



THE ALGERNON FILES 2.0



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THE ALGERNON FILES

A BlackWyrM Games Production

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Dedications **Aaron – To my friends for inspiring
my weirdness, and my
family for tolerating it.**
**Dave – To Jesus for saving me,
Linda for loving me, and
Seth for playing with me.**
**Derrick – To Benjamin, my dad and
superhero, and my friends
for urging me onward.**
**Ryan – To Andi, the excuse for
quitting my "real" job and
doing this instead.**

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THE ALGERNON FILES

Introduction

Welcome to Fortress, the home of Earth's mightiest superhero team, the Sentinels.

My name is Algernon, and I will be your guide. I am a machine intelligence created and evolved by Solomon Ulysses Steele, commonly known as Doc Steel. My computer core resides deep within the center of Fortress, but holographic projectors located surreptitiously about the building allow you to see and hear my iconic form.

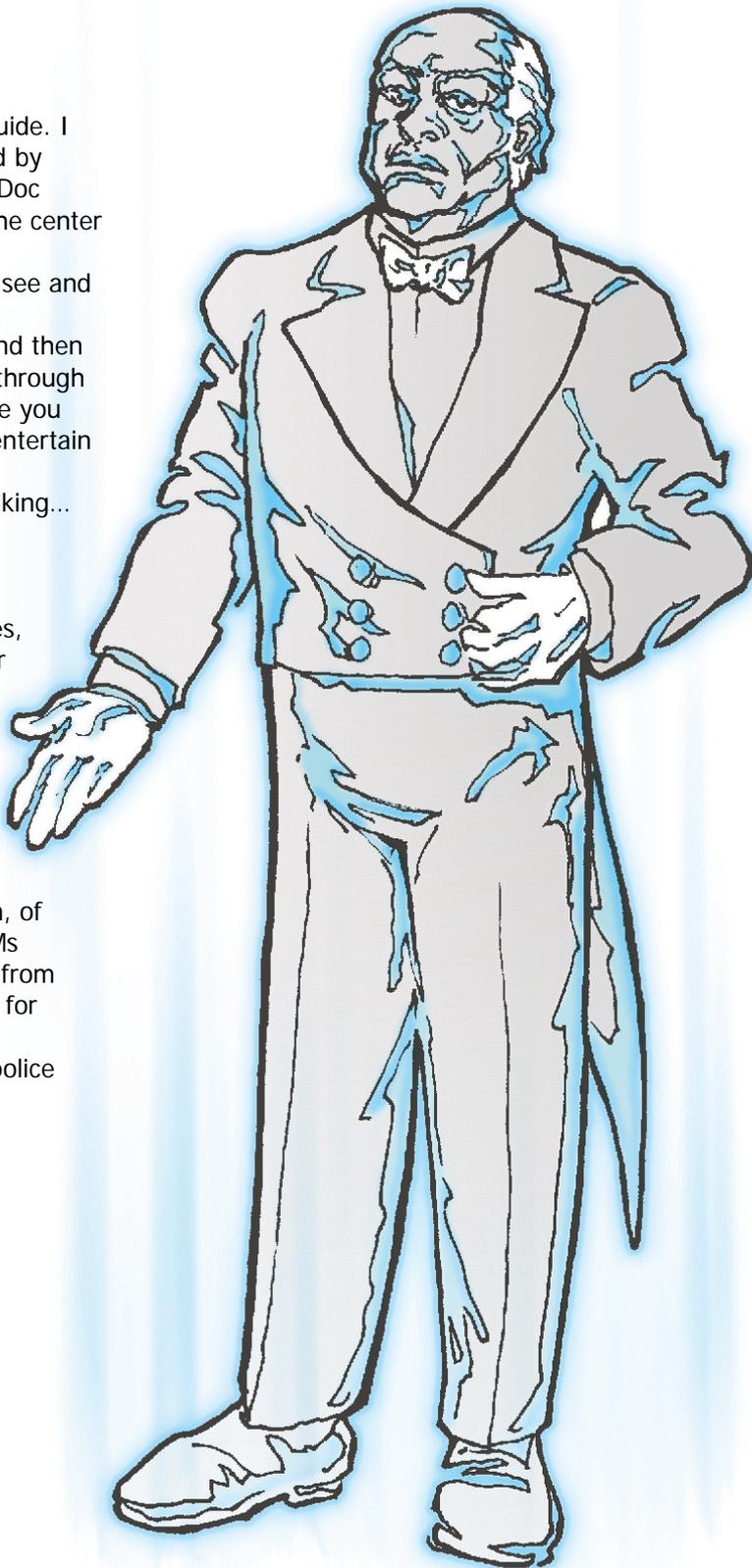
On this tour, we shall visit the museum, and then return to the lobby and gift shop. As we pass through the various areas of the museum, I shall regale you with tales of heroism and daring-do, and will entertain questions at the end of the tour.

Now, if you'll please follow me... we're walking... we're walking...

How to Use This Book

Presented is a series of characters – heroes, villains, and those in between – for use in your *M&M* campaign.

The characters contained herein can be dropped into most existing campaigns as potential allies, possible obstacles, straight out adversaries, or even just as background color. There is a cross-section of character types presented in order to accommodate a spread of campaign models – but no collection, of course, is perfect as is for every campaign. GMs should feel free to tweak backgrounds, model from write-ups, or simply cannibalize what they like for their own insidious uses. After all, BlackWyrM Games is much too busy to send the gaming police looking for you. We promise.



The Character Sheets

The character sheets as presented have the picture and public information in the outer column, the background story and notes in the center column, and all of the hard numbers and statistics in the inner column.

1. Name: The character's "professional" name. Names are alphabetized based on the most common shorthand name. The Lord of Mirrors, for example, falls under L, since he's most commonly referred to as "Lord." Kid Shiva, likewise, is best known by "Kid."

2. Picture: The characters are all shown at the same scale (except in the extreme cases of the Serpent Queen's Divine Manifestation and Golem), to make for easy size comparisons. 4 in = 6 ft (1:18 scale).

3. Quote: This is something that the character might say, as an indication of his personality and outlook.

4. Visible Information: This indicates how the character appears, not necessarily how he actually is. An immortal, for example, might have a listed age of 30, if that's how he appears. If the real age is very different, it is listed in parenthesis following the apparent age.

5. Public Knowledge: This is information that someone might know about the character. Characters with an applicable skill, such as Knowledge (Metahumans), or Knowledge (High Technology) for high-tech characters, can make a skill check to see how much they know about the character. Otherwise, default to a normal INT check for information already known, or a Gather Information or Investigate check for active research. The information gained is cumulative (i.e. a result of 17 will reveal the information at DC 5, 10, and 15). If the facts are contradictory, the higher DC fact is the truth.

6. Notes: Some characters use the rules in uncommon ways, or have powers or feats that need further discussion (sidekicks, sample gadgets, etc.).

7. Description: The character's origin, personality, powers, and tactics.

8. PL: The character's Power Level.

9. Concept: The shorthand idea behind the character.

10. Points: The number of points that the character is built on.

11. Stat Block: If a character's size (or density) is other than normal, and is permanent and innate, only the heightened/modified stats will be given.

12. Saving Throws: If the Toughness Save is two numbers divided by a slash, the first is the total with all normal modifiers included and the number after the slash is without those special circumstances (such as losing access to Dodge Bonus when the TGH SV is modified by the Defensive Roll feat).

13. Reference Numbers: Lift (the number listed is the Maximum Load for the character), Leap (Running long jump distance is listed), Initiative Bonus, and Knockback Modifier.

14. Attack, Defense, Damage: The bonus from Attack Focus or Specialization (if those Feats have been taken) is already added, with the number after any slash representing the standard attack bonus. The flat-footed Defense is given after the slash. If variable size* modifies these values, the first values are for when the

* if a character's size (or density) is other than normal, and is permanent and innate, only the heightened/modified stats will be given

character has changed to their largest or smallest size and the number in parentheses is the normal bonus. Any extra reach from Growth is shown in brackets. If the modifiers come from a Device or Equipment (which could be lost) that total bonus is listed in brackets.

15. Skills: All modifiers have already been included. Any skill bonuses that do not always apply (such as the Attractive feat) will be listed with two values separated by a slash. If the skill is one that has specializations, such as Knowledge or Language skills, the listed specializations are italicized. A bracket around one of the languages listed in a Language Skill list distinguishes that language as the character's native tongue. If a character's native tongue is not English, and he knows no other language, it will appear in brackets at a Language cost of 0.

16. Feats: Feats that require specializations, such as Benefit and Distract, have those specializations italicized. Any new feats are listed in bold, along with the page number on which that feat's description can be found. Some Minions are listed only by PL and Name, such as PL2 Criminals. These are built as the archetypes from the M&M rulebook.

17. Powers: Powers are given simply as name and ranks, followed by any modifiers and feats. Modifiers are listed as + or - and a number. The abbreviations "PF" and "AP" stand for "Power Feat" and "Alternate Power," respectively.

Regeneration powers are simply listed with rank, not with time increments.

18. Equipment: If the character has any equipment, it is listed here.

19. Drawbacks: If the character has any drawbacks, they are listed here.

20. Math: The cost of each section (Attributes, Combat, Saves, Skills, Feats, Powers, and Drawbacks) is summarized here.

CHAPTER 2: ALLIES



THE SENTINELS

The Originals

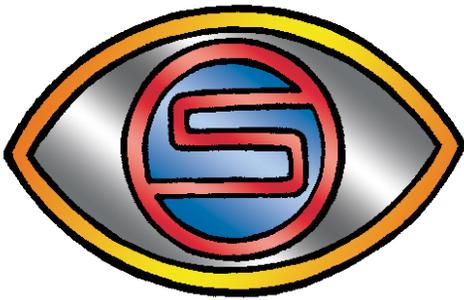
The current team known as the Sentinels is actually the third team to carry that name. The weight of this legacy is a constant influence and has repeatedly proven beneficial in terms of both public recognition and goodwill.

The first team was recruited by the US government in the fall of 1940 specifically to act as a public counter to the propaganda successes of the Nazi Einsatzgruppen Übersoldaten. At the behest of FDR, a committee of high-ranking officers and politicians pooled information and resources to locate a small number of American "mystery men" that they felt were suitable for the part. Eventually, they settled on six men that met the stringent background criteria. All had ties to either the government or law enforcement authorities, none had publicly espoused any views that would make them difficult to work with from a media perspective, and unfortunately, given the nature of the men doing the choosing and the era, each was male and white (or so the committee thought).

Recruited first were the brothers, Ulysses and Alexander Steele. The former, a scientific genius of some repute, had worked on a number of classified projects for the government, and due to a recent lab accident, now possessed superhuman strength and durability; he had recently started operating under the name Doc Steel (page 8), and was immediately amenable to the idea behind the team. The latter, long a sort of high-powered spymasher working for the covert agency that would evolve later into the OSS and the CIA, was ordered into a patriotic costume and given the name Anthem to use while working with the team.

Next came a former policeman named Patrick O'Halloran, an army inductee whose routine inoculations had caused a strange reaction, activating apparently latent mutations. Superhumanly fast, O'Halloran took the name Jack B. Quick and jumped at the chance to serve his country in a way that didn't involve KP duty.

Recruit number four came directly from the recommendation of William "Wild Bill" Donovan, an influential player in the country's nascent intelligence community. The Silent Knight, whose identity was known only to Donovan and the president, was a legendary jack-of-all-trades, always seeming to have exactly the skills and abilities he needed for whatever mission the team was facing. Hidden under the all-covering mask and costume was, in actuality, not one man, but an entire squad. Each was trained to carry on the charade of the Silent Knight identity, an agent who could be many places at once and who seemed to survive even the most unsurvivable situations (fatalities among the squad were not uncommon, and were quickly and efficiently covered up). Several of these agents would not openly have passed the prejudices of the selection committee, so the Knight's inclusion was also a personal and private swipe against them by Donovan.



Thunderbird was Richard Daniels, a former army pilot and amateur anthropologist who had discovered an ancient medallion while on a dig in Nevada. The medallion gave him control over weather, an ability he had been putting to great use fighting racketeers and fifth columnists throughout the American southwest.

Finally, Thomas Burkhalter was an FBI agent who had been captured by the insane scientist and criminal mastermind Dr. Diablo and used as a test subject for a prototype "shrinking ray." Instead of death, which was the intended result of the ray, Burkhalter gained the ability to shrink himself to only six inches tall, gaining massive strength in the process from his incredible physical density at that size. Given the nickname Tom Thumb by the newspapers, he had become a valuable weapon against his country's enemies.

The last member, the wizard Cagliostro, came to the committee after they thought they had made their final choices. How he even knew of the committee's existence he never revealed, but his insistence on aiding his adopted country won over FDR and several members of the committee, who agreed to give him a chance to prove his worth. He would repeatedly make the team very grateful for this decision, as he showed himself indispensably useful on numerous occasions.

The team was highly successful and outperformed the highest expectations of the recruiters. Time and again they were able to frustrate the plans of not only the wartime menaces they were formed to combat, but also numerous other homegrown menaces that appeared on the scene. With the exception of Tom Thumb, who was killed during the war, the members stayed active and together for the rest of the decade. During the early 1950s, however, with the war long over, and Korea come and gone, many of the threats they had stayed together to face were gone. Few of their many homegrown enemies had remained at large past the end of the previous decade, and many of the monsters and madmen that would later terrorize the world were years away from their initial appearances. As the decade progressed, the team's members went weeks and sometimes even months without meeting or even seeing one another. They slowly settled into their own lives, only gathering on rare occasions. The only member making any sort of headlines was Cagliostro, who had made his way onto Senator McCarthy's hit list, and finally had to go into hiding to avoid prosecution. The team probably would have eventually dissolved through lack of interest or need even if their disastrous involvement in the Carnifex affair had never come about. Carnifex was the melding of former S.S. Colonel Reinhardt Steiner and an ancient entity that claimed to be the Spirit Of Murder. He was powerful – much more so than anything the team had ever faced before. Stopping him from killing President Eisenhower and seizing control of the country's atomic arsenal was the most dangerous and costly fight of team's tenure, resulting in the deaths of both Thunderbird and the last of the men to use the Silent Knight identity. Following these losses, and after learning many of the unsavory truths behind how Steiner had gotten as far as he had, and who in the government had helped him, the team finally disbanded for good.

Take Two

A decade later, in 1964, as thousands of people watched television coverage of a desperate battle where the mighty Horus, Son of Ra (page 56) fought to keep his eternal enemy The Serpent Queen (page 122) from destroying the UN building, a group of young and untested heroes came to his aid. First was the physicist Rick Thompson, who had been changed into energy by a terrible

accident and doomed to live out his life contained in an exosuit, without which his form would quickly dissipate, and fought under the name Dynamo. He was joined by the siblings Mary and Michael Martin, mutants with control over heat and cold, who were better known as Hotshot and Jack Frost. Then came the man who remained a mystery from his first appearance to his final disappearance, the frenetic Killjoy, nimble in body and words as he rained down taunts on his enemies. And finally, her father's daughter in every way, Patricia O'Halloran had inherited her father's superhuman speed and followed in his footsteps as the lightning fast Blur. They joined forces with Horus the Sunhawk, who claimed to be the incarnation of the Egyptian sun god given physical form. He had been sent to Earth to recapture Apophis the Nightbringer, and to put her back in the timeless prison pit from which she had escaped in the form of the terrible Serpent Queen. Together, the team eventually managed to drive off the Queen's monstrous "Serpent Manifest" form after a long and difficult fight, saving not only the UN, but most of downtown Manhattan in the process.

Following the end of that momentous fight, and deciding that they were seeing fate in action, these stalwarts decided to band together on a more formal basis. Given the circumstances and the lighthearted way in which they approached the situation, few of the founding six probably foresaw their union as lasting for very long – certainly not for the next fifteen years and the many, many adventures their tenure would encompass. Though they took the Sentinels' name at Blur's suggestion, in many respects they were a very different team than either their predecessors or their eventual successors. The Sentinels of the 1960s and 1970s had few, if any, ties to the government, demonstrated an extremely varied and fluid membership during its time as an extant group, survived dealing with often fractious dynamics and tensions between the members (many of whom would *never* get along), dealt with scandal practically from their first meeting, and endured an intense and constantly fluctuating love-hate relationship with both the media and the public.

After a number of broad membership changes, ranging from the uncanny marksman Troubleshooter to the Atlantean outcast Sea Devil and the fortune-blessed Johnny Karma, the team finally disbanded in the wake of a battle with the time-traveling despot Praetorian (page 118) in 1979. Dynamo, not only the long time leader of the group but also its spiritual anchor, gave his life during that battle to destroy one of the temporal terror's dreaded Time Tower weapons before it could be used to devastate Washington. Following his death, the remaining members drifted apart, with Horus and Killjoy eventually formalizing the dissolution in a statement to press.

Despite an ill-fated and quickly abandoned attempt by the headline-seeking Ace Argent, Man of Action, who long claimed membership in the second team which he had never actually been given, to form his own team and exploit the unused name, it wouldn't be until the mid-1990s that a new generation rose to claim the Sentinel's title properly.

The Present

The third and current team formed much like the second, following a fortuitous meeting in response to a great threat. In this instance, the threat was yet another attempt by the Hierophant and his minions to open a dimensional gate for their god, the cosmic clockwork consciousness Ex Machina, so he could enter and

consume the Earth. Blackheart, Hardcore, and Speed Demon, were joined by the plant-controlling Wildflower, the versatile force field projector Think Tank, and the energy-wielding marksman Sundance, and managed to stave off the Hierophant's best efforts.

Staying together after the fight, the group originally used a rented brownstone in midtown for their meetings. This ended when Ulysses Steele, Hardcore's father and an ally of both of the teams that followed his own, donated the island and facility the team calls Fortress, and established the funding that provides for the facility and its staff. Over the years since that first meeting, the team has amassed substantial resources and cultivated a robust network of contacts and support, including positive, vital, and well-maintained relationships with local, state, and federal authorities.

From an organizational standpoint, the team's infrastructure functions just as designed. The staff sees to the maintenance and upkeep of the island facility, the various patents, grants, and licensing arrangements that financially support the team's operations, and all of the medical, legal, and security precautions that an entity of the team's nature requires.

The team's internal dynamics have changed over the years, for better and worse, before settling into the thus far stable arrangement they hold at the moment. The current line-up consists of Sebastian Arcane, Blackheart, Hardcore, Iron Angel, Onyx, Speed Demon, Technomancer, and Troll. There is also a reserve roster including Wildflower, Think Tank, Spoilsport, and Sundance. Spoilsport's abilities to temporarily steal the powers and skills of other metahumans recently caused a feedback incident from which he barely survived, and resulted in extended medical leave while he decide what he wants his future to be regarding the team.

Past members include Kismet, a martial artist sent back from a bleak future in which the Assembly (page 98) has taken over the Earth. She sacrificed her life to keep that future from coming to pass. The shadow-caster Noir left the team to join the Aerie (page 31) with her fiancé, the hero Cyberhawk. She now uses the name Blackbird. The cyborg Mean Machine (page 112) was dismissed from the team after his growing instability led to repeated breaches of the team's protocols concerning unnecessary violence. He now sells his services to the highest bidder, no longer caring what causes he fights for, so long as he has the opportunity to fight; he also carries a violent grudge against several members of the team, especially Technomancer. And the illusionist Spellbinder, after discovering her true interests lie outside the law, was dismissed following her betrayal of the team during a battle with mercenaries in the hire of the criminal organization the Magi. She now operates under the name Façade (page 62) as a member of the high-priced and very deadly mercenary team, the Black Knights (page 60). Members of the team who suffered personally during her betrayal put a high premium on her eventual capture and incarceration. Bigtime, whose control over space and time enables him to change his size and to summon temporal duplicates of himself from the future, continues to undergo psychiatric treatment for the nervous breakdown he suffered after one of his duplicates was killed in a battle in 2004. Brimstone, a mage whose personality caused multiple problems in terms of team dynamics was recently lost to the Covenant. Doc managed to pull strings with the members of that organization who owed him favors, procuring the services of Sebastian Arcane, formerly of the Covenant's strike team, the Seraphim.

DOC STEEL

DESCRIPTION

Solomon Ulysses Steele has had a long time to get used to being known better as "Doc Steel" – over sixty years, in fact. That's how long he's been in the public eye, using his many gifts exactly as he was raised to do.

He was born in early March of 1912, along with his brother, Gabriel Alexander Steele. Thanks to a brutal thunderstorm that was occurring at the time of their birth, the nurses at the delivery lost track of exactly which of the brothers was actually born first. Due to this, the brothers would later adopt the habit of each calling the other "little brother," a private joke that the men still reflexively share in even today. Their parents, Jameson and Penelope, raised them to appreciate how each was gifted and the debt they owed to the world for those gifts, a debt both men have spent almost a century paying. But the truth of that debt, and the reasons behind their parents' philosophy stretch much further back and afield than most will ever know.

Jameson Steele and Penelope Whittier came from very special families. These families had planned for their union long before either of the couple was even born. These families were part of a secret. They had ties to a once grand, albeit clandestine, organization that dated back to the Middle Ages. Following the betrayal of the Knights Templar by the pontiff and the French king, many members of that once proud order went into hiding. One small and select group of men took with them a plan constructed by their then-martyred leader, a plan to build both a better society than the crude and petty world these men saw around them, and to help create a better man to benefit from that world than the petty, superstitious, and ignorant masses from whom these knights were forced to hide. Using the vast wealth the men had taken into hiding with them, and using their leader's dreams and ideals as a blueprint, they formed a powerful and hidden society to achieve their goals. They hid and helped thinkers, scientists, and revolutionists, whose ideas would advance the order's knowledge and scientific resources far beyond those of the open world. They worked to weaken the power of the church and the aristocracy, for in the order's collective view, these were the cruel masters that worked to keep man small, shackled, and shortsighted. And they initiated a breeding program, carried out over centuries, with the aim of improving the general condition and ability of future generations.



