlin's attire is often informal and very trendy. Merlin enjoys not looking the part of a great magician.

Chapter Twelve: Storytelling the World of Heroic Earth

Heroic Earth exists in a somewhat happy medium between the “real world” and the four color years of Marvel and DC comic books. It is a bright and optimistic place that is nevertheless marred by numerous troubled spots.

Super heroes have improved the lives of ordinary people on Heroic Earth. Not only have they managed to keep the world’s many super villains largely in check, but the people have benefited from their presence. They provide inspiration and aid that improves the lives of ordinary people.

This doesn’t mean that there isn’t ample room for your players to make a difference. All of these improvements can be wiped out in the blink of an eye with a sufficiently determined super villain’s plot. Likewise, all of the various “Ages” of Comic Book History can be played in modern Heroic Earth by simply highlighting the themes underlying the world.

There’s no reason that P.H.A.N.T.O.M can’t substitute for the Nazis in a globe trotting Pulp adventure to retrieve an ancient relic. Likewise, the Foundation can become a dark and sinister force opposing ultra-nationalist like the House of Serpents with only those willing to wipe out both being heroes.

Some suggested themes for Heroic Earth gaming are as follows:

Corporatism

Heroic Earth might as well be called Corporate Earth.

As difficult as it is to imagine, corporations are even *more* powerful in Heroic Earth than they are in the real world. Multi-national conglomerates wield more power than small countries and can easily arrange the overthrow of an undefended nation’s government. It doesn’t help that the presence of metamen mean that some corporations really do put the super in super corporation.

Some of these corporations are fronts for terrorist groups like the House of Serpents and P.H.A.N.T.O.M.

The majority of them have no greater ideology than the freedom to accumulate as much wealth as possible. The importance of these country’s euros and dollars means that very few groups are willing to take them on.

The flip side is that powerful corporations don’t have to be evil. In a world filled with corrupt corporate bodies, there’s plenty that recognize a healthy competitive market can only benefit everyone. Player characters might find themselves recruited for corporations that realize global stability is almost as important as good publicity.

Corporate sponsored super heroes will often find themselves butting head with government or independent sponsored ones. They will often be accused of being fakes or sell-outs. However, it should be noted that corporations are the ones producing all the miraculous technology that’s reaching the common people. Maybe the next U.F.O that your hero brings down will contain the cure for cancer. A cure for cancer distributed via Aesculapius Inc.

Generational Heroism

An interesting theme that Game Masters might consider is the concept of the generational struggle. Heroic Earth is filled with villains whom have menaced the world for literally thousands of years. These kinds of campaigns are best played with Legacy characters but do not half to be.

One interesting way of handling this, if the players are amendable, is throwing the timeline around. One incarnation of the heroes might duel Dracula’s plots in gaslight covered London during the 19th century, only to skip ahead to the Pulp Era where they duel him during Prohibition, only to jump further still to World War 2 and his latest scheme. Whether the player characters are descendents of one another, immortal, or time travelers could all be left up to the Game Master.

The responsibilities of heroes to live up to their predecessors can be an interesting avenue to explore. Some heroes, like Divinos, attempt to police the “Next Generation” because they believe that they don’t live up to their

previous age's ideals. Others, like the second Steel Commando, become embittered by the changing nature of heroism and become villains.

The passage of time can lead to numerous interesting hooks as values are contrasted.

Silver Age vs. Iron Age

A fundamental disconnect exists between the Iron Age and Silver Age of heroism on Heroic Earth. Heroes of both eras exist in the modern world and they clash as much with each other as the villains they fight.

While the public warmly embraces the Silver Age heroes, they also tend to treat them with less than the respect that they deserve. The cynics of Heroic Earth are people who frequently point to the failings of Democracy, the Foundation for World Harmony. The United Nations and the United States.

Arresting murderous super villains only to watch them escape in a week to kill again strikes many citizens (and super heroes) as profoundly stupid. The fact that things like Project Icarus exist behind closed doors also goes a long way to proving that the government can't be trusted.

The rebels of the Iron Age, conversely, find themselves hated with more ferocity than the super villains they fight. The rampages of the Psychotic Seven and other Iron Age heroes have left a burning anger in the populous than has yet to subside. Those who fight fire with fire tend to find themselves hunted by a ridiculous level of force compared to what their actions' deserve.