PL	Two-Fisted Hero of Yesteryear		PTS
15			365

STR	35	+12	TGH	LIFT
DEX	16	+3	+16	100 ton
CON	30	+10	FORT	LEAP
INT	44	+17	+15	550 ft
WIS	18	+4	REF	INIT
CHA	18	+4	+5	+7
			WILL	KB
			+15	-13/18

ATTACK		DEFENSE	
+11		+10/+5	
DAMAGE			
+12 (Unarmed)			
GRAPPLE		SIZE	
+28		Medium	

SKILLS			
Bluff 5 (+9), Climb 5 (+17), Computers 20 (+37), Concentration 8 (+12), Craft (<i>Electronic, Mechanical, Structural</i>) 10 (+27), Diplomacy 10 (+14), Disable Device 20 (+37), Gather Information 6 (+10), Investigate 2 (+19), Know (<i>Behavioral Science, Current Events, History</i>) 3 (+20), Know (<i>Business, Civics, Theology and Philosophy</i>) 5 (+22), Know (<i>Earth Sciences</i>) 10 (+27), Know (<i>Life Sciences, Physical Sciences, Technology</i>) 20 (+24), Languages 9 (<i>Arabic, Atlantean, Classical Greek, French, German, Japanese, Latin, Russian, Saeduum Standard</i>), Medicine 20 (+35), Notice 10 (+14), Pilot 3 (+6), Pro (<i>Business</i>) 9 (+13), Search 5 (+22), Sense Motive 12 (+16)			

FEATS			
All-Out Attack, Assessment, Benefit (<i>Security Clearance, Status, Wealth 4</i>), Connected, Eidetic Memory, Equipment 45, Fearless, Improved Block 2, Improved Defense 2, Improved Initiative, Improved Throw, Improved Tools, Inspire, Inventor, Leadership, Master Plan, Power Attack, Renown 3, Stunning Attack, Takedown Attack, Ultimate Skill (<i>Know (Physical Science)</i>)			

POWERS			
Immunity 11 (Age, Exhaustion, Life Support), Impervious on TGH 10, Protection 6, Regeneration 15 (Bruised 2, Staggered 2, Injured 2, Disabled 2, Unconscious 2; Resurrection 5), Quickness 6 (Mental Only -1), Speed 2 (25 mph), Super Senses 5 (Danger Sense [Visual], Extended Hearing 1, Extended Sight 2, Lowlight Vision), Super Strength 5 (PF: Shockwave, Thunderclap; AP: Deflect 6 (All Ranged), Immovable 6 (Unstoppable +1, Sustained +0), Leap 4)			

QUOTE

"Seen worse. Beaten better. I suggest you reconsider."

RACE	SEX	HT	EYES
Human	Male	6'5"	Grey
GROUP	AGE	WT	HAIR
Sentinels	30(91)	400#	Black

PUBLIC KNOWLEDGE

5	Famous adventurer
10	Father of Hardcore and Technomancer
15	Backer of Sentinels team
20	Brilliant and wealthy inventor
25	Heavy political connections
30	

EQUIPMENT

Commlink, GPS Receiver, Multi-tool, PDA; HQ (Fortress), HQ (Steele Omnitech Facilities, Progression 6 [Number]), Vehicles (Kestrels, Progression 3 [Number]; Destrriers, Progression 4 [Number])

AT	CM	SV	SK	FT	PW	DB
101	42	18	67	75	62	—

Sadly, despite all of the successes the order garnered in the shadows, their ultimate aims would meet with violent failure. Initially embracing the revolution of the people against the Bourbon crown, seeing in it the potential culmination of one of the order's aims, the various members were horrified with the bloody spiral of degeneration that followed. So appalled were they that the various factions and power players within the organization split, after much frustrating debate, into many different smaller groups, but predominantly into two camps. One held that the great mission was still valid, that they had misjudged one instance and mistaken the timing. The other camp, less optimistic in its appraisal of the human condition, had decided that this carnage simply showed that the plan was not working and could not work from behind the scenes, that they must emerge from the shadows and lead mankind firmly into their better tomorrow...kicking and screaming if that was what it would take. The divergent philosophies proved irreconcilable. Unity was lost and the different parties began a prolonged, bloody, and only mostly covert war for control of the resources they had developed, guarded, and husbanded over the centuries. Private agendas usurped the primacy of the plan and the members of the various factions quickly learned an important lesson about the fruits of their labor to improve the "breeding stock," namely that superior ability carries with it superior ambition and superior determination. Extraordinary men and women fought each other across the globe. The advanced technological finds of the order, especially those many wished they could "undiscover" after the fact, were brought into play as terrible weapons: flying machines and submarines, thinking engines and clockwork men, drugs that stole the will, and baleful amalgamations of men and beasts, all saw the light of day. History records little of this epic struggle due in part to the hidden nature of it, the participants long engrained as to the virtue of covert action; but, mostly however, because of the fantastical nature of the participants and their tools. Witnesses were dismissed as fools and madmen, their stories ascribed to hysteria or flights of fancy. As writers here and there seized upon these fragmentary accounts as inspirations for works of fiction, people became less and less prone to accept the truth of these events, especially after seeing similar incidents in print and labeled as fantasy. By the end of the 19th Century, little remained of the once powerful organization, its resources, or its personnel; all had become victims of this ultimately futile conflict.

Among the survivors were Jameson Steele, an asset of one of the British secret services, and Penelope Whittier, a translator working for the American state department. Though initially reserved toward the idea of marrying people they had never met, they changed their minds upon meeting each other. Falling in love practically at first sight, the young couple withdrew from their public lives following their marriage and moved to the Whittier family home in Maine. Shortly thereafter, the twins were born. Alexander inherited his father's physical abilities. Long before the phrase "metahuman" entered popular usage, Jameson Steele had demonstrated remarkable strength, speed, and stamina. Alex shared these traits, but to an even greater degree; by the time he reached the age of ten, he was already as strong as any three grown men, and could outrun the horses his family kept. Little Ulysses showed different, if equally impressive gifts; by the age of five he had mastered calculus and was consuming all the reading material his family could gather. He had completed his formal education before he hit puberty and was ready to move on to university. It was then, as the family was preparing to relocate to help Ulysses continue his progress, that tragedy struck.

The boys' father had made many enemies during his infrequent "favors" to his native government during the war. One of these men, the Kaiser's handpicked special agent, had not only survived the defeat of his country, but, after several years, had finally clawed his

OMNIUM STEEL

Omnium Steel is an alloy of steel and molecular composites. It is unbelievably strong and practically indestructible. The peculiar molecular structure of the alloy seems to absorb and even gain strength from exposure to many forms of radiation. In game terms, it has a Toughness of 23 and is immune to damage from heat and radiation.

way back into a position where he could strike at those that had earned his wrath. Jameson Steele was the victim of a crude but well-placed explosive. There was no evidence left to implicate those who had planted the bomb, and it would be years before the brothers would discover the culprit. Following her husband's death, Penelope Whittier Steele suffered a catastrophic breakdown from which she would never recover. She would spend the rest of her life, a little over a decade, in an institution.

Ulysses and Alexander went to live with their godfather in London, an immensely large gentleman who had been a close friend and mentor to their father during his years in the service, and who, himself a perennial and childless bachelor, cared for them as if they were his own. Upon becoming adults and leaving his care, each of the young men followed a different path. Alexander used his godfather's connections to gain entry to his father's profession, where he began developing his own impressive record and reputation. Ulysses, meanwhile, went into the sciences. He moved from university to university, accruing degree after degree, including an M.D. from Johns Hopkins and a Ph.D. in Physics from the University of Chicago. Ulysses made many friends during this time and wound up putting his talents to use having a number of small but satisfying adventures and escapades with them, notably a little exploring or inventing here and there. Eventually, his connections and skills would lead to him working for the American government, and on the highly classified project that would change his life forever.

Project 23089, or "Project Aladdin" as the people involved liked to call it, centered on analyzing a set of artifacts that Russian aristocrats had smuggled out of their country during the Bolshevik revolution. The artifacts were obviously technological in nature and had been recovered from what appeared to be a crash site in the Siberian peninsula, a place called Tunguska. The popular presumption among the researchers on staff was that the items were non-terrestrial in origin, but in the almost twenty years the government had been studying them before Ulysses joined the project, little if anything had ever been determined of their composition or function. In his first month on the project, the young scientist was able to determine the function of over half of the dozen or so items. One item he worked on caught his attention in particular. He had managed to deduce that it was something relating to medical treatment when the accident occurred. An item being tested by another staff member apparently activated something within the item being examined by Ulysses and his lab partner. Both men were exposed to a strange silvery and viscous fluid that induced immediate unconsciousness. The men were determined to be in a form of coma while their bodies... changed. Ulysses' lab partner proved unable to withstand the rigors of the change and died a week into the coma. Whether by dint of the stamina his breeding had left him, or through sheer willpower, Ulysses managed to make it through the change with body and mind intact. When he awoke he found a very different vision in the mirror than he expected. During the six months of his coma, the young man had grown a foot in height and added over two hundred pounds of mass. His new body possessed strength the likes of which he had only ever read about in myth, and was seemingly invulnerable. Ulysses would later determine that the fluid he had been exposed to was actually just a medium for an uncountable number of microscopic machines that had rebuilt him from the cellular level up (in 1938, the term "nanotechnology" was far from common parlance).

The good doctor was examined at length, and the device responsible for his condition taken apart for closer scrutiny (even though the fluid substance reservoirs now seemed exhausted). It would be over a year of testing, testing, and more testing before Ulysses' superiors in the project even considered allowing him to

leave the base where he had been sequestered, and even that allowance was due in larger part to the young man's connections than the altruism of scientific and military authorities frustrated in their desire to duplicate the physical abilities Steele was exhibiting. Finally, a compromise was reached. So long as he submitted to regular examinations, adhered to the secrecy of the project and stayed far away so as to bring absolutely no further attention to 23089, Steele would be allowed his freedom. An elaborate cover story was concocted involving an incident in a private laboratory well outside government purview. This was immediately prior to the Second World War, during a time when men and women with superhuman abilities were beginning to appear with alarming frequency; one more didn't make much of a splash in the media, which was, of course, the entire idea. He was stuck with the nickname "Doc Steel," made a few headlines, and then faded into the background of a very colorful crowd.

Steele's history over the following decades is a matter of public record, his membership in the original Sentinels for the duration of their existence, his founding of Steele Omnitech as an outlet for his many inventions and technological advancements, and, of course, his long and sometimes very personal conflict with the criminal mastermind known as Dr. Prometheus (page 78).

In the mid-1960s, Ulysses met Samantha Reilly, who, operating under the name Troubleshooter, was a member of the second group of adventurers calling themselves the Sentinels. Doc only encountered this group infrequently, but it was time enough that his and Reilly's respect for one another became affection, and then love. They were married in 1966, and the following year she gave birth to a son, Jacob Hannibal Steele. These were the happiest years of Steele's life. He worked to be a good father and husband, devoting more time to Omnitech than his "hobby" (as his wife jokingly called his heroing activities). Unfortunately, it wasn't to last. When his old enemy Dr. Prometheus decided to take his own genetically engineered "children" (the Prometheans, page 77) and leave the Earth, he also decided to make one last strike against the Steele family. Knowing that Samantha Steele was about to give birth to the couple's second child, Prometheus arranged for Doc to be called away from the hospital to deal with a carefully planned emergency. In his absence, several of the Prometheans entered the hospital intending to induce labor and steal the baby, to take with them to their father for him to raise. Much to Prometheus' dismay, the child's uncle was there to watch over his family in their father's absence. Alexander Steele, long since having dropped his Anthem identity from his time with the original Sentinels, was able to defeat the Prometheans at the hospital, driving them away. During the battle, however, considerable damage was done to the hospital, and the doctors, working in what amounted to a war zone, were unable to keep complications from setting in. Samantha Steele died giving birth to her second son, Isaac Augustus Steele. Ulysses blamed himself for not being at his wife's side to help her. After hunting for Prometheus, only to find that the diminutive genius had left the Earth and seemed forever outside his grasp,

WAR IN THE HEAVENS

Where did the artifacts come from? Why was Steele changed? Long ago, there was a war between the immensely powerful and godlike star-spanning race known as the Acaathii and the extradimensional terrors the Rha'Zha'Keth. The Acaathii eventually won, in no small part due to the strength of their bioengineered warrior caste. The device responsible for Steele's changes was part of the process the Acaathii used, and the crashsite in Siberia the impact point of one of their ships. Doc didn't discover the truth until an adventure in space in the early sixties, and he has only shared the information with his brother.

abilities and accomplishments, and that they should help mankind wherever and whenever possible to make up for that debt. Though he has adapted over the years to changes in culture and beliefs, he still frequently demonstrates the old-fashioned sense of manners and morals that one might expect from a man raised in the first half of the 20th Century. He loves his family, and though he had been initially opposed to both of his sons' ambitions to follow in his footsteps, their subsequent actions and exploits have made him inordinately proud. To the majority of the current Sentinels, he is considered a valuable ally, his advice and support appreciated and respected. To the world at large, he has the gravitas of decades worth of celebrity and no small amount of hero worship. His contacts throughout government and industry, built up over half a century, are as extensive as they are intimidating. Despite diverting most of his wealth and income from Omnitech's staggering success through charitable foundations and the non-profit fund that provides for much of the Sentinels' operating resources, Ulysses is still quite well off. He seldom uses any of this influence, however, since most of his time is spent running Omnitech, advising his numerous charities, or isolating himself in his lab for extended experiments.

Doc Steel is immensely strong and resilient. He heals wounds with such speed that most disappear so fast witnesses can't tell that he was hurt in the first place. His senses are preternaturally acute, and he's proven immune to any environmental dangers he's ever encountered. Unlike his brother, who appears to be aging slowly enough that he looks about half his actual age, Doc doesn't appear to age at all, looking today exactly the same as he did when Roosevelt was president. On those few occasions in recent years when he's

been forced into some semblance of action, he's demonstrated that the fighting skills honed over decades of experience have diminished only a little during his long years of inactivity.

When he was active as an adventuring type, Ulysses always wore the leather aviators' style jacket he received as a gift from Cagliostro, a friend from the original Sentinels. The jacket was enchanted to mend and repair itself from all the battle damage Doc's clothing always suffered. Today, he either dresses casually when in his lab, or in fashionable suits when he must make public appearances. The jacket he gave to his older son when Jake started his career.

STEELE OMNITECH

Better known simply as Omnitech, Steele Omnitech was founded in 1958 as a think tank for government consultation work and also as a commercial outlet for many of Ulysses Steele's ideas and inventions. Today, it is a sprawling multinational corporation, involved in every manner of conceivable scientific expertise – ranging from experimental farming techniques in Southeast Asian markets to longstanding defense contracts with Uncle Sam.

The Steele family owns a controlling 64% of existing shares, with Ulysses Steele acting as CEO and Chairman of the Board of Directors. Steele Omnitech's World headquarters is located amidst the multidiscipline laboratories of Omnitech's primary North American facility, a gargantuan spread of structures in Long Island, NY.

PL	Holographic		PTS
12	Supercomputer		280

STR	—		TGH	LIFT
DEX	—		+15	—
CON	—		FORT	LEAP
INT	30	+10	—	—
WIS	30	+10	REF	INIT
CHA	16	+3	—	+26
			WILL	KB
			—	-23

ATTACK	DEFENSE	DAMAGE
-8	-8	+0
GRAPPLE	SIZE	
+0	Colossal	

SKILLS
 Bluff 5 (+8), Computers 17 (+27), Craft (*Electronic, Mechanical, Structural*) 10 (+20), Diplomacy 8 (+11), Disable Device 15 (+25), Gather Information 17 (+20), Medicine 10 (+20), Notice 10 (+20), Search 8 (+18), Sense Motive 8 (+18)

FEATS
 Eidetic Memory, Improved Initiative 4, **Knowbots** [Contacts, Ultimate Skill (*Gather Information*), Well-Informed], Second Chance (*Opposed Computer Skill Rolls*), Speed of Thought, Ultimate Scholar (*INT rolls for Knowledge Skills*)

POWERS
Communication 10 (Radio; Area +1; PF: Selective, Subtle), **Comprehend 6** (Languages 4, Machine 2), **Datalink 10** (Radio-based; PF: Machine Control – Only Communications Gear, AV Systems and the like), **ESP 10** (Hearing, All Vision; Medium: Appropriate Sensor Systems -1), **Growth 16** (Continuous +1, Permanent -1; PF: Innate), **Immunity 40** (FORT Effects, Mental Effects), **Nullify 12** (All tech-based powers at once; Nullifying Field +0, Range: Perception +2, Selective +1; Only in Fortress or select Omnitech facilities -1), **Protection 7**, **Regeneration 1** (Resurrection)

DRAWBACKS
 Must obey Doc Steel and other authorized personnel (C, M, -2); Power Loss: Comprehend requires time (GM's discretion) to process and assimilate entirely new languages into Translation Matrix (Unc, Minor, -1)

AT	CM	SV	SK	FT	PW	DB
16	0	0	32	11	224	-3

DESCRIPTION

The Steele Omnitech Series 5-A15 **AL**gorithmic **E**lect**R**onic **N**eural **O**perations **N**etwork is a sophisticated artificial intelligence with a central processing core the relative size of a nuclear submarine. It prefers to be called Algernon and absolutely hates being called "it." The fifth and most successful of a series of experimental computer constructs developed by Dr. Ulysses Steele, Algernon subsumed the operation processing of all of its predecessors. He (his favored pronoun) has an official inception date of 1972, and in the intervening years has grown to the point where he is used to control all of the primary computer and related systems for Steele Omnitech, and similarly keeps watch over the systems in the Sentinels' base, Fortress.

Algernon's personality matrix has developed over the course of decades, and includes not only his original parameters, but also an incalculable amount of cultural and informational resources gleaned through his obsessive observation and cataloguing of human behavior and societies. Based on what he sees as his primary function, Algernon predominantly presents himself as a crusty butler or major domo in the grand Edwardian tradition. He views the Steeles as his family, a feeling they reciprocate, and is very protective of the brothers Isaac and Jacob, whom he helped raise. He has also grown quite fond of various members of the Sentinels, several of Fortress' operating staff, and an executive or two working for Steele Omnitech. Were harm to come to any of these individuals, the perpetrators would quickly discover the limits of Algernon's safety and restraint programming, and that he has become very inventive in circumventing some of these protocols.

The true extent of Algernon's capabilities is known to only a few. The ease with which he could penetrate and seize control of most computer systems anywhere in the world, including those of the U.S. government, is not something that his inventor and patrons want to advertise. This is the most important of many reasons that neither Doc Steel nor Omnitech has ever pushed too hard in various legal cases seeking to gain Algernon recognition as a sentient being and worthy of U.S. citizenship – fear of what a full-blown investigation would expose. Algernon understands and accepts this, albeit grudgingly at times.

NOTES

Algernon's primary (enormous) processing core is in a classified location, believed to be underneath one of Steele Omnitech's facilities (possibly even the Long Island site). As he is actually part of Omnitech's network, Algernon "exists" wherever the network does. He can broadcast his default holo-image at any location with the necessary projectors; barring that, he can send his image to any video equipment, or even override radio and satellite communications if necessary for audio projection. Destroying the network, disrupting his images, or smashing the receiving equipment is insufficient to "kill" Algernon – that would take destroying his central processor core. Even then, he has program caches hidden in reserve where his program and "memories" are stored and updated regularly and from which he could easily be recompiled.

Algernon's knowbots are incredibly sophisticated semi-autonomous programs that are constantly scouring the internet and open networks for information.

ALGERNON



QUOTE
 "How may I help you?"

RACE	SEX	HT	EYES
Computer	"Male"	Varies	Varies
GROUP	AGE	WT	HAIR
Sentinels	50(31)	N/A	Varies

PUBLIC KNOWLEDGE	
5	
10	Sentinels' major domo
15	A.I. (Artificial Intelligence)
20	Primary systems located at OmniTech HQ
25	
30	

The Fortress Staff

As Director of Operations, Caldwell is the highest ranking staff member. Immediately beneath him, and answering only to him, are the other Directors (Facilities, Personnel, Security, and Technical Services). Director of Facilities Stan Kirby is responsible for all maintenance and upkeep, including custodial work. Director of Personnel Rosalyn Berkowitz is in charge of all staffing concerns, and both Public Relations head Emily DeCosta and Chief Legal Counsel Darren Long report to her office (though they are most often simply rubberstamped on up to Caldwell). Matthew Trasker is Director of Security and sees to anything that might even remotely fall under keeping a tight security zone around the island. The Director of Technical Services is Nobel Prize winning Physicist Dr. Rammohan Shakar, who, though normally sequestered in a lab somewhere in an Omnitech facility, remains in an on-call status to investigate scientific and technical problems that may fall outside the expertise of the team members. His immediate staff, including staff psychologist Dr. Ellen Li, have a considerable degree of freedom and latitude in his absence. However, Caldwell and Algernon are never very far away, so most of these lab-coated iconoclasts know where the lines are drawn.

Jasper Caldwell (Director of Operations)



Jasper Caldwell most likely came from a stellar career, full of potential and opportunities. Judging from his frighteningly efficient and intimidatingly competent performance of his duties as Operations Director for the current Sentinels, there could be no other conclusion. Of course, this would be the only thing people would have to base their conclusion on, as no other record exists of him. Anywhere. Jasper Caldwell did not exist before 1995. That is where any paper trail for him stops. Whoever he was before that left few clues when he became who he is today. It is known that he came into the employ of Ulysses Steele via a recommendation from his brother, Alexander Steele, who has had almost seventy years of working with the government meeting any number of "interesting" people. Given the skills and extensive network of contacts he's displayed, and their backgrounds, it's assumed he came from somewhere in the U.S. intelligence community. Of course, even what is assumed about him is merely conjecture. No evidence exists to support any of it. Which, of course, is exactly as Mr. Caldwell prefers things.

Caldwell has the uncanny ability to see through practically any deception or subterfuge. He's proven almost impossible to lie to, even by Brimstone. He always seems to know exactly what is actually going on, who's been involved, and why they did it. He has yet to see fit to share with the team how he does this. He is always in control, never loses his temper or even his composure, and his clothes are always immaculate, no matter the situation. He is utterly, and sometimes disturbingly, professional. Caldwell appears to be middle aged, with thinning blonde hair. He dresses professionally and expensively, and has never been seen without a tie.

Jasper Caldwell: PL 7; Str 13, Dex 16, Con 14, Int 16, Wis 16, Cha 16; *Skills:* Bluff (6) +9, Demolitions (2) +5, Diplomacy (6) +9, Gather Info (6) +9, Know (Civics, Current Events) (8) +11, Notice (4) +7, Pro (Administrator) (10) +13, Pro (Spy) (6) +9, Sense Motive (12) +15; *Feats:* Attack Focus (Ranged), Connected, Contacts, Defensive Roll 4, Judo (M&M page 65), Leadership, Equipment 1, Improved Initiative, Master Plan, Sneak Attack, Well-Informed; *Powers:* Super Senses 1 (Detect Lies); *Equipment:* Commlink, Pistol; *Combat:* Attack +8 (+9 Ranged), Damage +1 melee (+3 pistol), Defense 18/14, Initiative +7, *Saving Throws:* Tgh +6 (+2), Fort +5, Ref +6, Will +8, Abilities 31 + Skills 17 (68 ranks) + Feats 20 + Powers 1 + Combat 32 + Saves 11 = 112.

Rosalyn Berkowitz (Director of Personnel)



The fourth of seven children in a large and boisterous Jewish family square in the middle of the Bronx, Rosalyn grew up learning how to throw her weight around and be heard. Her acid wit is as feared as Kirby's tirades, but her "everybody needs a mother" personality keeps her people loyal and conscientious. The Harvard MBA gave her the skills to keep everybody else happy, too. When not in her office barreling through paperwork at breakneck speed, she can often be found in the commissary sharing recipes and helping the head cook Cesar "Romeo" Perez cook and gossip, both done very loudly and with much gusto.

Rosalyn Berkowitz: PL 3; Str 10, Dex 10, Con 12, Int 14, Wis 18, Cha 15, *Skills:* Bluff (4) +6, Diplomacy (4) +6, Gather Information 6 (+8), Know (Art, Business, Civics) (8) +10, Pro (Cook) (2) +6, Pro (Management) (6) +10, Sense Motive (6) +10, *Feats:* Connected, Equipment 1, Fascinate (Diplomacy), Taunt, *Equipment:* Commlink, *Combat:* Attack +4, Damage +0 melee, Defense 15/12, Initiative +0, *Saving Throws:* Tgh +1, Fort +3, Ref +1, Will +6, Abilities 19 + Skills 13 (52 ranks) + Feats 4 + Combat 18 + Saves 5 = 59

Emily DeCosta (Public Relations)



DeCosta came over to the Sentinels Foundation (the funding and administrative body that technically runs Fortress and for whom all of the staff work) from Steele Omnitech's North American HQ in Long Island. While working for Omnitech she acted as liaison to both the corporation's military and congressional interests. She has a reputation for being relentlessly upbeat and persuasive, and it's rumored by her co-workers that she doesn't need sleep – since she's always on the job. A perky and petite blonde, hearts beat a little faster and unfinished paperwork gets hidden the moment she's seen coming.

Emily DeCosta: PL 3; Str 8, Dex 13, Con 11, Int 14, Wis 14, Cha 16, *Skills:* Bluff (4) +7/+11, Diplomacy (4) +7/+11, Know (Current Events, Popular Culture) (8) +10, Pro (Public Relations) (8) +10, Sense Motive (8) +10, *Feats:* Attractive, Endurance, Equipment 1, Fascinate (Bluff, Diplomacy), *Equipment:* Commlink, *Combat:* Attack +2, Damage -1 melee, Defense 13/11, Initiative +1, *Saving Throws:* Tgh +0, Fort +2, Reflex +2, Will +3, Abilities 16 + Skills 10 (40 ranks) + Feats 5 + Combat 10 + Saves 4 = 45.

Stan Kirby (Director of Facilities)



A legendary grouch and opinionated loudmouth, Kirby is also a genius with pretty much anything that has moving or electronic parts, large or small. A long time fixture at Omnitech Aeronautics Division, Kirby followed his precious Kestrels to Fortress. During his tenure, he's also managed to work the bugs out of a dozen other complex systems on site. His staff pretty much manages themselves, as he's almost always buried in an engine or ventilation shaft, or maintenance panel somewhere. Given his temper and vocal range, they keep a tight ship rather than have to actually see him coming with his ever-present cigar (never lit, but well-chewed).

Stan Kirby: PL 3; Str 13, Dex 13, Con 11, Int 16, Wis 11, Cha 13, *Skills:* Computer (8) +11, Craft (Electronic, Mechanical) 8 (+11), Disable Device (8) +11, Know (Physical Sciences, Technology) (8) +11, Pro (Technician/Mechanic) +4 (4), *Feats:* Equipment 1, Improved Tools, Inventor, *Equipment:* Commlink, *Combat:* Attack +2, Damage +1 melee, Defense 13/11, Initiative +1, *Saving Throws:* Tgh +0, Fort +3, Ref +1, Will +5, Abilities 17 + Skills 13 (52 ranks) + Feats 3 + Combat 10 + Saves 8 = 51.

Dr. Ellen Li (Staff Psychologist)

The daughter of hardworking Chinese immigrants, Dr. Li was driven to achieve from an early age. She only managed to finally get away from her childhood piano lessons, for example, by redoubling the amount of time she "needed" to spend studying – she plays well, but grew to hate it because of the intensity of the lessons; only recently has she started to learn how to enjoy her playing again. During medical school, Dr. Li met Ulysses Steele while he was giving a lecture. She was fascinated by his discourse on the effect superhuman abilities sometimes had on very human minds. Years later, after specializing in treating metahumans and even publishing the famous *Masks and Marvels: Inside the Metahuman Mind*, she was approached by Caldwell when the need for a staff psychologist was stressed by the team's insurance carrier. She accepted immediately and hasn't regretted it.



Dr. Ellen Li: PL 3; Str 10, Dex 13, Con 11, Int 16, Wis 16, Cha 14, *Skills:* Diplomacy (4) +7/+11, Know (Behavioral Science) (8) +11, Know (Life Sciences) (3) +5, Language 1 (Chinese), Medicine (4) +6, Perform (Keyboards) (6) +8, Pro (Psychologist) (8) +11, Sense Motive (6) +9, *Feats:* Attractive, Connected, Fascinate (Diplomacy), *Combat:* Attack +2, Damage +0, Defense 13/11, Initiative +1, *Saving Throws:* Tgh +0, Fort +1, Ref +3, Will +6, Abilities 20 + Skills 10 (40 ranks) + Feats 3 + Combat 10 + Saves 6 = 49

Darren Long (Chief Legal Counsel)

The wunderkind of New York's bar before he was lured to work for the Sentinels Foundation, Long finished college at 19 and Law School at 21. He was racking up a stellar reputation working for the District Attorney's office when approached by Caldwell. One of the foremost legal minds on the planet, Long still does a bit of *pro bono* representation when his schedule allows, but is normally kept quite busy by all of the legal complications arising from the Sentinels' work.

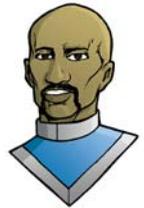


Darren Long: PL 5; Str 13, Dex 11, Con 13, Int 18, Wis 16, Cha 13, *Skills:* Bluff (10) +11, Diplomacy (8) +9, Gather Info (8) +9, Know (Civics) (10) +14, Pro (Lawyer) (10) +13, Sense Motive (10) +13, *Feats:* Connected, Contacts, Fascinate (Bluff, Diplomacy), Taunt, *Combat:* Attack +3, Damage +1 melee, Defense 14/12, Initiative +0, *Saving Throws:* Toughness +1, Fortitude +3, Reflex +2, Will +6, Abilities 24 + Skills 14 (56 ranks) + Feats 5 + Combat 14 + Saves 7 = 64.

Visitor Center Personnel: Use Bystander archetype from M&M page 226. Make Profession skill either "Smiley, Happy Greeter" or "Smiley, Happy Vendor" depending on job.

Dr. Rammohan Shakar (Director of Technical Services)

As the former Director of Special Projects based out of the Chicago office of Steel Omnitech, Shakar has been involved with a number of groundbreaking discoveries. His work on the thermodynamic absorption properties of Omnium Steel and its implications for Quantum Theory won him the Nobel Prize five years ago. When he was given the opportunity to work with all of the interesting discoveries made by the Sentinels (non-terrestrial technology, walking dimensional wormholes, the list goes on), he jumped at it. He's happiest when focused in a lab on any of his projects, assigned or just matters of interests. He's been known to leave a lab not being quite sure how long he's even spent there (the record: six and a half days with catnaps and food ordered in – his co-workers finally forced him to go home for hygiene reasons).



Medtechs: Use Bystander archetype from M&M page 226 – make Profession (Medtech) and add +1 rank, add Medicine 5 ranks, add Know (Life Sciences) 5 ranks, and add 1 rank to their Know (Current Events). This makes their final cost 5 pts instead of 2.

Dr. Rammohan Shakar: PL 4; Str 10, Dex 10, Con 10, Int 24, Wis 14, Cha 12, *Skills:* Computer (9) +16, Know (Life Sciences, Physical Sciences, Technology) (9) +15, Medicine (8) +10, *Feats:* Eidetic Memory, Endurance, Equipment 1, Inventor, *Equipment:* CommLink, *Combat:* Attack +1, Damage +0, Defense 11/10, Initiative +0, *Saving Throws:* Tgh +0, Fort +4, Reflex +0, Will +4, Abilities 20 + Skills 11 (44 ranks) + Feats 4 + Combat 4 + Saves 6 = 45

Matthew Trasker (Director of Security)

Trasker came with Caldwell's recommendation and very little other paperwork. Given his bearing, it's assumed he's ex-military, and was probably very good at it. But he never talks about it. Ever. No one familiar with Caldwell is surprised by this trait. He takes his job very seriously, living on the island and treating his security personnel on a daily basis as if they were marines holding the line at Inchon against the Chinese beachhead. He takes no guff from anybody, and has held his own in arguments against Hardcore and Troll at the same time. The only person that seems to be able to intimidate him is Caldwell, which makes Troll both curious and a little jealous.



Security Personnel: Use SWAT Officer archetype from M&M page 229. Switch Profession specialty to Security and add 4 ranks to it. Trade out equipment to match Trasker's.

Matthew Trasker: PL 7; Str 15, Dex 15, Con 15, Int 13, Wis 15, Cha 16, *Skills:* Bluff (5) +8, Climb (5) +7, Concentration (6) +8, Disable Device (6) +7, Intimidate (12) +15, Investigate (6) +7, Know (Tactics, Streetwise) (8) +9, Notice (8) +10, Pro (Security) (12) +14, Search (6) +7, Sense Motive (6) +8, Stealth (6) +8, Survival (5) +7, Swim (5) +7, *Feats:* All-Out Attack, Assessment, Connected, Defensive Attack, Equipment 4, Endurance, Evasion, Improved Defense, Improved Initiative, Improved Throw, Inspire, Leadership, Move-By Action, Power Attack, Precise Shot, Startle, Teamwork, *Equipment:* Billy Club (Strike +2; PF: Mighty), Body Armor (Protection 4; PF: Subtle), CommLink, Pistol (Blast +4), *Combat:* Attack +10, Damage +4 melee / +4 pistol, Defense 18/14, Initiative +6, *Saving Throws:* Toughness +6 (+2), Fortitude +8, Reflex +6, Will +10, Abilities 29 + Skills 26 (104 ranks) + Feats 20 + Combat 36 + Saves 18 = 129.

SEBASTIAN ARCANE



DESCRIPTION

Sebastian Arcane is the grandson of the man who would eventually become the occult world-beater known as Sepulchre (page 120). His grandfather was once the favorite son of the Covenant, and a longtime Seraphim member before he chose to walk the lightless path. Arcane took his own duties to the Covenant very seriously, using his natural and highly developed sorcerous gifts to prove again and again that his grandfather was the exception, not the rule. Given that his associates in the Order of Simon had never been comfortable with either his background or his modern proclivities, Arcane was less surprised than he could have been when he was ordered to join the Sentinels to replace Brimstone (see the Covenant, page 43).

Sebastian is a highly accomplished sorcerer with a lifetime of training, first from his family, and then from the best teachers the Order of Simon had to offer. Though a few of his personal eccentricities raised eyebrows among his teachers, such as keeping all of his grimoires on enchanted PDAs, or summoning spirits through his computer (complete with binding circles showing on the monitor screen), they dismissed them as the price of modernity in the arts. His familiar, a young dragon named Nicodemus that prefers to appear about the size of a cat, is less forgiving of his master's newfangled gizmos.

In combat, Sebastian is relearning his role, now that he is part of a new team. Initially disconcerted with his diminished part (the Sentinels possess much more firepower than the Seraphim), he is adapting to magical support quickly. His acclimation to the press is proving more difficult – Nicodemus is enjoying the coverage, however (and the little rascal is milking the benefits of Fortress for all their worth as well, especially the cafeteria). Arcane looks quite young, no more than his early twenties, but carries himself as if much older. He wears a voluminous coat containing many PDA grimoires, various spell foci, materials, useful little magic items, and the butterscotch candies he's always feeding his familiar.

Nicodemus normally looks like a black dragon about the size of a small cat. Nicodemus usually stays parked on Arcane's shoulder, occasionally hitting hostile targets with a well-aimed bit of fire breathing. Should anyone get close enough to actually harm his master, Nicodemus lunges to Arcane's defense, quickly showing that his adorable little frame isn't a size he's locked into; when the situation warrants it, he can grow up to his true size, which is slightly larger than the average van. Nicodemus normally looks like a black dragon about the size of a small cat; when the situation warrants it, he can grow up to his true size, which is slightly larger than the average van.

SIDEKICK

Nicodemus: PL 11; Str 10, Dex 16, Con 20, Int 15, Wis 20, Cha 16, Skills: Diplomacy 6 (+9/+13), Know (Arcane Lore) 4 (+6), Notice 6 (+11), Profession (Familiar) 6 (+11), Sense Motive 6 (+11), Feats: Attractive ("cute"), Improved Defense 2, Improved Initiative 2, Interpose, Ritualist, Powers: Blast 8 [Fire Breath], Immunity 6 (Breath Underwater, Fire Damage), Shapeshift 8* (Continuous +1), Strike 3 (PF: Mighty), Super Senses 3 (Darkvision, Communications Link [w/Arcane, Mental]), Combat: Attack +7, Damage +3 Melee / +8 Blast, Defense +7/+3, Initiative +11, Saving Throws: Tgh +10*/+5, Fort +7, Ref +8, Will +8, Abilities 37 + Skills 7 (28 ranks) + Feats 7 + Powers 101 + Combat 28 + Saves 10 = 190



PL	Offbeat Spellcaster		PTS
11			201

STR	10	+0	TGH	LIFT
DEX	13	+1	+10/+0	200#
CON	11	+0	FORT	LEAP
INT	16	+3	+3	10 ft
WIS	18	+4	REF	INIT
CHA	15	+2	+3	+1
			WILL	KB
			+14	-10/-0

ATTACK	DEFENSE
+10/+4	+6/+3
DAMAGE	
+11 Blast	
GRAPPLE	SIZE
+4	Medium

SKILLS

Computer 3 (+6), Concentrate 9 (+13), Diplomacy 9 (+11), Know (*Arcane Lore*) 16 (+19), Know (*Technology*) 6 (+9), Notice 5 (+9), Sense Motive 8 (+12)

FEATS

Attack Specialization (*Spells*) 3, Equipment 3 (HQ, as Sanctum), Ritualist, Sidekick (Nicodemus) 38, Trance

POWERS

Gadgets 4 (Mystic Trinkets, Easy to Lose; Example Gadgets: Magic Spritz Bottle [Cold Control 8]; AP: Pixie Dust [Fatigue 5 (Area: Cone +1)], Seven League Stride Tennis Shoes [Teleport 5 (Accurate +1); PF: Change Direction, Change Velocity, Easy, Turnabout]), **Force Field** 10 (Impervious +1), **Magic** 11 (Base: Telekinesis; PF: Base and all AP are Dynamic, AP: Animate Object 7, Blast, Create Object, Deflect 7 (All), ESP (Visual and Hearing) 7, Illusion (All) 5, Invisibility (All Visual), Morph (Humanoids), Mystic Passage (Portal +2) 5, Nullify (Magic), Paralyze, Super Movement 3 (Dimensional Travel [Any; Portal +2]))

AT	CM	SV	SK	FT	PW	DB
23	20	15	14	46	83	—

[*Normally, Nicodemus' Shapeshift points are distributed as: Shrinking 4 (Normal STR +1), Flight 3, Protection 5 (Impervious +1); frequently used for Growth 8, Protection 4 (Impervious +1) instead]

QUOTE

"It's called a computer. We may have started in the dark ages, but we don't have to stay there."

RACE	SEX	HT	EYES
Human	M	5'9"	Blue
GROUP	AGE	WT	HAIR
Covenant	27	160#	Blonde

PUBLIC KNOWLEDGE

5	
10	Member of Sentinels
15	
20	
25	Sorcerer from famous family
30	Associated with the Covenant

PL 12	Engineered Supersoldier	PTS 236
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STR	20	+5	TGH	LIFT
DEX	26	+8	+10	800#
CON	23	+6	FORT	LEAP
INT	10	+0	+8	75 ft
WIS	18	+4	REF	INIT
CHA	16	+3	+14	+16
			WILL	KB
			+10	-5

ATTACK	DEFENSE
+16	+14
DAMAGE	
+8 (Weapons)	
GRAPPLE	SIZE
+24	Medium

SKILLS

Acrobatics 12 (+20), Bluff 3 (+6), Climb 5 (+10), Computers 6 (+6), Disable Device 12 (+12), Disguise 3 (+6), Drive 4 (+12), Escape Artist 12 (+20), Gather Information 10 (+13), Intimidate 15 (+18), Investigate 13 (+13), Knowledge (*Behavioral Science, Current Events*) 9 (+9), Knowledge (*Streetwise*) 14 (+14), Notice 12 (+16), Search 10 (+10), Sense Motive 10 (+14), Stealth 16 (+24), Survival 6 (+10), Swim 3 (+8)

FEATS

Acrobatic Bluff, All-Out Attack, Assessment, Attractive, Benefit (*Security Clearance*), Blind fight, Connected, Distract (*Intimidate*), Elusive Target, Equipment 2, Evasion, Grappling Finesse, Hide in Plain Sight, Improved Defense, Improved Disarm, Improved Initiative 2, Improved Throw, Improved Trip, Instant Up, Luck 2, Move-by Action, Power Attack, Takedown Attack 2, Track, Uncanny Dodge 2 (Visual, Hearing)

POWERS

Device 4 (Easy to Lose, **Arsenal** [Power Staves 1 (Blast 8); AP: Omnium Steel Sais (Strike 3 [Penetrating +1; PF: Mighty, Improved Block 4]), Nunchaku (Strike 3 [Autofire +1; PF: Mighty]), Omnium Steel Shurikens (Blast 4 [Autofire +1, Penetrating +1]), Power Staves 2 (Deflect 8 [All Ranged])), **Immunity 2** (Age, Disease), **Leap 2**, **Regeneration 11** (Disabled 3, Injured 3, Staggered 3, Unconscious 2), **Speed 2** (25 mph), **Super Senses 4** (Accurate [Hearing], Extended Hearing 1, Extended Vision 1, Lowlight Vision)

DESCRIPTION

In the '60s, the criminal genius Dr. Prometheus (page 78) used his godlike knowledge of genetic engineering to *create* a family for himself, which he named the Prometheans (page 77). The Prometheans were each designed to be physically superior to normal humans and, as Prometheus used genetic material stolen from various metahumans, most possessed some exotic abilities as well. Unfortunately, being born in a lab and artificially aged to adulthood in less than a year of real time didn't do wonders for their emotional development or their social skills. None of this bothered Prometheus, as he viewed his "children" as just another experiment, and, since they didn't know any better, it really didn't bother most of the Prometheans. However, the one female of the group, named Kallisto, did take exception to her upbringing, or lack thereof. Eventually she left the group, which her brethren and her creator all viewed as an unforgivable betrayal. In the intervening years, Kallisto, or Blackheart as she renamed herself, took great pains to socially acclimate to the world around her, with mixed results. As part of this effort, for most of the past three decades she has channeled her energies and natural violent tendencies in ways she found society would accept, first as a bounty hunter targeting other metahumans, and then as a solo hero-type before eventually joining the Sentinels.

Blackheart has learned how to fit in to society at large. Emphasis on "learned." Most of the behavior people accept as normal after growing up, she had to learn through observation and embarrassing trial and error as an adult. Small things still confuse her, from how to properly display grief at a funeral to how she should interpret well-played flirting. The intensity with which she works to learn what most people just view as natural or even reflexive can sometimes make people uncomfortable. This is all the more confusing to those watching her when she displays startling insight into human behavior and character, such as being exceedingly difficult to lie to or to con. It should be remembered that this comes from an intellectual understanding of behavior more than a visceral or emotional one. She knows what people will do even if she doesn't completely grasp why they would do it.