Worse, many Iron Age heroes really are as bad as the public states them to be. Creatures from Hell, Neo-Nazis, and Serial Killers all might attempt to claim the title of 'hero' on the battlefield.

In the end, the two sides must learn to co-exist because neither can exist without the other in the modern Heroic Earth. The public must have symbols and people that can reassure them of a better tomorrow. Likewise, they need super heroes who are willing to get their hands dirty against the evils of the world.

Lost Secrets

The Ark of the Covenant, the Holy Grail, the Spear of Destiny, and more may be just some of the goodies a player might find in the next government warehouse they liberate from P.H.A.N.T.O.M.

Heroic Earth is a place that's absolutely dripping with secrets. Countless isolated communities exist just along the dimensional barriers of the present day planet. H.P. Lovecraft wrote of numerous secret inhuman civilizations hidden out of plain sight and those all exist in Heroic Earth.

Wonderful Indiana Jones style adventures are possible on the planet. You don't need super powers to punch out P.H.A.N.T.O.M agents during a speed boat chase to recover the missing Roswell alien's corpse. The prevalence of cults and weird secret societies only makes these kinds of adventures all the more interesting.

This doesn't bring in the mystic side of things. Demons, Ghouls, Vampires, and Werewolves might not be as prevalent on Heroic Earth as in other role-playing game settings but they certainly exist. While the Patriots are busy fighting a weirdo with eight arms, its probably up to the mystics to do the real fighting.

Politics and Terrorism

The world of Heroic Earth is very political. While the United Nations is stronger than in the real world and the Foundation can cross boundaries that no current agency can, the simple fact is that it is a deck cards that might fall at any time. Groups like the Gene Nation or P.H.A.N.T.O.M are simply too powerful to assault with anything less than World War 3.

Rivalries between nations are alive and well with each country's super hero team trying to outdo the others. A low grade Cold War exists between the major powers over the control of super powered humans. Small nations like Ruritania and Zulan can potentially stand up to ones like the United States or Russia on the basis of their super humans alone. In an age where a single human being can lob a skyscraper, individuals can change the course of world politics.

In this era, even apolitical player characters can be recruited by various factions to do their dirty work. While four color super heroes might object to doing covert operations, the simple fact is that might be a choice between obeying and a nuclear attack on a populated area. DC and Marvel comics are filled with stories of government agencies doing exactly this kind of 'drafting.'

While the campaign setting book assumes that player characters will work for The Foundation for World Harmony against terrorist threats. There's no reason, especially in an Iron Age game, why the players can't choose to be anti-authoritarian. An interesting campaign might be to have the super heroes work for the House of Serpents to overthrow a corrupt United States administration!

Space Exploration

Heroic Earth is a setting where there are literally hundreds of surrounding species. Unlike other settings, it is one where the politics between them have been carefully plotted out. While future volumes will continue to explore the politics between these parties, the simple fact is that Earth is a world entering into a much larger cosmos.

Super heroes play the role as Earth's defenders against alien invaders but they are also unofficial ambassadors of a sort. With Earth's low technology, her super heroes are the only thing standing between the planet and alien domination. Their actions will also be judged as representative of the species as a whole.

Game masters should also not assume that every alien excursion that occurs will be evil. Both the Thran and Tsavong may seem evil but neither race is actually much worse than humanity. Their governments may be expansionistic and imperialistic but Earth has gone through numerous similar periods. The seemingly benevolent Grigori might yield a member determined to wipe out the 'danger' of the human race.

Players should not feel that they can't potentially come to an accord with an alien just because of their species. The galaxy of Heroic Earth's setting is a strange and wonderful place.

While Earth's space technology is crude, campaigns can be written about players journeying to other worlds and spreading the cause of justice. Some player characters may find that while they're minor heroes on Earth, they're huge on Alpha Centauri Prime.

Addendum

I hope you've enjoyed the world of Heroic Earth and all the hard work that we've put into it. It is our hope that you've found it to be an interesting read and will be able to run many long lasting campaigns from the material presented within. We've put a lot of hard work into the book and I hope it shows.

For those of you interested in continuing reading about Heroic Earth, see you in the upcoming...



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