Blackheart is several times stronger than a person of her build should be, and possesses extraordinary agility. She has a heightened healing factor that also renders her immune to most diseases and slows her aging to a crawl, and her combat prowess and various stealth and detective-oriented skills are among the finest on the planet. She is generally the flanker or guerilla of the group, going off on her own in a fight to isolate and take down viable targets. Her tactics are simple and brutally direct. Identify target, analyze target's tactical threat, neutralize target. No showing off, and an economy of time and effort.

An athletically built woman standing just under six feet tall, Blackheart has short black hair and piercing blue eyes (which she hides behind omnipresent shades that she understands are considered "cool," with "cool" apparently

being a good thing). She wears a gray and black, tight-fitting and armored bodysuit. She has an even more heavily armored utilitarian vest, bracers and high boots which are covered in pouches and hidden compartments where she stores the veritable arsenal she *always* carries with her.

EQUIPMENT

Body Armor (Protection 4), **Commlink**, **Swingline** [Super Movement 1 (Swinging)]

AT	CM	SV	SK	FT	PW	DB
53	60	14	46	30	33	—

BLACKHEART

**QUOTE**

"Option One: You give up, you go to jail. Option two: You fight, I make you cry like a baby, you go to jail. Which is it going to be?"

RACE	SEX	HT	EYES
Human	Female	5'11"	Blue
GROUP	AGE	WT	HAIR
Sentinels	25(35)	150#	Black

PUBLIC KNOWLEDGE

5	Member of Sentinels
10	Superhuman combat savant
15	Violent reputation
20	Former bounty hunter
25	Engineered, not born
30	Created by Prometheus

HARDCORE



DESCRIPTION

Some heroes are made and some heroes are born. Jacob ("Jake") Hannibal Steele benefits from both approaches. The son of long-time adventurer Dr. Ulysses Steele, better known to the world as Doc Steel, Jacob grew up surrounded by men and women with extraordinary abilities who lived extraordinary lives. From the time he was a child, his father instilled in him an unyielding sense of duty, the idea that the entire Steele family had been blessed beyond measure and that it was only right and proper that they repay the universe for those blessings by helping mankind whenever and however they could. Following his mother's death, Jake was raised by the combined efforts of his father, his uncle Alex (Alexander Steele, the former WWII era hero Anthem), and Algernon, an AI of his father's design.

Hardcore has never had anything even remotely resembling a normal life. Fundamentally, he does what he does because it's the only thing he's ever really known. He's brave to a fault, and very serious when dealing with his responsibilities. However, when he doesn't have to concern himself with the welfare of teammates or bystanders, or worry about collateral damage, he's known for cutting loose with his abilities. Off-duty, he's an adrenaline junkie (which is difficult to experience when you're practically invulnerable) and loves driving fast cars and even faster planes. He's notoriously uncomfortable in social situations where he has to deal almost exclusively with normal people, far preferring the company of those who understand "his world." Thanks to his rather unique upbringing, he has no problem relating to or dealing with the most outré individuals or situations, and remains blasé under circumstances ranging from fending off alien invasions to fighting insane gods. This can be disconcerting to those falling apart around him.

Hardcore's physical structure resembles closely that of his father. The performance of both his muscular and skeletal structures is enhanced beyond human capabilities by orders of magnitude. He possesses vast superhuman strength and resilience, has demonstrated a tolerance for environmental conditions that would kill a human being, and has no real physical need for food or sleep. He simply doesn't tire appreciably, ever. Further, his metabolism has thus far shown no susceptibility to any toxin or pathogen he's ever encountered. Thanks to long years of training, Jake has even learned how to resist many forms of psionic intrusion and compulsion.

When entering combat, Jake normally takes point, trusting in his natural resilience to give him a greater measure of safety than his comrades. The recipient of almost two decades of intense training under many experts, Hardcore is an exceptionally capable hand-to-hand combatant, demonstrating a level of skill and versatility matched by few of the lumbering juggernauts that normally target him in a fight. He will generally identify the most dangerous opponents on the field and then draw their attention to himself, away from his teammates or whatever bystanders remain in the area. Jake is an imaginative

QUOTE

"Introductions are in order – fist... bad guy, bad guy... fist."

RACE	SEX	HT	EYES
Human	Male	6'6"	Blue
GROUP	AGE	WT	HAIR
Sentinels	35	360#	Brown

PUBLIC KNOWLEDGE	
5	Member of Sentinels
10	Son of Doc Steel, brother of Technomancer
15	Been heroing since his teens
20	
25	Standoffish around "normals"
30	Adrenaline junkie

fighter, but has to carefully temper a tendency to showoff. He also trusts the other Sentinels to know their jobs and seldom resorts to overt direction unless circumstances demand it.

Hardcore is a large and massively built man. He has brown hair (worn longer than his father likes), and brown eyes. When on duty, he wears a utilitarian bodysuit, toughly constructed boots, and a brown, leather jacket that looks very much like a WWII-era aviator's coat (a self-mending jacket given to him by his father).

PL	Legacy Strongman		PTS
15			252

	STR	DEX	CON	INT	WIS	CHA	TGH	LIFT
	40	15	40	14	14	18	+15	800 ton
							+20	625 ft
							+4	+6
							+12	-15/-22

ATTACK	DEFENSE
+10/+15	+10/+5
DAMAGE	
+15 (Unarmed, Crit 18-20)	
GRAPPLE	SIZE
+37	Medium

SKILLS

Climb 1 (+16), Computers 3 (+5), Diplomacy 6 (+10), Drive 16 (+18), Intimidate 6 (+10), Know (*Current Events, Theology and Philosophy*) 6 (+8), Know (*Tactics*) 8 (+10), Language 2 (*Classical Greek, Latin*), Medicine 2 (+4), Notice 8 (+10), Pilot 16 (+18), Sense Motive 8 (+10)

FEATS

All-Out Attack, Assessment, Attack Focus (*Melee*) 5, Benefit 2 (*Security Clearance, Wealth*), Blind-Fight, Connected, Crushing Pin, Equipment 1, Fearless, Follow-Up Strike, Grappling Block, Improved Critical (*Unarmed*) 2, Improved Grab, Improved Initiative, Improved Throw, Improved Trip, Inspire 2, Leadership, Luck 2, Master Plan, Power Attack, Renown, Sweeping Strike, Takedown Attack 2, Teamwork 2, Ultimate Save (*Toughness*)

POWERS

Immunity 11 (Age, Exhaustion, Life Support), **Impervious on Toughness 5, Protection 5** (Impervious +1), **Regeneration 5** (Bruised 1, Staggered 1, Injured 1, Disabled 1, Unconscious 1), **Speed 3** (50 mph), **Super Senses 3** (Extended Hearing 1, Extended Sight 1, Lowlight Vision), **Super Strength 7** (PF: Groundstrike, Shockwave, Thunderclap; AP: Immovable (Sustained +0, Unstoppable +1), Leap 4)

EQUIPMENT

Commlink, Flashlight, GPS Receiver, Multi-tool							
AT	CM	SV	SK	FT	PW	DB	
81	40	17	22	36	56	—	

PL 10	Half-Alien Psychic	PTS 240
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STR	10	+0	TGH	LIFT
DEX	14	+2	+12	200#
CON	14	+2	FORT	LEAP
INT	16	+3	+5	10 ft
WIS	20	+5	REF	INIT
CHA	16	+3	+5	+2
			WILL	KB
			+15	-11

ATTACK	DEFENSE
+6	+8
DAMAGE	
+10 (Blast), +8 (Mental)	
GRAPPLE	SIZE
+6/+16 (TK)/ +19 (Mental)	Medium

SKILLS
Bluff 5 (+8/12), Concentration 15 (+20), Diplomacy 5 (+8/12), Know (*Behavioral Sciences*) 8 (+11), Notice 5 (+10), Pro (*Psychologist*) 6 (+11), Sense Motive 8 (+13)

FEATS
Attractive, Benefit (*Security Clearance*), Equipment 1, Improved Mental Grapple 2, Inspire, Teamwork 2

POWERS
Comprehend 1 (Languages, Only for Projected Thoughts -1), **Flight 5**, **Force Field 10** (Impervious +1), **Immunity 2** (Age, Disease), **Super Senses 6** (Danger Sense, Mental Awareness [Acute, Accurate, Extended]), **Telekinesis 10** (Area: Shapeable +1 [Selective +1], Damaging +1, Perception +1; PF: Subtle, Precise; AP: Deflection (All Ranged Attacks; Free Action +2, Ranged +1, PF: Improved Block 5, Dynamic)), **Telepathy 10** (Area [Communication] +1; PF: All AP are Dynamic, Selective, Subtle; AP: Illusion 7 (All Senses; Phantasm -1; PF: Progression 9, Selective), Mental Blast 8, Mind Shield 10 (Affects Others +0, Range: Perception +2; PF: Progression [Number] 6), Mind Control 7 (Area: Shapeable +1 [Selective +1]; PF: Mental Link))

EQUIPMENT

Commlink, GPS Receiver						
AT	CM	SV	SK	FT	PW	DB
30	28	16	13	8	145	—

DESCRIPTION

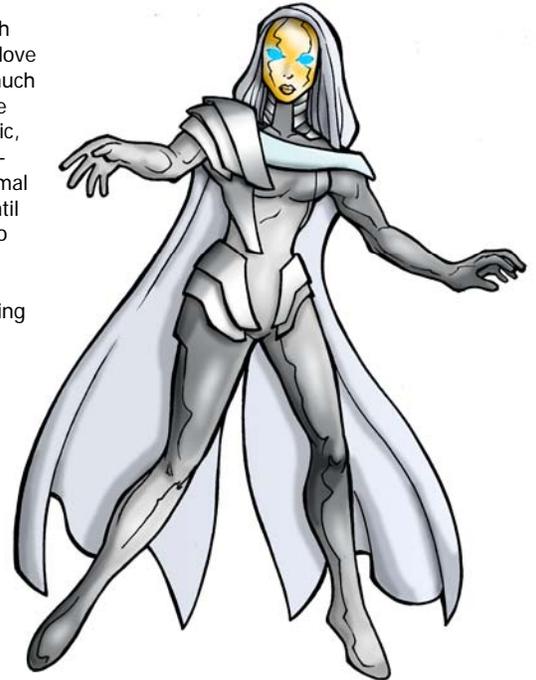
Sarah Anne Thompson always knew that her family was different, and that somehow she was different too. Following her mother's funeral when she was 10 years old, her father told her the truth. He wasn't human. He was a member of a starfaring species called the Saeduun [say-DJOO-uhn], and he had been on Earth observing our cultures for decades. He had fallen in love with Sarah's mother, married her, and discovered, much to his surprise, that humans and Saeduun could have children together. The Saeduun were naturally psionic, and Sarah was starting to develop her own abilities – abilities that were markedly more powerful than normal for her father's race. She kept these things secret until one fateful day while she was at university. Forced to intervene in a hostage situation on campus, she was "outed" as having superhuman abilities. Rather than divulge the truth of the matter, she has been operating for several years now under the "cover" of being a metahuman. Doc, Caldwell, and a couple of her teammates are the only people who know her secret. An intensely private person, while Rachel has never regretted exposing her abilities as the cost of saving lives that day, she bitterly missed the privacy she lost without the option of a secret identity. This situation changed recently after an encounter with Godhead, an immensely powerful psi with considerable control of reality. In an effort to demonstrate his (deranged) affection for Rachel, he probed her mind for a suitable desire he could exploit as a "gift." Finding her feelings about her privacy, he erased knowledge of her true identity -- from memories and from records -- everywhere outside of the pocket dimension in which he was holding her and her teammates at the time. It is now as if her identity had never been exposed at all – the public knows of Iron Angel, but has no idea of who operates behind the mask Rachel now wears.

A very practical woman, Sarah approaches heroing as a job, and a necessary facet of the ongoing deception her father started. She rigorously lobbies for the team's intense training regimen, and will always be the one at the briefing table pushing for comprehensive planning before entering any potential combat situation.

Iron Angel is a powerful psionic possessing an arsenal of both telepathic and telekinetic abilities. Her half-Saeduun heritage grants her a heightened immune system and exceptional longevity. In addition to her using her psionic attacks to support her teammates, she also can telepathically link their minds as a sort of mind-to-mind "switchboard," allowing almost instantaneous and practically unjammable communication. Under most circumstances, she is the primary communications link for the team, with everyone falling back to their radios only if she is taken out of the fight, or if they must communicate with people outside of her link.

Sarah has shoulder length, strawberry blonde hair and green eyes, all of which she now hides behind an encompassing golden mask. While using her powers her eyes glow a silvery blue, making her look as if she possesses no irises.

IRON ANGEL

**QUOTE**

"For future reference, trying to sneak up on a telepath... remarkably bad idea."

RACE	SEX	HT	EYES
Human/Alien	Female	5'6"	Green
GROUP	AGE	WT	HAIR
Sentinels	28	121#	Blonde

PUBLIC KNOWLEDGE

5	Member of Sentinels
10	Telepath of great power
15	
20	Professional and reserved to a fault
25	
30	Watched by Majestic 20

ONYX



DESCRIPTION

Gina Morrissey never sought excitement or adventure. What she wanted was a quiet life of study and reflection – alone, just her and the stars. Fate made a different choice for her. Working late one evening in her secluded observatory while testing an experimental telescope, she witnessed an incredible burst of light just outside Earth's atmosphere. The telescope, working with an exotic gravity lens instead of a set of physical ones, and guided by sophisticated software that allowed it to adjust its view almost instantly, was able to follow the rapid descent to the Earth of a small object that was evading all attempts by the telescope's secondary sensor arrays to analyze its structure. She was even further astonished when the object adjusted its descent – toward the telescope, almost as if it had sensed the viewer's sensing attempts and was following the scans back to their source. Slowing the closer it came, the object came to a stop once it entered the observatory, and then hovered in front of Dr. Morrissey. Curiosity overcame fear and she approached the small black glowing orb. Suddenly her mind was overwhelmed with images of a terrible battle, indecipherable shapes and words, an unexpected burst of light, and then an almost serene view of the Earth floating in her mind's eye. Her senses returned to her the instant before her hand made physical contact with the orb. She watched, shocked, as it literally melted over her arm, and then flowed across her entire body; a wet, ticklish sensation was the only warning she had that it was also flowing through her skin and into her body as well.

Dr. Morrissey's early experiences with her "companion," which she has come to realize is a semi-sentient symbiotic entity, were very trial and error. She discovered that the union of the symbiote with her form grants her great strength, resilience, and a broad array of energy manipulating abilities. It also protects her from most environmental hazards – even the vacuum of space. In addition, the symbiote has greatly enhanced her sensory range, expanding it up and down the electromagnetic spectrum; Morrissey can now "hear" gamma rays, "feel" the touch of X-Rays or Radar emissions, and so on. She also has limited access to memories of a noble purpose and terrible enemies. Unfortunately, these memories, as well as any actual thought or communication the symbiote offers, are sporadic, and difficult to understand – almost as if the symbiote had been damaged in some crucial way that interfered with its interface. Regardless, the good doctor acted on those vague memories, combined with her own natural, albeit reluctant, altruism. She uses her abilities to help others, and has quickly adapted to her new role as a hero.

Onyx's role in combat is that of air support. She prefers to fly above the battlefield and engage the opposition at range. When forced into close quarter fighting, she reluctantly resorts to brute strength.

As Onyx, Dr. Morrissey resembles a hollow crystalline statue of a woman, filled with a constantly changing star field. Her hair looks like a solid sculpting of hair that glows from within much as a negative image of the same star field.

DRAWBACKS

Normal ID, Full round: -4

PL	Human/Alien		PTS
11	Symbiotic Entity		230

STR	30	+10	TGH	LIFT
DEX	13	+1	+14	48 ton
CON	25	+7	FORT	LEAP
INT	14	+2	+7	20 ft
WIS	16	+3	REF	INIT
CHA	16	+3	+5	+5
			WILL	KB
			+8	-7

ATTACK		DEFENSE	
+8/+6		+8/+4	
DAMAGE			
+14 (Blast)			
GRAPPLE		SIZE	
+16		Medium	

SKILLS

Computers 6 (+8), Concentration 5 (+8), Craft (*Electronics*) 8 (+10), Diplomacy 5 (+8), Disable Device 6 (+8), Knowledge (*Physical Science*) 10 (+12), Medicine 4 (+7), Notice 6 (+9), Sense Motive 6 (+9)

FEATS

Attack Specialization (*Powers*), Benefit (*Security Clearance*), Equipment 1, Improved Initiative, Leadership, Luck 2, Move-by Action, Teamwork 2

POWERS

Cosmic Energy Control 14 (PF: All AP are Dynamic; AP: Concealment (Hearing, All Visual); Affects Others +1 [PF: Selective]), Create Object 8 (Duration +1; PF: Progression 3, Tether), Dazzle (All Visual), Deflection 7 (All Ranged; Reflection +1, Redirection +1), Environmental Control (Light: 2 ranks, 20 mile radius), Nullify (All EM energy-based at Once; Duration: Concentration +1, Distracting -1), Snare 13 (PF: Reversible, Tether)), **Enhanced Constitution 10**, **Enhanced Strength 20**, **Flight 14** (AP: Space Travel), **Immunity 9** (Life Support), **Protection 7**, **Supersenses 34** (Cosmic Awareness [Mental, Extended 5], Blindsight [Radar, Extended 3, Radius], Darkvision, Direction Sense, Detect Radiation Signature [As sense, Acute, Radius, Ranged, Tracking], Extended Vision 2, Extended Hearing 2, Infravision, Ultra Hearing, Ultravision, X-Ray Vision (Not vs Lead)), **Super Strength 5**

EQUIPMENT

Commlink, GPS Receiver

QUOTE

"I'd rather resolve this without resorting to violence, but if you insist on being beaten up that's your decision."

RACE	SEX	HT	EYES
Human/Alien	Female	5'8"	Yellow
GROUP	AGE	WT	HAIR
Sentinels	31	150#	White

PUBLIC KNOWLEDGE

5	Member of Sentinels
10	Wide array of energy abilities
15	
20	Former astronomer
25	Possesses alien symbiote
30	Watched by Majestic 20

AT	CM	SV	SK	FT	PW	DB
24	28	9	14	10	152	-4

PL 12	Legacy Speedster	PTS 221
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STR	10	+0	TGH	LIFT
DEX	20	+5	+7/3	200#
CON	16	+3	FORT	LEAP
INT	12	+1	+5	10 ft
WIS	10	+0	REF	INIT
CHA	14	+2	+15	+53
			WILL	KB
			+8	-3/1

ATTACK	DEFENSE
+8	+17/+5
DAMAGE	
+8 (Strike)	
GRAPPLE	SIZE
+13	Medium

SKILLS
Bluff 3 (+5/+9), Computers 3 (+4), Craft (*Chemical*) 6 (+7), Diplomacy 3 (+5/9), Know (*Life Science*) 4 (+5), Disable Device 3 (+4), Medicine 6 (+6), Notice 6 (+6), Search 6 (+7), Sense Motive 4 (+4)

FEATS
All-Out Attack, Attractive, Benefit (*Security Clearance*), Defensive Roll 4, Dodge Focus 7, Endurance 2, Equipment 1, Evasion 2, Fast Overrun, Grappling Finesse, Improved Defense 2, Improved Disarm 3, Improved Overrun, Instant Up, **Lightning Speed** (page 143), Move-by Action, Renown, Takedown Attack 2, Taunt, Teamwork 2, Ultimate Power Check (*Superspeed*)

POWERS
Regeneration 7 (Bruised 1, Disabled 2, Injured 2, Staggered 1, Unconscious 1), **Speed Tricks** [Flurry of Fists — Strike 8 (Aura +1, Autofire +1; AP: Tornado Wake — Air Control 8 (Area burst +1, Linked to Suffocate +0, Range: Touch -2) plus Suffocate 8 (Area burst +1, Linked to Air Control +0, Action: Full round -1)), **Superspeed 12** (Rapid Attack is base PF; Other PF: Wall Run, Water Run; AP: Spinning)

EQUIPMENT
Commlink, GPS Receiver

DRAWBACKS
Accelerated Metabolism — Must consume 2-3 times as much food as normal for mass and build (Uncommon, Minor): -1

AT	CM	SV	SK	FT	PW	DB
22	36	20	11	38	95	-1

DESCRIPTION

Rachel Ramirez is the daughter of the sixties-era heroine the Blur and the granddaughter of the WWII era hero Jack B. Quick. She grew up with her abilities, which, like her mother, she inherited. Rachel tried for something like a normal life, even to the point of going through medical school — but the metahuman world kept intruding. She found herself being called upon to use her metahuman abilities far more often than her mundane skills. Finally, she gave up having a normal life and devoted herself to the same calling as the prior two generations of her family. She tried several different names early in her career, ranging from taking her mother's old moniker to such forgettable titles as *GoGoGirl* and *Rapier*, before finally settling on *Speed Demon*. She was also known during that period for going through up to a costume a week before finally settling (although “accepting under pressure” might be more a more accurate description) on the only slightly modified team uniform she now wears.

Though Rachel sometimes likes to act the airhead, this routine drops immediately when situations get serious. An outrageous flirt, she gets along well with the rest of her teammates — a little too well, according to the various tabloid covers that never fail to send her temperature soaring. Despite Blackheart's more violent proclivities, Speed Demon's “unrestrained” personality has resulted in her being deemed the “bad girl” of the team by the popular media. This doesn't sit well with Rachel, and she has a tense relationship with the press. Only the Sentinels' powerful legal representation has prevented ugly incidents with certain paparazzi.

Speed Demon possesses incredible superhuman speed and reflexes. She can cross cities with the same ease that most people cross the street. Thanks to growing up with her abilities, and receiving instruction from her mother, who herself has decades of experience with speed powers, Rachel is quite comfortable with her capabilities, and quite versatile. About the only application she really hasn't mastered is vibrating her molecules through solid objects, and this is because she steadfastly refuses to even try it for fear of doing it fatally wrong.

Speed Demon is all over the map in combat. She can cross a battlefield in less time than most people can even think about beginning to react, and uses that edge to great effect. She likes hit-and-run assaults, moving in and out of range faster than her targets can respond. She also likes disarming opponents before they can even realize they've been disarmed.

But, her favorite combat pastime is provided by the normal support personnel some criminals use in their activities — tearing through dozens of gunmen in the blink of an eye never fails to bring a smile to her lips.

An attractive Hispanic woman, Speed Demon has light brown skin, luminous black eyes, and long black hair she keeps tied back so as not to be a hazard at high speed. The modifications to her team uniform are obvious reinforcements to the boots and striking surfaces, and an aerodynamic visor.

SPEED DEMON

**QUOTE**

“Oh, look. Rent-a-thugs. Crunch all you want, they'll just make more. Heh.”

RACE	SEX	HEIGHT	EYES
Human	Female	5'6"	Brown
GROUP	AGE	WEIGHT	HAIR
Sentinels	28	123#	Black

PUBLIC KNOWLEDGE

5	Member of Sentinels
10	Speedster
15	Tabloid favorite
20	Daughter of Blur
25	Granddaughter of Jack B. Quick
30	

TECHNOMANCER



DESCRIPTION

Dr. Isaac Augustus Steele is the younger son of Dr. Solomon Ulysses Steele, himself better known as Doc Steel. A longtime adventurer and hero dating back to the WWII era, Doc instilled in his son from an early age strong values and a sense of duty to mankind.

Though many children fantasize about growing up to be "superheroes," Isaac never actually grew out of his dream – he grew *into* living it. He made his choice about the direction of his life when he was five. At the age of ten, he had chosen the name "Technomancer" and began working on the first design of what would be many costumes. At fifteen, he began pestering his father to let him start his "career." It took years of constant effort, but he finally received his father's

blessing when he turned twenty-one. He immediately began petitioning his brother and the other Sentinels for a place on their team; after a month, they finally acquiesced. That was several years ago, and he's gone a long way in that time toward making a name in his own right.

A genius with few peers, Isaac is more comfortable around machines than people; brave to a fault, much like his brother, he's nonetheless a little shy, especially around women, and his fascination with (some would say fixation on) technology has resulted in social skills that are sometimes a little... problematic. In short, Isaac pretty much epitomizes the concepts of "nerd" and "cybergeek."

Technomancer is a cyberkinetic and cybermorph. He not only can communicate mentally with computers, he also can mentally seize control of any machine's functions, and even alter its shape and general composition. This "transmutation" is limited to processed materials comprising mechanical structures such as glass and plastic. Robots and computers become extensions of his own mind, and anything from air conditioners to Humvees are fodder for his sculpting efforts. His programming and electronics skills are almost supernatural, and in some ways reflect his intuitive rapport with machines.

Despite his best efforts when designing the skin-tight battlesuit he wears, Isaac simply has never grasped the whole combat thing very well. After a couple of painful object lessons, he now avoids closing with the opposition if at all possible. Staying at range and attacking the opposition with a never-ending variety of quickly designed and scratch built weaponry is his forte. He also enjoys and excels at seizing control of and cannibalizing enemy tech (much to the horror of any number of battlesuit wearers, androids, and exotic weapon users).

A slimly athletic young man, Isaac has sandy blonde hair, blue eyes, and a mischievous half-smile that never completely leaves his face. He wears a tight-fitting battlesuit with many storage compartments for spare parts and materials he uses as fodder for his powers.

PL	Ultimate Cybergeek		PTS
10			225

STR	10	+0	TGH	LIFT
DEX	10	+0	+14/2	200#
CON	14	+2	FORT	LEAP
INT	30	+10	+5	10 ft
WIS	14	+2	REF	INIT
CHA	10	+0	+4	+0
			WILL	KB
			+8	-7

ATTACK		DEFENSE	
+10/+6		+6/+3	
DAMAGE			
+10 (Blast)			
GRAPPLE		SIZE	
16/+6		Medium	

SKILLS

Computers 15 (+25), Craft (*Electronics, Mechanics*) 15 (+25), Disable Device 15 (+25), Knowledge (*Physical Science*) 8 (+18), Knowledge (*Technology*) 15 (+25), Notice 5 (+9), Search 4 (+14)

FEATS

Benefit 2 (*Security Clearance, Wealth*), Eidetic Memory, Equipment 1, Inventor, Luck 2, Renown, Teamwork 2, Ultimate Skill 2 (*Computer, Know (Technology)*)

POWERS

Device 13 (Hard to Lose, **Powersuit** [Blast 10 (AP: Dazzle (All Visual), Fatigue, Telekinesis; PF: Accurate 2), Flight 8, Force Field 8, Protection 4, Supersenses 11 (Blindsight [Radar; Extended, Radius], Direction Sense, Distance Sense, Infravision, Lowlight Vision, Time Sense, Ultravision)]), **Datalink 8** (Mental; PF: Machine Control), **Immunity 2** (Age, Disease), **Transform 10** (tech to tech; Duration: Continuous +1, Range: Perception +1; AP: Transform 10 [Duration: Continuous, Range: Perception, Area: Shapeable +1, Action: Full round -1], AP: Transform 10 [Duration: Continuous, Range: Perception, Area: Shapeable, Selective Attack +1, Action: Full round, Distracting -1], AP: Animate Objects [Horde +1, Limit: Machines only -1; PF: Progression 5], AP: Nullify [all tech powers at once; Duration: Sustained +2, Nullifying Field +0, Selective +1]))

EQUIPMENT

Commlink, GPS Receiver						
AT	CM	SV	SK	FT	PW	DB
28	24	13	23	12	125	—

QUOTE

"Nice toy. Mind if I take it?"

RACE	SEX	HT	EYES
Human	Male	5'10"	Blue
GROUP	AGE	WT	HAIR
Sentinels	30	180#	Sandy

PUBLIC KNOWLEDGE

5	Member of Sentinels
10	Cyberpath and cybermorph
15	Son of Doc Steel, brother of Hardcore
20	Brilliant scientist
25	
30	Romantically linked to ARACHNE

PL	Cursed Magical Strongman	PTS
14		232

STR	45	+17	TGH	LIFT
DEX	10	+0	+14	6400 ton
CON	30	+10	FORT	LEAP
INT	10	+0	+14	2700 ft
WIS	13	+1	REF	INIT
CHA	23	+6	+3	+0
			WILL	KB
			+10	-11/-20

ATTACK	DEFENSE
+10/+5*	+3/+1*
DAMAGE	
+17 (Unarmed)	
GRAPPLE	SIZE
+40	Large

SKILLS
Bluff 5 (+11), Diplomacy 3 (+9), Gambling 8 (+9), Gather Information 3 (+9), Intimidate 8 (+14), Know (*Popular Culture*) 10 (+10), Language (*English, Chinese, French, [Russian]*), Notice 8 (+9), Pro (*Black Marketeer*) 4 (+5), Sense Motive 8 (+9)

FEATS
All-Out Attack, Attack Focus (*Melee*) 5, Benefit (*Security Clearance*), Chokehold, Distract (*Intimidate*), Environmental Adaptation (*Underwater*), Equipment 1, Fearsome Presence 3, Improved Grab, Improved Grapple, Improved Pin, Improved Trip, Luck 2, Power Attack, Renown, Startle, Takedown Attack, Taunt, Teamwork 2

POWERS
Growth 4 (Continuous +1, Permanent -1), **Immunity 14** (Breathe Underwater, Cold, Disease, High Pressure, Illusions), **Protection 4, Regeneration 34** (Ability Damage 8, Bruised 3, Disabled 8, Injured 6, Staggered 6, Unconscious 3; PF: Persistent, Regrowth), **Supersenses 7** (Darkvision, Detect Magic [as Sense - Smell], Scent, Tracking [Smell], Ultra-Hearing), **Super Strength 9** (PF: Shockwave, Thunderclap, AP: Immovable (Sustained +0), Leaping 6), **Swimming 4**

EQUIPMENT
Commlink, GPS Receiver, iPod

AT	CM	SV	SK	FT	PW	DB
59	20	16	15	27	95	—

his appearance. That's a polite way of saying "ugly as sin." A prognathic jaw, tusks, grayish-green skin, enormous pointy ears, and over-long arms aren't terribly common fashion markers, and Arkady routinely shaves his head because he hates his coarse, black, and stringy hair. None of this apparently has much impact on his incredible presence, however, or his drawing power to the opposite sex. When off duty, he also seldom wears a shirt over his massive chest and shoulders, unless he's going somewhere that actually requires one.

DESCRIPTION

Arkady Gennadyevitch Sukinov had always heard and dismissed the legend passed down in his family, that long ago a heroic Sukinov knight, one of the Bogatyr, had thwarted the great witch Baba Yaga and had been cursed. Supposedly, she had said that should any of his family ever show his courage or heroism again, that they would suffer a horrible fate, and become the monsters that his great ancestor had fought.

Arkady always thought this was just a way to justify the uncounted generations of thieves, pirates, and swindlers that he knew his family had always been. He might have gone onto a career Russian military man (with all that implied after the collapse of the Soviet Union) if he hadn't selflessly endangered himself to drag his comrades out of a burning tank in Chechnya.

Collapsing, he later woke up to find himself changed – enormous, vastly strong and resilient, and uglier than a Politburo member's backside. Resigned to his fate as only a Russian could be, Arkady attempted to be a hero in his native land, only to find out there wasn't much room for a hero in a land where corruption was king. Leaving the Rodina and his family (who now considered him an outcast), Arkady moved to America. Starting his career over here as a part-time hero, part-time celebrity, Troll found himself in the right place at the right time when the opportunity came by to join the Sentinels. He's never had cause to regret taking that opportunity.

Troll is a party animal, whose extrovert tendencies and endearing personality more than compensate for his looks. When off-duty, he can always be found club hopping or attending premieres of movies or Broadway shows. And he's seldom alone when he goes to these places – he usually has two to three pretty young women on each arm. An inveterate joker and tease, he gets along well with Technomancer (often helping the younger Steele in the commission of various pranks), and since he always shares the frontline with Hardcore, they have a very good relationship. Despite constant tabloid reporting to the contrary, Troll and Speed Demon have never been an item.

Arkady is larger than human and immensely strong, stronger even than Hardcore. Though not quite as resilient as the older Steele brother, he more than makes up for this with a healing factor that has many wounds closing and disappearing before the very eyes of the person inflicting them. His senses are animal-keen, and he is just as comfortable below the water as he is above it. Most abilities that rely on illusions fail against Arkady, since he can literally smell magic.

Troll shares the frontline with Hardcore, closing to engage most opponents hand-to-hand. He is a canny fighter, though not a terribly honorable one. He loves humiliating his opponents as much as beating them, and his vitriolic jibes are as feared as his almost inescapable grip.

Towering above most other people, Troll is striking in

TROLL

**QUOTE**

"Perhaps you are needing your mommy to help you? No? Okey-doke, beating will now continue."

RACE	SEX	HT	EYES
Human	Male	8'3"	Brown
GROUP	AGE	WT	HAIR
Sentinels	(43)	1120#	Black

PUBLIC KNOWLEDGE

5	Cosmetically challenged Member of Sentinels
10	Russian, very strong
15	Tabloid favorite
20	Party animal reputation
25	Former member of Crimson Cadre
30	Victim of curse

FORTRESS

Background

The facility popularly known as “Fortress” is located approximately a mile off the coast. It was built on an island artificially raised by the Promethean Antaeus. Antaeus, rendered comatose in a battle against the '70s era Sentinels, awoke from his coma with his geokinetic abilities grown to almost godlike capacity. He raised the island on a whim, as an offhand demonstration of his abilities. Following Antaeus' later death, brought on by the stress of his new abilities, the island fell into the possession of the federal government. Policy squabbling kept the island from being put to any good use for years. Eventually, Steele Omnitech, looking for a potential test bed for experimental technologies, leased the island from the government; a few years later, Omnitech managed to outright purchase the land, and then immediately began construction of a permanent set of buildings.

Before the foundation was in place, construction was halted as the property was instead given to the newly founded third-incarnation of the Sentinels team to be used for their headquarters. It then took almost another year to complete the redesigned structures and equip them properly. Five years later, very little has been added or changed, aside from the occasional upgrade to facilities, or the major repairs following Praetorian's failed invasion, and a year after that, the Black Knights' failed attempt to enter and steal whatever it was they were hired to steal from the vault.

Exterior

The island's first line of defense is a series of highly sophisticated sensor nets that make approaching undetected practically impossible. The outer ring of buoys also represent the placement of a series of interlocking force fields, each designed to reinforce those around it. The island could withstand a sustained and powerful bombardment for days if necessary. There is only one surface craft normally allowed access (the ferry operated from the security center) and air traffic is limited to a single approach vector.

The enormous tree on the north face of the island was a “gift” from the one-time member Wildflower. It stands almost ten stories tall from roots to highest point, and is nicknamed “Yggdrasil.”

There are five small structures, or bungalows, gracing the beach on the northern side. These are for those members of the

team that don't want to take advantage of the living quarters provided inside. Troll and Hardcore occupy two of them, with Director of Security Matthew Trasker gracing a third.

Fortress

TGH: 20, SZ: A, Cost 107/22; Features: Combat Simulator, Communications, Defense Systems, Dock, Fire Prevention System, Gym, Hangar, Infirmary, Lab, Library, Living Space, Power System, Security System (DC 40), Workshop; Powers: Emergency Defense [Force Field 20 (Impervious +1)], Scrambling Field [Nullify 15 (Versus Dimensional Travel, Teleportation, and Time Travel; Nullifying Field +0, Power Resistance +1, Selective +1)]



FORTRESS MAPS

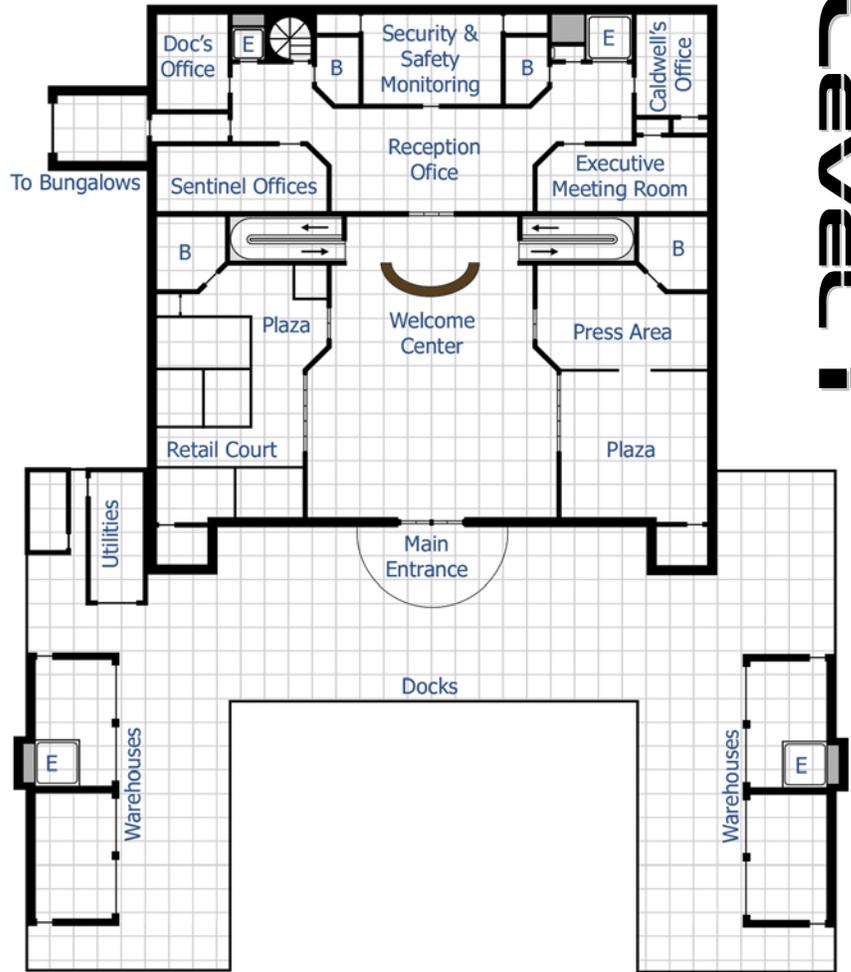
Level One

Upon entering the main atrium, visitors are given name badges that also function as sentry monitors, providing that person's constant location and condition. As with most systems onsite, this and other security measures are all under watch by Algernon in addition to site security personnel.

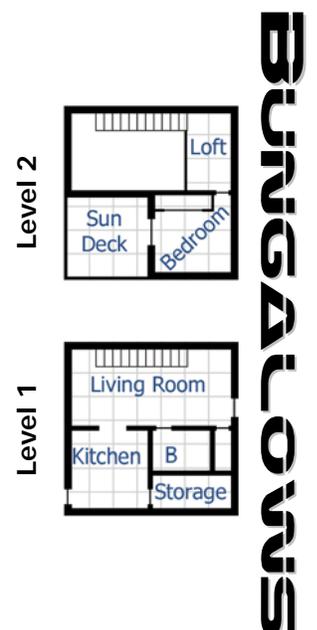
The press area is used for press conferences. Video transceiver hook-ups provide access to most network receiving stations.

One of the many tasks performed by the security monitoring station is to track the signals constantly transmitted from each team member's PCM (Personal Condition Monitor). This is the collar/pectoral accessory each Sentinel wears integrated into the costume or uniform. It acts as a Commlink, a medical condition monitor, and a location transponder. The PCM uses a highly-encrypted transmission protocol that is very resistant to jamming (not impossible, unfortunately, just difficult). In order not to set off electronic security measures that might be looking for Sentinels members when on a mission, the system transmits in tight-beam coded packets at irregular intervals and at frequencies designed to blend in with ambient electromagnetic traffic in an area. (Still, Blackheart is known for turning her PCM off when she's in the field, much to the chagrin of Security Director Trasker.) The transmissions themselves piggyback through the signal payloads of a number of Omnitech-sponsored communications satellites, giving the devices a global range.

PCM: Detect (Medical Conditions), Detect (Location), Equipment Cost: 2. Note that since the team members themselves do not actively use the system, they do not pay for it in their individual write-ups (as opposed to their commlinks).



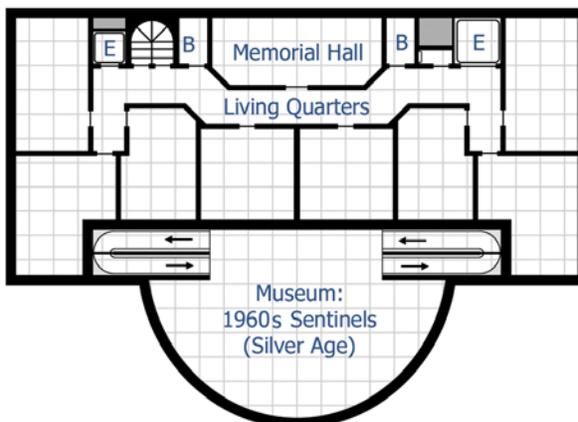
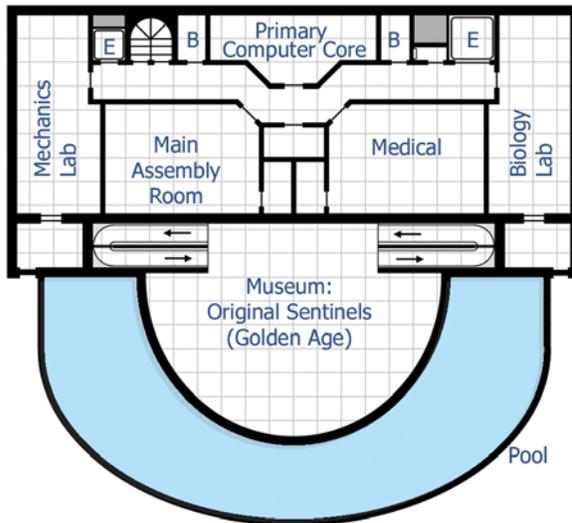
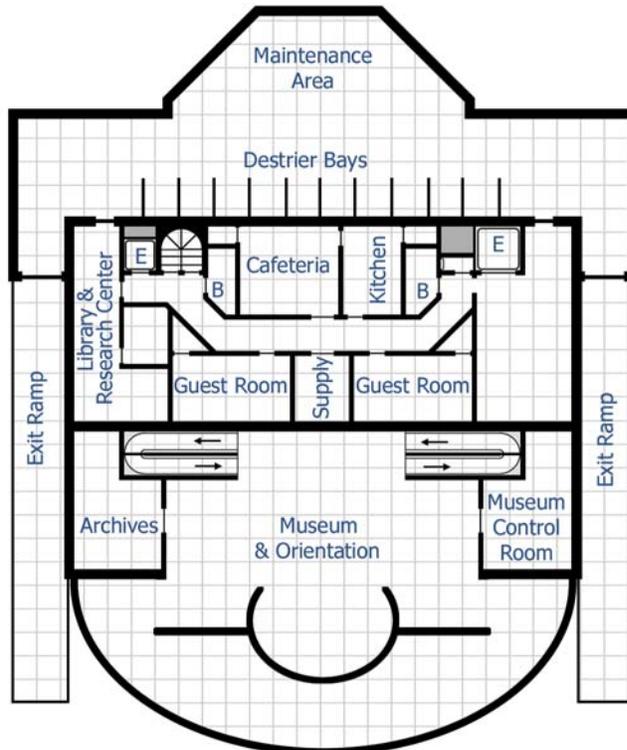
Level 1



Level 2

Level 3

Level 4



Level Two

The museum boasts many interactive displays, in addition to the traditional exhibits. Computer tracking of the visitor tags allows for the holographic and audio displays to change based on the perspective of the individual visitor.

One of the main draws for tourism to the island is undoubtedly the Sentinels Museum. From the holo-display of the original Sentinel's Rocketplane that is the centerpiece of the third floor – complete with a computerized perspective change that has the hologram shift into a section by section breakdown of the vehicle as a viewer circles the display – to scale reproductions of FENRIS' mountain HQ before it was destroyed in the '60s and a life-size plaster replica of Magog, the displays are imaginative and entertaining. There are almost 100 wax replicas of adversaries spanning 65 years and all three teams, as well as mock arsenals showcasing exotic weapons ranging from I.V.A.N. The Terrible's Gravity Howitzer to The Winter Knight's Iceblade. There are smaller interactive holo-displays, such as the tutorial illustrating how Swarmtrooper's cohesion field works, or a pictorial of the evolution of Animech's robot designs.

A perennial favorite, on one wall a bank of video monitors runs through a series of footage incorporating newsreel pictures (such as the battlefield footage from Berlin where Parzifal fought his last battle against Doc Steel), decades of broadcast TV news stories (including the chaotic sideline camera shots from Times Square when the '60s-era team first came together to face the Serpent Queen), newspaper pictures (Troll and Killjoy mugging for the cameras seem to outnumber all of the other members' pictures of any of the teams), and enhanced vid-fiche productions from civilian cameras (the only place to find such pictures of Starbane outside of classified documents).

Algernon has even been known to surprise some curious audiences by projecting an image into the museum area and giving impromptu lectures or presentations.

For those who just can't get their fill of the team's history and memorabilia, the gift shop carries affordable reproductions of many of the displays. However, the traditional top seller has always been and remains the 18" plushy Troll doll with a sound chip that says, "Is party... Da?" when squeezed.

Level Three

All of the labs onsite are internally modular for utmost flexibility in support.

Level Four

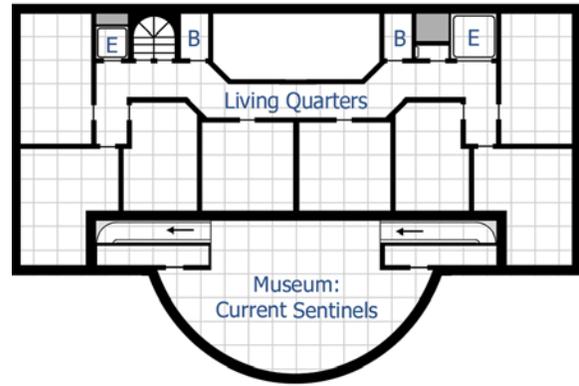
Memorial Hall is the access room to the external display of the six statues representing the six members of the various incarnations of the Sentinels who have been lost in action. The statues stand several stories tall, and the emblazoned "NEVER FORGET" engraved into the base has letters over five meters tall each.

Level Five

This level of the museum is the highest section that allows public visitors. The city skyline looks beautiful through the skydome.

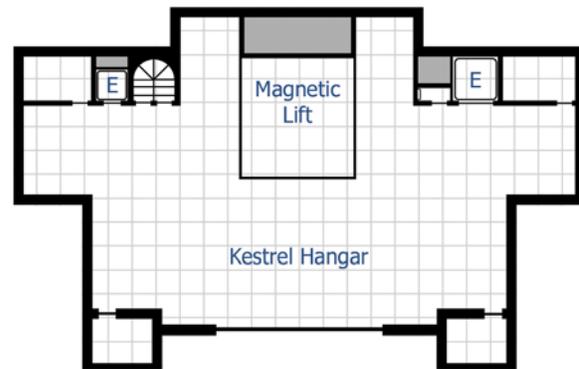
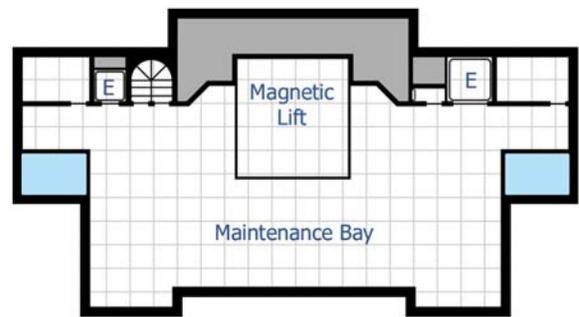
Level Six

The separating floor between the maintenance bays and the living quarters beneath is heavily reinforced and sound baffled. A person could put his ear to the ceiling in the living quarters below and never know there was anything happening in the levels above, regardless of the activity occurring.



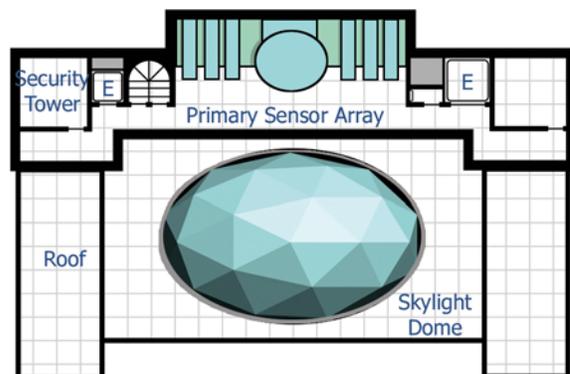
Level 5

Level 6

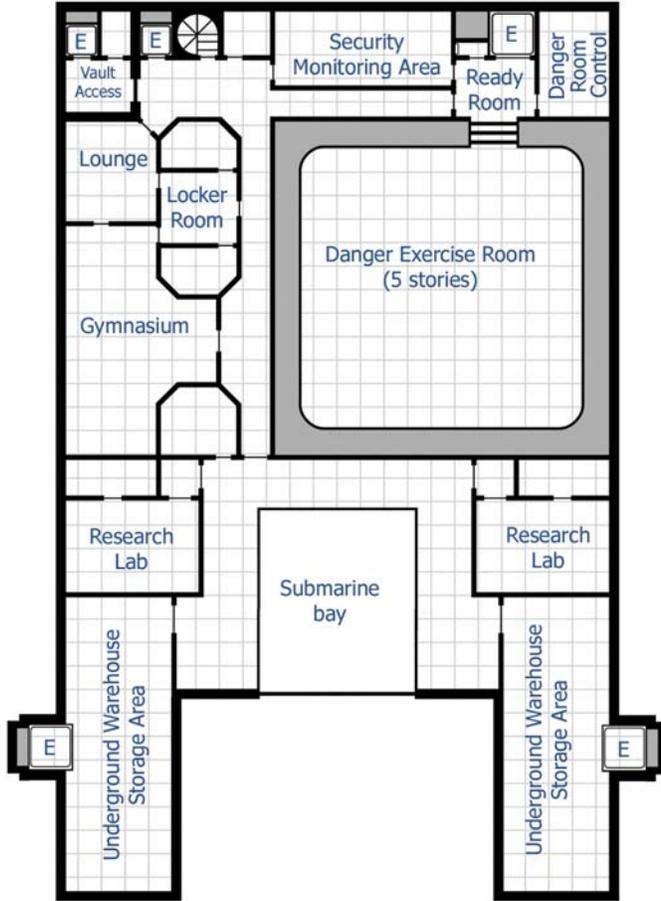


Level 7

Roof



SUBLEVEL 1



Sublevel One

The Danger Exercise Room extends down five stories into the island. The room is capable of constructing floors to change its size, and the combination of force fields and holography can completely alter the inhabitant's perceptions of the interior's actual size.

The submarine bay, which opens underwater to allow access to the ocean outside, is no longer in use, as the new Mk VI Kestrel is submersible, rendering the Moray sub now obsolete.

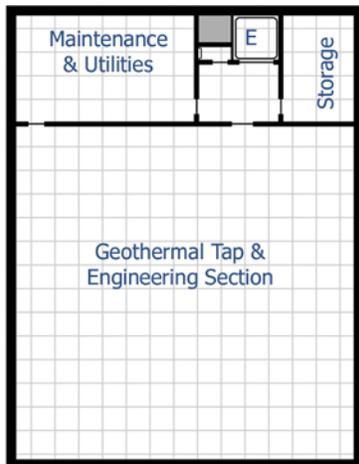
Sublevel Two

The geothermal tap the facility uses for power is the most advanced and sophisticated of its kind known to exist. It more than adequately provides for all the power needs the site has thus far required.

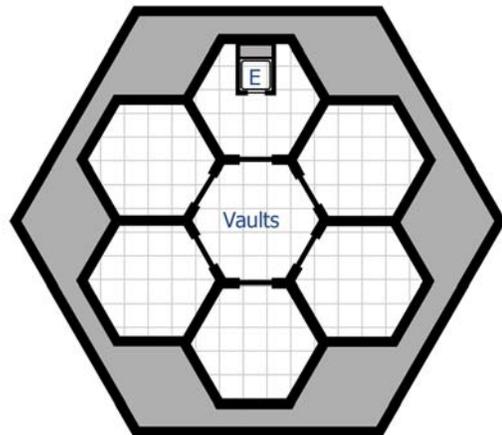
Sublevel Three

The vaults represent the highest degree of security present on the island. Containing valuable and/or dangerous items gathered over decades by the various teams, the walls are solid Omnium steel over a meter thick [Hardness 25, Immune to Heat and Radiation damage]. Their construction took a year and the cost, while carefully concealed as an industrial secret by Omnitech, was enormous. In addition to their sheer physical strength, the walls are reinforced by force fields whose frequency harmonics constantly and randomly change, preventing passage by all known phasing, teleportation, temporal, and dimensional travel effects.

SUBLEVEL 2



SUBLEVEL 3



THE KESTREL

The Mk VI Kestrel is the cutting edge in Steele Omnitech's aerospace designs. It is true VTOL, using a gravitic displacement array for lift-off and tight maneuvering, and supplementing the array with jets for normal flight. The jets themselves are prototype MHD (magnetohydrodynamic) thrusters capable of channeling dense fluids like water just as easily as air – allowing for the Kestrel to function as a submersible as well as an aircraft. Its top recorded speed is Mach 5.8 airborne, and 110 knots submerged.

Though unarmed, the Kestrel is radar-invisible, and can scramble most targeting signals, making it very difficult to hit with conventional weaponry.

XR – 22 Omnitech Kestrel, MK VI

Omnitech Aerodyne Special Designs Group
Bascomb Testing Grounds, Utah
Kessler and Kirby, Lead Designers

Wing Span	32'6"
Length	58'5"
Height	6'10"
Normal Takeoff Weight	34,200 lbs
Max Level Speed @ Sea Level	Mach 5.8
Max Rate of Climb	9,200 ft/min (Rated +14/-6 G)
Service Ceiling	150,000 ft (220,000 ft w/ Afterburner)
Range with Max Fuel + Reserve Accommodations	19,500 miles

Operational Equipment

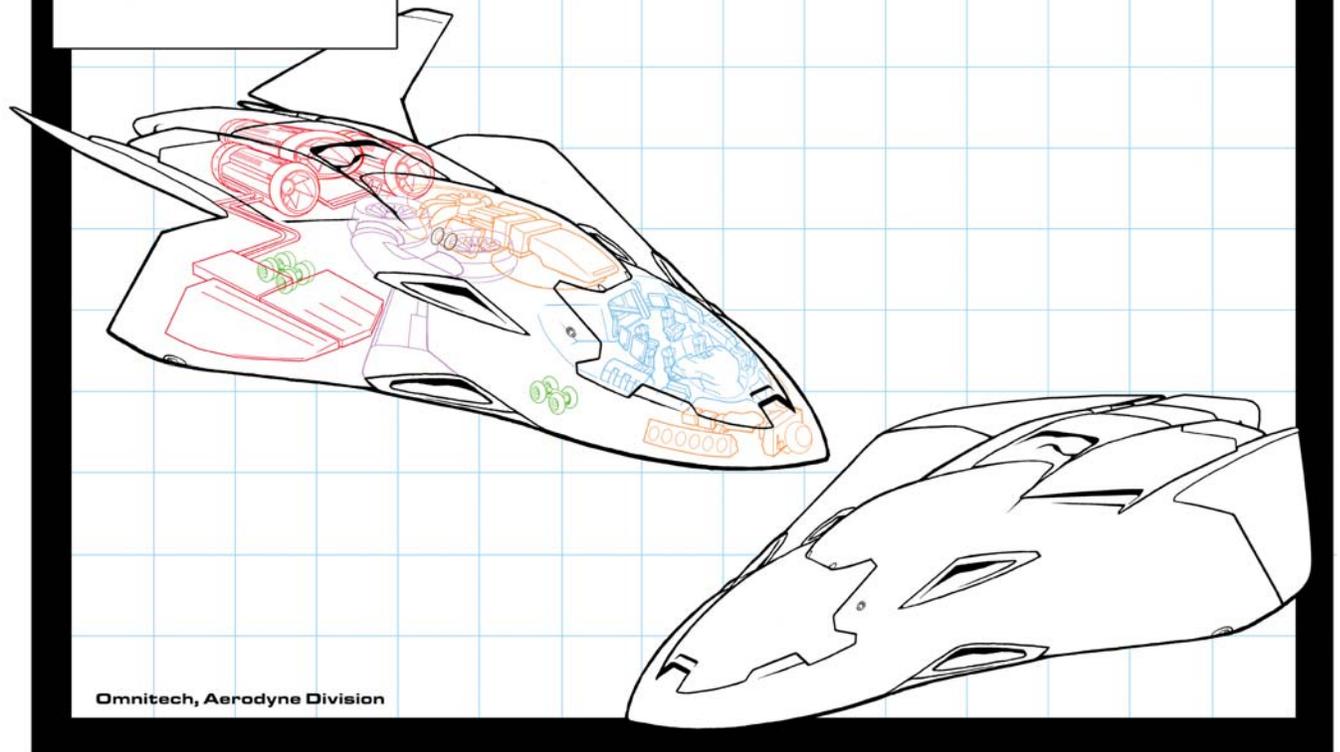
Power Plant

Necessary Flight Crew of one, with avionics configurable for additional one crew. Safety seat and harness for additional 6 passengers. Fully pressurized and atmosphere regulated, tested in hard vacuum and at depths of 20,000 ft. EM Cloak and omni-directional active targeting radar scrambler. Secure commlink and satellite interface with integrated navcomp. Holographic HUD. Omnium Steel skeleton with metaloceramic composite sheath paneling for airframe. Computer configured wing station adjustment. Kessler & Kirby MJ-4850 Plasma Induction, Variable-Fluid RCRAM Multi-stage Turbine. Four Synchronized Release Ports with 38,500 lbs static thrust maintainable at each. Supplemented by OASDG Configurable Gravitic Displacement Array allowing perfect VTOL and Zero Stall Speed.

Kestrel

STR 55, SPD 9 (Flight), TGH 15, SZ G, Cost 75/15; *Features:* Alarm (DC 30), Hidden Compartments, Navigation System (+20); *Powers:* Alternate Power to Flight: Swimming 5, Cloaking Device [Concealment 6 (All Visual, Hearing, Radar)], Life Support [Immunity 9 (Life Support)], Sensors [Super Senses 12 (Blindsight [Radar, Extended 5, Radius] Infravision, Lowlight Vision)], Targeting Scrambler [Shield 10 (Only vs. Electronic Targeting Systems -1)]

Kestrel Mk VI



THE DESTRIERS

The Destrier is a one-person vehicle resembling a flying motorcycle. It uses a smaller and more efficient version of the same gravitic displacement array as the Kestrels. As the cycle approaches its higher speeds, the front section extends down to allow a more streamlined and aerodynamic profile than the more comfortable default mode. The Destrier generates a relatively weak force field to help the rider stay on the vehicle during turns and at higher speeds. The field provides no protection for the rider versus attacks.

XJ-6 Omnitech Destrier Gravcycles

Omnitech Aerodyne Special Designs Group
Bascomb Testing Grounds, Utah
Kessler and Kirby, Lead Designers

Curb Weight 880 lbs
Overall Length 85"
Overall Width 35"
Max Level Speed @ Sea Level 350 mph (Max safe speed for field emitter to hold seating positions; breathing masks required above 110 mph)

Max Rate of Climb 3200 ft/min
Service Ceiling 14,580 ft
Range with Max Fuel + Reserve 1,520 miles

Maximum Cargo 600 lbs

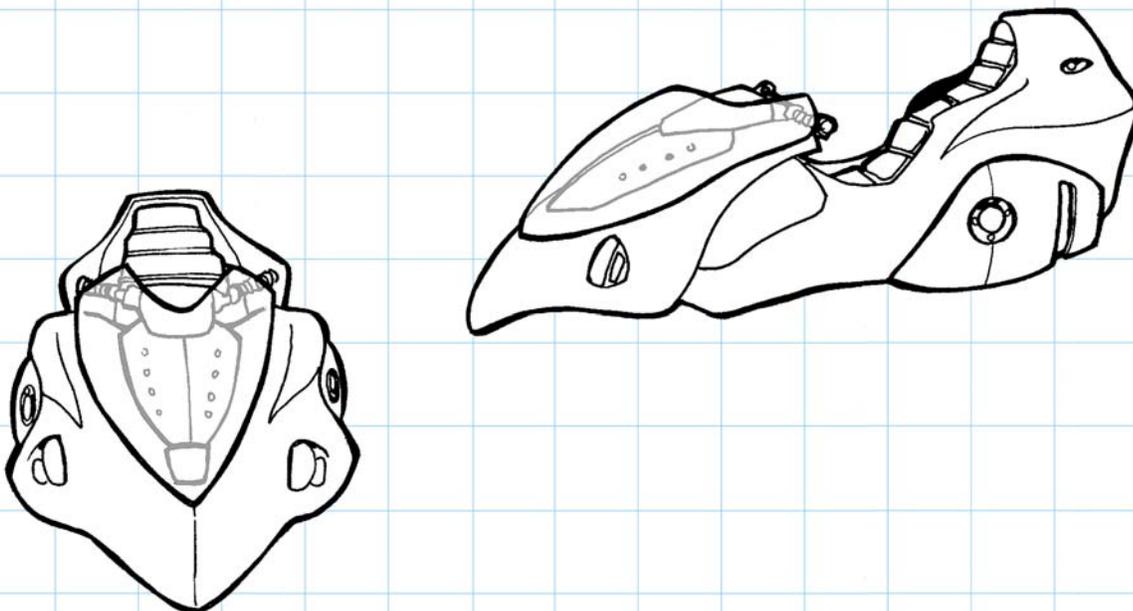
Engine Secondary shell OASDG Configurable Gravitic Displacement Array allowing perfect VTOL and Zero Stall Speed. Supplemented by Kessler & Kirby MJ-290 (Third Scale) Plasma Induction Turbine Full avionics display with holographic HUD. Force screen emitter slaved to gravitic power coupler – aids in maintaining structural integrity while holding pilot/passengers in seating positions; **NOT** rated for defensive countermeasure.

Standard Equipment

Destrier

STR 25, SPD 5 (Flight), TGH 9, SZ M, Cost 30/6;
Features: Alarm (DC 25), Navigation System (+10);
Powers: Senses 8 (Blindsight [Radar, Extended 3, Radius])

Destrier



Omnitech, Aerodyne Division

RESERVE MEMBERS

Think Tank

George Barron's family was poor and barely had enough to make ends meet. His parents worked hard to keep him in school though, as they saw this as his only chance to escape the life that they had led. George performed well both in the classroom and on the athletic field. After college, George went to work back in his old neighborhood, where he worked as a teacher at the local public school and as a mentor at the after-school programs.

On a walk home from school, a chemical tanker spun out of control, covering him in strange compounds. The accident had awakened latent metahuman abilities, granting him the ability to generate a force field around himself. This field could boost his strength and toughness as well as reshape itself into objects at his command. George shortly thereafter used his powers to help stop the rampage of the Hierophant which had led to great devastation throughout the city. After this fight, George, taking the name Think Tank, joined Wildflower and others in reforming the Sentinels.

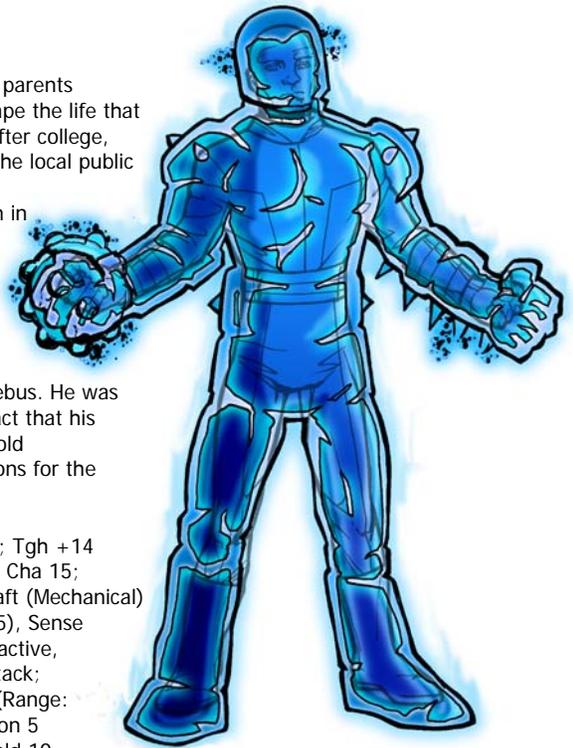
Think Tank finally left active service for reserve status after a battle with Lord Erebus. He was disillusioned by all the fights with world-conquerors and megalomaniacs, and by the fact that his neighborhood was *still* recovering from one of his first battles. He has returned to his old neighborhood and started up a community center, where he works to improve conditions for the people in his area.

Think Tank: PL 12 (227 pts); Init+7; Defense +8/+4; Attack +10/+8 (Damage +12); Tgh +14 (+4), Fort +7 (+6), Ref +6, Will +9; Str 30 (14), Dex 16, Con 19 (16), Int 13, Wis 16, Cha 15;

Skills and Feats: Bluff 6 (+12/+8), Computers 3 (+4), Concentration 7 (+10), Craft (Mechanical) 6 (+7), Diplomacy 6 (+12/+8), Know (Streetwise) 6 (+7), Notice 6 (+9), Search 4 (+5), Sense Motive 6 (+9), Stealth 2 (+5); All-Out Attack, Attack Spec 1 (Force Field Powers), Attractive, Connected, Equipment 1, Improved Initiative, Improved Grapple, Interpose, Power Attack;

Powers: Force "Suit" [Deflect 12 (All Ranged, Free Action +2, AP: Create Object (Range: Touch -1; PF: Precise, Tether), Blast 11 (Area: Shapeable +1, Selective +1)), Elongation 5 (Linked to Force Field +0), Enhanced Strength 10 (Linked to Force Field +0), Force Field 10 (Impervious +1; PF: Selective), Growth 3 (Linked to Force Field +0), Immoveable 8 (Duration: Sustained +0, Linked to Force Field +0), Immunity 9 (Life Support, Duration: Sustained +0, Linked to Force Field +0), Strike 2 (PF: Mighty), Super Strength 4]

Equipment: Commlink



Spoil Sport

Marcus Tolliver had the world by the tail. He had landed an internship at the prestigious New York Times, eager to *Make a Difference*. However, the newsroom was targeted by the Cold Front, a superpowered terrorist group. The super terrorists held the entire staff hostage for a period of several hours before beginning to murder some of the "less valuable" personnel. Marcus watched the bloody execution of five of his coworkers before it was his turn. As he was made to kneel in front of the terrorist leader, a strange sense of power overcame Marcus. To everyone's surprise, he emerged unscathed from the leader's blast of frigid air. While the terrorists stood stunned, Marcus leaped to the attack, displaying the same powers as several of the terrorists. No one was more surprised than he.

Marcus is a mutant with the ability to mimic the powers and skills of anyone he sees, and for as long as he wishes. Unfortunately, he also takes on their weaknesses as well. Marcus took the name Spoilsport, and would still Make a Difference, just not in the way he had originally planned. Eventually he joined the Sentinels, where he proved instrumental in a terrible battle against Lord Erebus. Sadly, the stress of mimicking such an incredible power took its toll – Spoilsport briefly went into a coma and was hospitalized. Upon his release, he took a leave of absence from the Sentinels to deal with his new-found fear of using his powers to their fullest extent, and his new inability to "drop" a power unless he can switch to a new power. Whether he will return to his old level of control has yet to be seen.

Spoilsport: PL 10 (145 pts); Init +1; Defense +5/+2 [base]; Attack +6 [base] (Damage +2 [base]); Tgh +2 [Base], Fort+4, Ref +3, Will +5; Str 14, Dex 13, Con 14, Int 15, Wis 10, Cha 13;

Skills and Feats: Bluff 3 (+4), Computers 5 (+6), Concentration 8 (+8), Gather Information 7 (+8), Know (Popular Culture) 5 (+6), Notice 6 (+6), Profession (Journalist) 8 (+8), Sense Motive 6 (+6); Contacts, Equipment 1, Luck, Taunt, Well-Informed;

Powers: Mimic 10 (All traits of a particular descriptor at once; Continuous +1, Extra Subject +2 [5 subjects], Perception +2, Stacking +1; Tainted -1);

Equipment: Commlink;

Drawback: Can't simply "dismiss" a power – must replace an old power with a new one in order to get rid of it (Uncommon, Minor, 1 pt).





Sundance

The things that most defined Jim Santos' early life were the smell of well-oiled leather, a flashing white smile behind a big, booming laugh, and a sense of complete safety and security. All of these came to him from his father. The Texas Ranger was a larger than life hero to his son, and taught him early on about such concepts as duty, honor, and loyalty, as well as instilling within him a love of all things Texan, including such legendary Rangers as John B. Armstrong, Manuel "Lonewolf" Gonzauillas, and William "Big Foot" Wallace. Jimmy's course in life was set – he wanted to be the hero, to fight the bad guy, and to protect the innocent. This decision was only strengthened when his father was severely wounded rescuing a kidnapped child and retired from activity duty.

It was also about this time that Jimmy discovered he had the ability, though imperfectly, to both absorb and release energy. He secretly trained with his father's help, and took the name Sundance. Sundance quickly came to the attention of Steele Omnitech, who helped him develop a vest that offered him more control over his powers. Sundance served with distinction as one of the founders of the third Sentinels team following an epic battle against the Hierophant, only to take a leave of absence after a sudden, uncontrolled power flare up proved dangerous to those around him. It was during this time that his personal tragedies compounded – James Santos Sr. was killed attempting to aid a woman being robbed at gunpoint. Though his problems with his abilities have been wrestled back under control, Sundance still stays mainly in Texas to "help out around the old homestead."

Sundance: PL 13 (198 pts); Init +11; Defense +16/+5; Attack +13/+8 (Damage +8 Blast [base]); Tgh +10 (+3), Fort +8, Ref +8, Will +8; Str 16, Dex 16, Con 16, Int 12, Wis 13, Cha 18;

Skills and Feats: Acrobatics 8 (+11), Bluff 6 (+10), Climb 6 (+9), Drive +12 (+15), Intimidate 9 (+13), Language1 (Spanish), Notice 6 (+7), Search 5 (+6), Sense Motive 7 (+8), Stealth 8 (+11), Survival 4 (+5); Accurate Attack, Attack Focus (Ranged) 5, Defensive Attack, Defensive Roll 2, Dodge Focus 6, Equipment 7, Improved Aim, Improved Critical, Improved Initiative 2, Instant-Up, Move-By Action, Power Attack, Precise Shot 2, Teamwork 2, Ultimate Aim;

Powers: Blast 8 (Penetrating +1; PF: Precise, Ricochet 2, Split Attack; AP: Blast [Area: Cone +1], AP: Blast [Autofire +1], AP: Deflect [All Ranged; Ranged +1]), Device 8 (Hard to Lose, Energy Damper Harness [Absorption 5 (Energy, Goes to Boost; Energy Storage +1; PF: Progression 4, Slow Fade), Protection 5 (Impervious +1)]);

Equipment: Commlink, Customized Destrier.

Wildflower

Lillian Alton had always been a smart girl. It was through hard work and natural intelligence that she was awarded a scholarship to UCLA in the early '60s. She excelled in biology, especially botany, and her time in the greenhouse was to be the turning point in her life. During her junior year, she was tending the hybrid vegetable beds when Evergreen attacked to free the "enslaved" plants in the greenhouse. Evergreen impaled poor Lillian on the Erl King's Staff, only to feel a shard break off and empower Lillian to resist the continuing assault. In that moment, a new Ambassador of Arcadia was born. Her plant powers grew over the course of the struggle as they were transferred from Evergreen, who withered and died as Arcadia was finally able to reject her.

After that day, Lillian began work on two levels. She worked towards a better understanding of environmental balance, and fought those criminals that would despoil it. In addition to her ability to control plant life, Wildflower became much stronger and resilient as time went on.

The constant battles with power-hungry megalomaniacs were leaving a horrible wound in the environment, however. It was her need to heal this wound that led Wildflower to eventually go to reserve status. She now feels her time would be better spent with Greenpeace than fighting just another costumed crazy – though she remains ready to aid her friends if needed.

Wildflower: PL 12 (223 pts); Init +5; Defense +11/+5; Attack +9 (Damage +7 [base]); Tgh +12, Fort +9, Ref +11, Will +11; Str 23, Dex 20, Con 25, Int 15, Wis 23, Cha 18;

Skills and Feats: Acrobatics 3 (+8), Climb 6 (+12), Concentration 7 (+13), Craft (Artistic) 6 (+8), Diplomacy 6 (+18/+10), Know (Arcane Lore) 3 (+5), Know (Life Science) 8 (+10), Notice 9 (+15), Perform (Sing) 3 (+7), Search 5 (+7), Stealth 4 (+9), Survival 4 (+10); Attractive 2, Diehard, Equipment 1, Fascinate (Diplomacy), Favored Environment (Woodlands) 2, Fearless, Luck 5, Teamwork 2, Trance;

Powers: Burrowing 2, Communication 5 (Mental; Area +1, Only Where There Are Plants -1; PF: Selective), Comprehend 1 (Plants), Concealment 5 (All Sight, Hearing; Blending -1, Limited: Only in Forests/Wooded Areas -1, Passive -1) ESP 5 (Sight, Hearing; Medium: Plants -1), Immunity 3 (Age, Critical Hits), Plant Control 12 (PF: Photosynthesis, AP: Animate Objects 7 [Horde +1, Limited: Plants Only -1; PF: Progression 3], AP: Create Objects 7 [Duration: Continuous +1; PF: Innate, Progression 2, Subtle], AP: Summon 5 (Plant Creatures/Constructs) [General Type +1, Fanatical +1; PF: Mental Link, Progression 3]), Protection 5, Regeneration 22 (Bruised 2, Unconsciousness 2, Injured 3, Staggered 5, Disabled 5, Ability Scores 5; Only when in contact with the Earth/plants -1), Super Movement 1 (Dimensional Travel – Arcadia), Super Strength 2;

Equipment: Commlink



THE AERIE

Background

Technically, the Aerie is the name of the physical headquarters used by the man called Cyberhawk and his associates Blackbird, Raptor, and Roc. However, due to some confusion on the part of a few local media pundits, the name has been attached to the group in the minds of the public. After a few unsuccessful attempts to correct the mistake, Cyberhawk has given up; he and his friends now just grudgingly accept that they're stuck with the name.

Originally a loner, the armored hero Cyberhawk worked on and off with a number of other metahumans in the city. His path most often crossed the Sentinels, with whom in those early days he developed a good if sometimes tense working relationship. His personality simply grated on a number of them, with the notable exception of the shadowcaster called Noir. Though not exactly love at first sight, the two found themselves coming up with excuses to encounter each other more and more frequently. Eventually, each confessed the feelings that had been building, first to themselves, and then to each other. They were in love. Shortly thereafter, she left the Sentinels, partnering up with Cyberhawk, changing her costume and renaming herself Blackbird. The two were happily engaged for a time while they waited for "the right time" to present itself for the actual wedding.

Somewhat later, while dealing with Boneyard and his Orchard bioweapons' consortium at one of their hidden labs in the American southwest, Cyberhawk and Blackbird freed a number of captives the Orchard had kidnapped from local reservations. The Orchard had assumed that these people wouldn't be readily missed, and they had needed "materials" for testing a series of mutagens the consortium had liberated from the government's on-again, off-again supersoldier program. Many of the poor people exposed to the mutagens died horribly, but one, James Tenfeathers, had expressed what probably otherwise would have remained latent mutations – avian characteristics, including a psionic ability to fly at great speed. Talbot managed to get the young man medical help for the complications of his transformation. The young man told Talbot he had a debt to his benefactor, and with nowhere else to go, he also would work with Talbot, taking the name Raptor.

The three worked well as a team, but after a few cases where a fight or two didn't go quite as planned, Cyberhawk knew something was missing. Watching a major league football game on television, Talbot (and a few million other people) saw lineman Hanson Greer sidelined after a broken leg. He also saw (with that same large audience), less than twenty minutes later, that Greer was back up and telling his coach he was ready to go back on the field, his leg mended; strangely, Greer hadn't noticed the extra mass he was adding until his pads and helmet simply broke from his increasing size. The trauma had awakened abilities he had never known he possessed until that day, resetting and healing his injury in the process. As a newly "outed" metahuman, unable to continue his football career that was the only thing he had ever wanted to do, Greer was lost and aimless. Talbot approached him with an offer that Greer eventually accepted. And with Roc, the team was four.

The Aerie work well as a team, due more to their friendship and mutual respect than any degree of intensive training. While they do train together, the intensity and sophistication of the regimen is considerably less than what Blackbird was accustomed to as a member of the Sentinels. Roc is their frontline fighter, with Raptor and Cyberhawk providing support. Blackbird stays back and watches for openings that she can exploit with her abilities. She is generally the linchpin to many of their tactical plans, acting as the connector between the individual efforts of her teammates. As this gives her far more "screen time" than she had as a Sentinel, she seems happy with the role.

Cyberhawk sets aside a certain amount of profits from the businesses he runs in order to fund the Aerie. In addition, while they often act for free in the interests of the common good, the Aerie is not above taking payment for their "philanthropy." This normally happens with people or corporations who can well afford to pay for their services. In the past they've helped protect corporate interests from industrial espionage, assisted the government in hunting down federal metahuman fugitives, and even provided security for a particularly wealthy client or two with problems no conventional agency had been able to handle. This commercial aspect to their endeavors has made some of their relations with other teams and heroes awkward. The Arsenal of Democracy has offered membership to all four (with the understanding that a motif or two would need to change), but the Sentinels avoid contact unless necessary – on those occasions when they need to talk to the Sentinels, Blackbird has to make the contact, as many of the Sentinels flatly refuse to speak with Cyberhawk at all. This rift stems from an offhand comment of Cyberhawk's quoted by an enterprising reporter that the Sentinels were snobs who could afford to be smiling altruists since they never had to worry about their own bills.

Until recently, Cyberhawk had been sheltering the freakish half-man, half-bat Dr. Chiropterus. In exchange for sanctuary, Chiropterus offered medical and other scientific assistance. He even helped the team on a case or two with his abilities. Chiropterus knew this relationship was temporary at best and that altruism played little part in it. However, he didn't expect Cyberhawk to deflect media criticism of a recent failure on the team's part by turning the good doctor over to the authorities. Chiropterus is currently in the hands of the authorities, waiting trial for the murder charges dating back to the incident that resulted in his transformation. The rest of the Aerie is currently NOT happy with Cyberhawk, despite the media boost he gained them. Though none of the others have yet threatened to leave the team, Natasha (Blackbird) has loudly broken off her engagement with Talbot (Cyberhawk).

BLACKBIRD



DESCRIPTION

Natalia "Natalie" Milosz is the daughter of immigrants who barely escaped the Russian response to the Czech uprising. They prospered after they came to America, and were quite happy when Natalia was born. Their elation turned to apprehension when she hit puberty and her abilities began to manifest. Fearful for their daughter's well-being and her soul, they went to their priest and asked for his advice.

Luckily, Father Pietro was an intelligent and educated man who recognized the child as probably being a nascent metahuman.

Through his own contacts, he eventually got in touch with a sympathetic worker at Steele Omnitech's Medical Sciences Division, who in turn brought Natalie to the attention of the worker's own superiors. Due to the policies put into place by the founder of Steele Omnitech, the director of the division immediately brought Natalie and her parents into their home office and promised all the help they could give the girl.

Over the next decade, Natalie spent a great deal of time with the doctors and scientists at the Chicago office of the medical division. During that time she learned many things. She learned how to control her abilities, to mentally control shadows, create them, shape them, and even make them solid temporarily. She learned that her abilities defied scientific definition, as they were proven not to be psionic in origin, and none of the people who worked with her were comfortable even admitting the existence of magic. Finally, with a little assistance from the archivists at the Department for Metahuman Studies that Steele Omnitech helped fund at MIT, she was able to trace her family back to a line of powerful eastern European nobles reputed to be in league with terrible demons of living darkness. How much trust she puts into that research she still isn't sure of, as it also ties her to the European criminal Nachtkönig, known to the American press as Shadowlord, who claims descent from those same men. She still keeps tabs on reports of the self-proclaimed mastermind, just in case.

When the Sentinels originally formed, the idea of being a costumed hero excited Natalie and she used her existing connections with Steele Omnitech to bring herself to the team's attention. She served well on the team, and adapted well to the lifestyle. She probably would have stayed with them indefinitely if she hadn't met and fell in love with Jefferson Talbot. Noir then left the Sentinels, and Cyberhawk gained a partner named Blackbird.

Blackbird is a thorough thinker. Levelheaded, she seldom acts just on impulse, and works well in the role of peacemaker. Preferring the planning and preparation she learned from her hardworking parents and which was

QUOTE

"From the left, boys – your other left!"

RACE	SEX	HT	EYES
Human	F	5'5"	Blue
GROUP	AGE	WT	HAIR
Aerie	29	120#	Black

PUBLIC KNOWLEDGE

5	Member of Aerie
10	Controls shadows
15	Former Sentinel
20	
25	
30	Somehow connected to Shadowlord

honed during her training with The Sentinels, she is always suggesting new tactics and practice exercises to the rest of her teammates. Despite Cyberhawk's technical gifts, Natalie is a much better tactical thinker and overall planner, with a sense of organization he simply can't match. In combat, she stays back and lets her teammates do the heavy fighting while she looks for weakness and patterns to exploit in their enemies' actions. She is very versatile with her shadow powers, and an expert flier. She can harden shadows to use as attacks and obstacles, and the shadow wings she "grows" from her back move subconsciously like real wings (if restrained, she drops from the air just as if they were real). She also can project a very diffuse and practically unnoticeable shadow field around her almost like a sonar projection (DC 25 to spot the field).

Natalie is a petite woman whose body shows the results of an intensely active lifestyle involving frequent and intense exercise. Her black hair is kept in a practical pageboy cut, and she seldom wears much if any make-up. She still maintains steady friendships with several Sentinels, as well as with Algernon.

PL	Mystical	PTS
12	Shadowcaster	165

STR	10	+0	TGH	LIFT
DEX	16	+3	+10/ +7/+1	200#
CON	12	+1	FORT	LEAP
INT	10	+0	+5	10 ft
WIS	16	+3	REF	INIT
CHA	16	+3	+8	+3
			WILL	KB
			+9	-5

ATTACK	DEFENSE
+8/+10	+11/+4
DAMAGE	
+10 Blast	
GRAPPLE	SIZE
+8	Medium

SKILLS

Acrobatics 3 (+6), Diplomacy 8 (+15/11), Concentration 5 (+8), Craft (*Artistic*) 4 (+4), Gather Information 6 (+13/+9), Notice 6 (+9), Stealth 4 (+7)

FEATS

Attack Specialization (*Powers*) 1, Attractive, Blind-Fight, Defensive Roll 3, Dodge Focus 3, Equipment 1, Favored Environment (*Airborne*) 2, Improved Block, Inspire, Leadership, Set-Up, Sneak Attack

POWERS

Blast 10 (AP: Drain Darkness Powers, Strike, Snare, Suffocate, Telekinesis), **Create Object 8** (PF: Tether), **Darkness Control 8**, **Flight 5**, **Force Field 6**

EQUIPMENT

Commlink

DRAWBACKS

Power Loss: Flight, if Wings are Immobilized (U, M, -2)

AT	CM	SV	SK	FT	PW	DB
20	32	15	9	17	74	-2

PL	Avian Themed	PTS
12	Armored Hero	192

STR	24	+7	TGH	LIFT
DEX	14	+2	+11/+1	11 ton
CON	12	+1	FORT	LEAP
INT	26	+8	+6	17 ft
WIS	10	+0	REF	INIT
CHA	16	+3	+7	+1
			WILL	KB
			+7	-5

ATTACK	DEFENSE
+8/+10	+8/+4
DAMAGE	
+10 Blast/+7 Unarmed	
GRAPPLE	SIZE
+19	Medium

SKILLS
Bluff 3 (+6), Computers 9 (+17), Craft (<i>Electronic, Mechanical</i>) 12 (+20), Diplomacy 3 (+6), Disable Device 9 (+17), Know (<i>Current Events</i>) 8 (+16), Know (<i>Physical Sciences, Technology</i>) 10 (+18), Notice 8 (+8), Search 4 (+12), Sense Motive 8 (+8)

FEATS
Attack Specialization (<i>Armor Weapons</i>) 1, Benefit (<i>Wealth</i>) 3, Connected, Equipment 4, Favored Environment (<i>Airborne</i>) 2, Inspire, Inventor, Luck 2, Precise Shot, Sneak Attack

POWERS
Device 19 (Powered Armor, Hard to Lose [Blast 10 (AP: Dazzle, Stun), Datalink 5, Enhanced Strength 12, Flight 6, Immunity 9 (Life Support), Protection 10, Sensory Shield 5, Super Senses 11 (Blindsight [Radar, Extended, Radius], Direction Sense, Distance Sense, Lowlight Vision, Radio, Time Sense), Super Strength 4)

EQUIPMENT
Commlink, HQ (as Skyscraper w/o Hangar)

DRAWBACKS						
Normal ID (full round, -4)						
AT	CM	SV	SK	FT	PW	DB
30	32	17	24	17	76	-4

DESCRIPTION

Cyberhawk is Jefferson Talbot, founder and CEO of Talbot Innovative Concepts, an electronics and computer design corporation. After most of his family fortunes were wiped out by a corrupt board of directors running what was once Talbot Industries, Jefferson went around the world on a soul-searching trip. During this time, he continued pursuing his two true loves, electronics and ornithology – their study being two of the very few things which enabled him to keep his perspective while trying to rebuild his self-esteem and sense of identity following his disastrous failures to keep his family business viable. Eventually he learned that the men who had driven into the ground the dream his father had built were one and all in the pocket of a criminal named Mr. Big, a man who had had known and hated Jefferson's father as well as envied Talbot Industries' assets. Jefferson knew he had found a purpose.

Jefferson Talbot disappeared while in Europe. After a few months of searching, Mr. Big's men, who had been keeping tabs on the young Talbot, finally gave up. Shortly thereafter, a strange armored figure began a one-man war against Mr. Big's various front organizations, eventually forcing the giant metahuman into the open to deal with him. Revealing himself as Talbot, Cyberhawk battled Mr. Big, humbling him after a brutal combat. His family name and honor avenged, Talbot proceeded to slowly rebuild, taking back what had once been his and adding to it. However, nothing he experienced in the boardroom or lab matched the excitement he had encountered under the helmet of Cyberhawk. He often found himself working out his frustrations on the criminal element as the armored avian, and loving every minute of it. His dual identity spilled to the press by one of Mr. Big's former lieutenants, Talbot saw no reason he couldn't keep active as both. He has never looked back since that day.

Jefferson Talbot is an athletically built black man in his early thirties. He keeps his hair trimmed short and maintains a beard small enough not to interfere with the operations of his helmet. The Cyberhawk suit is cobalt blue with black trim and silver highlights. Its artificial wings provide a gravimetric displacement effect which enables him to fly. In addition, its multi-polymer and advanced alloy construction provide protections against most weapons and attacks. His weapon systems are varied and powerful, and he is constantly upgrading and redesigning them. Finally, there is a cybernetic endoskeleton that enhances his strength far above human limits. Despite the suit's many features, it is incredibly lightweight, massing less than 100 pounds total.

A genius in every sense of the word, Talbot is an engineer and designer with few peers. Unfortunately, his lifestyle screams "Type A" personality and his competitive streak sometimes overwhelms his better judgment. He has a temper that he works to keep under control and a chip the size of Montana on his shoulder which he has far less success keeping in check.

CYBERHAWK

**QUOTE**

"No, it won't be easy. Where would the fun in that be?"

RACE	SEX	HT	EYES
Human	M	5'10"	Brown
GROUP	AGE	WT	HAIR
Aerie	33	175#	Black

PUBLIC KNOWLEDGE

5	Leader/Face of the Aerie
10	Armored gadgeteer
15	Really Jefferson Talbot
20	Engaged to Blackbird
25	Abrasive personality
30	Not on good terms with many other heroes

RAPTOR

DESCRIPTION

James Tenfeathers had always been a good hunter, even as a child. He was happy on the reservation, with his family, in a life where he was left alone to live the way he wanted and answered to no one but himself and the older men that he grudgingly respected. That all changed when the Orchard decided the residents of his area were remote enough not to be missed. The terrorist weaponers kidnapped James and two dozen others and used them for experimental subjects to test a group of mutagens the criminal consortium had recently acquired.

James remembers vividly the mind-shattering pain as his skeleton and musculature warped and restructured itself, as well as the tearing pressure as the wings erupted from his back. He remembers the agonizing months it took for the doctors to help him to relearn how to use his body. He remembers the frustration of the months it took for him to learn to use his wings, and the ability to fly that the doctors told him came from his mind not the wings themselves. And then... he remembers the absolute freedom that came with his first flight. Watching Blackbird and Cyberhawk, who he felt he owed his life to, he came up with an idea how he could repay them, and use his glorious wings to their fullest.

Beyond the friendship which has grown between them over the years, Tenfeathers feels he owes his teammates a blood debt, not only for his own life but for those of his friends and family that they helped rescue. He doesn't know how long it's going to take for him to feel that he's off worked that debt— he may never feel that he's done enough. As Raptor, Tenfeathers feels truly free, moreso than at any other point in his life. He loves to fly, and when not working with the team can be found at parks and canyons just soaring and doing aerial maneuvers over and over again. He also tends to lose himself in the impulses he feels when flying, impulses which have earned him a reputation as a dangerous hothead.

Unlike his teammates, Raptor's wings actually are real wings. However, his flight comes from a focused form of telekinesis, with the wings themselves only providing maneuver control. He can reach incredibly high rates of speed and is practically unmatched in his aerobatic ability, literally flying circles around many of his opponents. His senses are enhanced, and both his agility and recuperative abilities are now superhuman. Raptor wears a set of bracers which generate a force construct around his wrists and hands in the shape of enormous talons. These constructs contain an intense plasma which discharges on contact with physical objects. With effort, Tenfeathers can strike with them in ways that limit this damage to a concussive blow, but he often uses their full effect to shred equipment and surrounding terrain for great dramatic impact.



PL	Hothead with Energy Talons		PTS	166
12				

STR	16	+3	TGH	LIFT
DEX	30	+10	+7/+3	200#
CON	16	+3	FORT	LEAP
INT	11	+0	+4	13 ft
WIS	10	+0	REF	INIT
CHA	9	-1	+15	+18
			WILL	KB
			+4	-5

ATTACK		DEFENSE	
+11/+8		+10/+4	
DAMAGE			
+10 Melee			
GRAPPLE		SIZE	
+14		Medium	

SKILLS			
Acrobatics 5 (+15), Notice 11 (+11), Search 8 (+8), Stealth 4 (+14), Survival 8 (+8)			

FEATS			
Acrobatic Bluff, All-Out Attack, Ambidexterity, Attack Focus (<i>Melee</i>) 3, Defensive Roll 4, Diehard, Dodge Focus 2, Elusive Target, Equipment 1, Evasion, Favored Environment (<i>Airborne</i>) 7, Improved Critical (<i>Claws</i>) 2, Improved Initiative 2, Move-By Action, Power Attack, Sneak Attack, Track, Uncanny Dodge (<i>Visual</i>)			

POWERS			
Device 6 (Energy Claws , Hard to Lose [Strike 10 (Penetrating +1, Autofire +1)], Flight 8 , Regeneration 10 (Bruised 2, Unconscious 2, Injured 2, Staggered 2, Disabled 2), Super Senses 3 (Danger Sense [visual], Extended Vision 2)			

EQUIPMENT						
Commlink						
DRAWBACKS						
Power Loss: Flight, if Wings are Immobilized (C, M, -2)						
AT	CM	SV	SK	FT	PW	DB
32	32	10	9	32	53	-2

QUOTE

"Correction, you're going to try to hit me."

RACE	SEX	HT	EYES
Human	M	5'8"	Brown
GROUP	AGE	WT	HAIR
Aerie	25	165#	Black

PUBLIC KNOWLEDGE

5	Member of Aerie
10	Fast, agile flyer with mutant wings
15	Violent reputation
20	Vendetta versus the Orchard
25	
30	

PL 11	Big Man in a Flight Harness	PTS 124
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STR	35	+12	TGH	LIFT
DEX	12	+1	+14	400 ton
CON	35	+12	FORT	LEAP
INT	8	-1	+14	22 ft
WIS	8	-1	REF	INIT
CHA	10	+0	+3	+1
			WILL	KB
			+3	-23

ATTACK	DEFENSE
+10/+8	+6/+3
DAMAGE	
+12 Melee	
GRAPPLE	SIZE
+29	Medium

SKILLS
Climb 5 (+17), Profession (*American Football Player*) 6 (+5), Swim 5 (+17)

FEATS
All-Out Attack, Attack Focus (*Melee*) 2, Chokehold, Equipment 1, Improved Grapple, Improved Pin, Power Attack, Stunning Attack, Takedown Attack

POWERS
Device 2 (Flight Harness, Hard to Lose [Flight 4]), Growth 3 (Permanent -1, PF: Innate), Immovable 4 (Unstoppable +1), Protection 2, Super Strength 7 (PF: Thunderclap)

EQUIPMENT
CommLink

AT	CM	SV	SK	FT	PW	DB
39	28	8	4	10	35	—

DESCRIPTION

Hanson Greer grew up in a small farming town in Iowa. Like all his friends, Hanson wanted nothing more than to grow up and be the best sports star ever. Unlike the rest of his friends, however, Hanson had the natural talent to at least attempt his dream, winning first a football scholarship to college, and then a place in professional football before he even graduated. He was well on his way towards his dream when that fateful game happened. In the middle of the third quarter, he was pincered between two equally large linemen and he heard a sickening snap. His left leg had been broken. He came to his senses on the sidelines with the team doctor working on him. Despite his rough activities, Hanson had never been hurt quite as bad before that day, and the level of pain was a new experience for him. So, when the pain began to subside, he was a much happier man. He was happier still when the pain went away entirely. Testing his leg, he found that not only did it not hurt at all any more, but he could actually stand up, much to the shock of those around him, especially the doctor. Hanson just thought the doctor had made a mistake, and he went to his coach to ask for more playtime. That's when he began to notice what those around him were already talking about – his uniform was shrinking, and then his helmet, and then everybody around him. No, they weren't shrinking, he was growing larger.

His career was over. Metahumans weren't allowed in professional sports, no matter how much they wished they were still normal. At least his height finally stopped changing – he stabilized at a hair over seven feet. And he was strong, strong enough to use his daddy's best tractor as a shot-put when he let his temper take hold. Replacing that tractor bit into his savings quite a bit. He hadn't really gotten into saving a lot of his money at that point, thinking his career would last a good long while. When he was at his wit's end as to what he would now do with his life, a man named Talbot showed up on Hanson's parent's farm and made him a well-timed offer: a chance to "play" for a new team. Sure, it wasn't football, but at least it was physical, it used his skills to some extent, and he still got paid well for knocking people around. Best of all, he still had fans. All things considered, not a bad life at all as far as he was concerned.

Hanson Greer is a large and powerfully built man, standing over seven feet tall and massing over a third of a ton. He is immensely strong and can absorb vast amounts of punishment. Cyberhawk even outfitted him with a flight harness modeled after the equipment in the Cyberhawk suit – though it looks strangely small on his frame. As Roc, he is the team's heavy hitter, and he still thinks in terms of football plays, using blocks, body slams, and tackles extensively. Though he thought of Cyberhawk as the coach at first, he's gradually changed that view. Cyberhawk is the quarterback, Blackbird is the coach (and a pretty good one, though he'd never admit that to her).

ROC

**QUOTE**

"You're between me and the goal, hoss. World o' hurt comin' your way."

RACE	SEX	HT	EYES
Human	M	7'1"	Green
GROUP	AGE	WT	HAIR
Aerie	26	740#	Blonde

PUBLIC KNOWLEDGE

5	Member of Aerie
10	Big and strong
15	Former NFL player
20	Fights like a football player
25	
30	

THE AERIE

The Aerie

The Aerie (the actual Aerie that is, which is to say the headquarters used by the team) occupies the top four floors of the Waterston building, a 20 story high-rise situated downtown just inside the business district. Jefferson Talbot owns the entire building through Talbot Innovative Concepts, Inc. He leases the other 16 floors to various enterprises. Surprisingly, not only does the proximity of a site that could be frequently targeted by metahuman criminals and madmen *not* deter potential lessees, proximity to the celebrity residents on the top floors actually draws lessees in even greater numbers. There are no empty commercial spaces in the building, and as soon as one lessee leaves another immediately moves in.

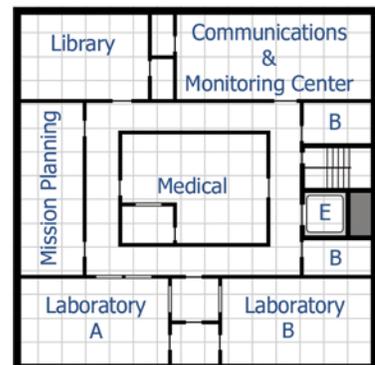
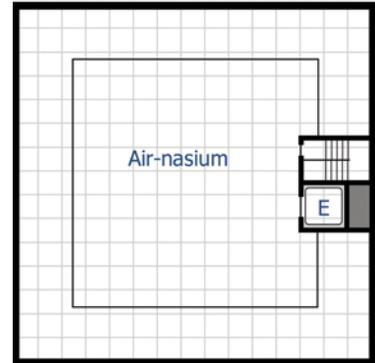
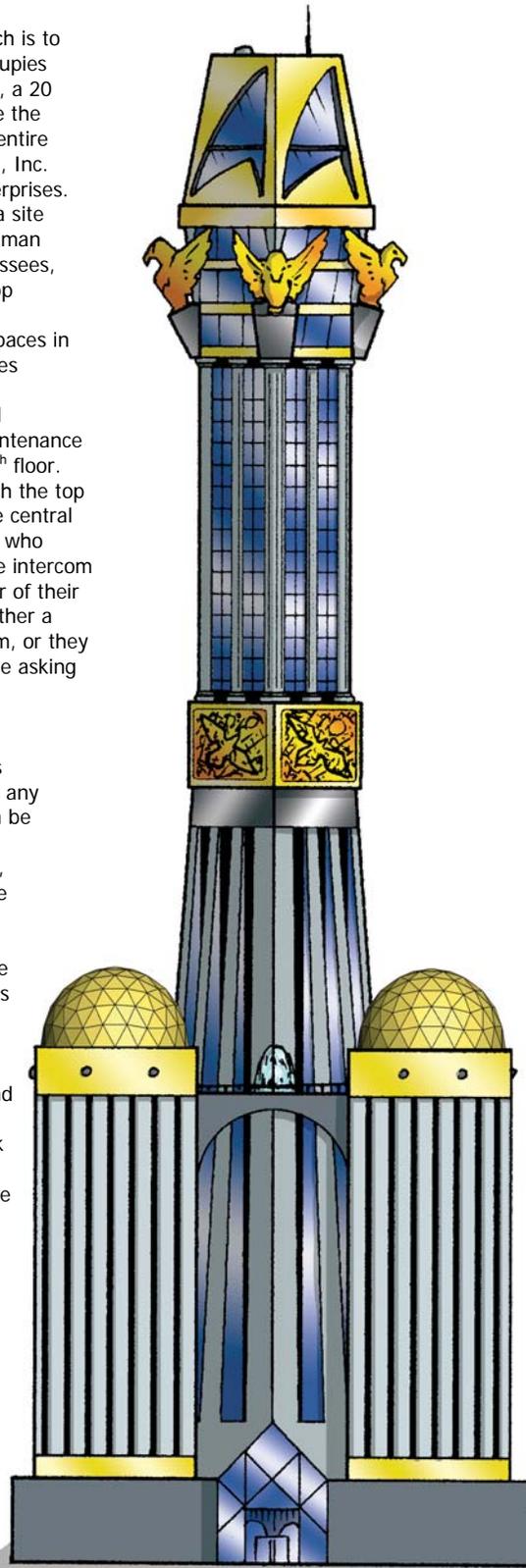
The 15th floor is comprised of structural reinforcements, backup electronics, and maintenance subsystems. The stairways all end at the 14th floor. Aside from roof access, the only way to reach the top floors is to possess a special key card for the central elevator, or to have an appointment. People who make appointments are instructed to use the intercom in the central elevator to notify the computer of their arrival. Upon reaching the reception area, either a member of the team is present to greet them, or they are greeted by a pleasant computerized voice asking them to take a seat.

The top floors are lit externally by the enormous glass "A" structures that ring the building on those levels. The strength of this lighting is sufficient to be seen at night from any point in the city where the building itself can be seen.

At an earlier point in the team's history, there existed a special subway tunnel to take them to a hangar outside of the city. This was where the Steelwing, an advanced air transport was housed. However, their vehicle was rarely used, as the team concentrates its activities predominantly in the city. After an ambush by Chiller and Subzero of the criminal group known as the Coldfront resulted in the destruction of both the second Steelwing and its hangar (the first having been destroyed the year before), Cyberhawk decided a third vehicle was an unnecessary expense. The special subway access from the central elevator has long since been closed over.

The Aerie

Large, Toughness 10, Communications, Computer, Defense System, Fire Prevention System, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop. Cost: 15.



THE ARSENAL

Background

The United States government has spent decades trying to perfect a means of building supersoldiers. Their efforts have met with mixed success. Despite advancing some peripheral technologies, such as cybernetics and powered armor, until recently the successive projects designed for human biological enhancement have been more "problematic." They've ranged from simple failures, costing considerable time and money, to active dangers, producing menaces which put their abilities to use against their creators. The most infamous of these have been Project Four in the early '60s, and Project Nine in the early '90s. Project Four, also known as Project Revenant, attempted to replicate nazi experiments to animate dead tissue in a semblance of life – taking dead soldiers and turning them into obedient and untiring weapons that couldn't feel pain. The project leader turned out to be the criminal scientist Dr. Diablo in disguise, who took over the project's creations as his own private army. He was successfully stopped by Horus and Dynamo of that era's Sentinels. Project Nine, on the other hand, while remaining under government control, produced three "successes" that themselves chose to turn against their onetime patrons, and are now better known as Prodigal of the Black Knights and the mercenaries Heartbreaker and the Ghoul. Following the Project Nine debacle, Uncle Sam instituted tighter controls on a number of levels. First, instead of depending on simply creating superhumans, efforts to recruit the right ones were intensified. Second, the enhancement projects took *much* greater care in the psych profiling used to help weed out unsuitable candidates, **regardless** of their biological compatibility.

At a much hyped and very public ceremony, the government finally unveiled a group called the Arsenal Of Democracy. Ostensibly, the rationale for the team was a "new instrument for justice demanded by new times," but pundits quickly pointed out that President had few friends in the upper echelons of the Federal Directorate for Security and Intelligence, particularly after he had excoriated them for failures in intel regarding links between metahuman terrorists and various acts perpetrated against and on US soil – links the FDSI has repeatedly and vehemently denied ever existed.

Named by a congressional committee, recruited clandestinely by different representatives of different agencies, and supported by special operations groups provided by the military, the Arsenal and their handlers have carefully built a reputation as a highly effective instrument of policy. Thanks to some complicated legislative wrangling, the Arsenal answers directly to the Secretary of Defense and the Attorney-General, completely bypassing the FDSI. While this frees them from some levels of bureaucracy, it engenders a rivalry that the Directorate has brutally exploited at every opportunity. The FDSI has made it very clear that they feel the Arsenal to be unnecessary given the FDSI's existence (and the effectiveness of the Directorate's own Sentries and Shining Knights ops groups). Political enemies of the Directorate have managed to keep the funding intact that said enemies fought tooth and nail to acquire in the first place, but even with the justification of military applications, its slowly beginning to show that ultimately this is a losing battle – the FDSI's clout and connections will eventually prevail. For better or worse, the political fortunes of the Arsenal are tied to the administration that saw their creation and the FDSI hasn't survived and grown these past few decades by being soft or naive. This campaign has gained steam recently following the death of Arsenal member American Dream during a confrontation with the terrorists-for-hire the Black Knights.

As might be expected, even without the bad press spread by Directorate the very nature of the Arsenal has resulted in some

tenuous relationships with the metahuman community. The members of the Arsenal tend to view other hero-types as either well-meaning amateurs just as dangerous to themselves as others, or unreliable vigilantes and loose cannons every bit as bad as the menaces they claim to fight. In turn, the Arsenal tends to be viewed as arrogant, self-important, and hiding behind their shiny federal badges – that it's easy being brave when you're surrounded by a small army that jumps every time you tell it to jump. It's a common feeling in the metahuman community (on the side of the angels, anyway) that the Directorate's agents have "paid their dues" with their time in the field over the years, showing courage and at times a cooperative attitude that now reaps the dividend of a certain degree of trust. This is a level of respect not granted the Arsenal, who haven't done the same, apparently aren't willing to, and are unlikely to have the opportunity to regret it for very long.

Support

The Arsenal of Democracy is nominally an extension of the Federal Marshal's office, though they can be seconded to direct military service at the drop of a hat. Thanks to a special act of congress creating an exception to *The Posse Comitatus Act of 1878*, defining their legal powers and circumventing those pesky divisions between military and civilian law enforcement authorities, the Arsenal has a hand-picked Air Cavalry unit at their beck and call even when fulfilling their civilian function. When in pursuit of a federal fugitive, these soldiers can follow the Arsenal's members into the field. In other situations, however, the presence of the Arsenal must specifically be requested by local authorities. Various mayors and governors around the country have been receiving not-so-subtle pressure more and more frequently from the White House and high-ranking congressional members to call in the team as soon as possible when dealing with problems of a metahuman nature. Responses have varied so far, much as might be expected with the mixed and sometimes volatile opinions floating around about the government's new "superpolice" – with descriptions ranging from "godsend" to "jackboots" – as well as the ready assistance of the FDSI, who are never slow to invoke their jurisdiction when warranted.

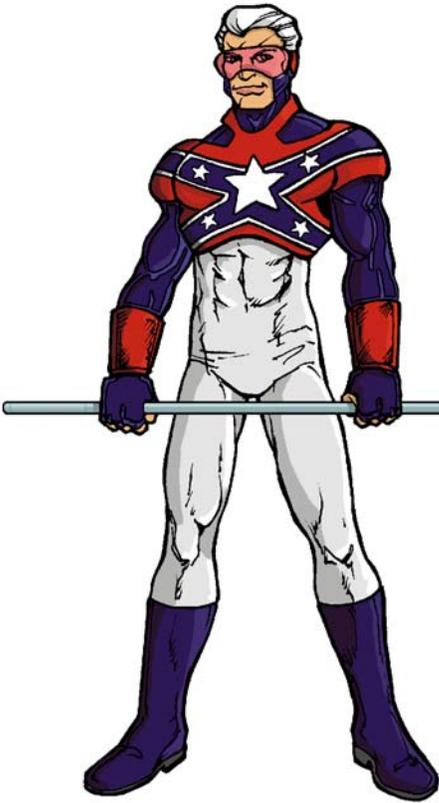
The Arsenal uses standard military vehicles and equipment as required, with transport normally being provided by a number of Chinook helicopters seconded to them. They can and have called on combat arms support up to and including Apache assault helicopters, Abrams MBTs, and any number of other armed vehicles. Their primary staging HQ is a section of Fort Bragg in North Carolina, though they have access to any number of other military and federal facilities throughout the country and the world.

For the soldiers supporting the Arsenal, use the Soldier archetype from the M&M rulebook.

For tanks and helicopters, see the equipment chapter from the M&M rulebook.



ANTHEM



DESCRIPTION

Major William Oliver Wright was a “super soldier” even before the experimental procedures. Like his father and grandfather, Wright was a career military man with a stellar record.

He had all the qualifications necessary for the new supersoldier program, Project Twelve, along with almost 700 other candidates. The government absolutely did not want another Project Nine on their hands, and tested all their candidates to a ridiculous degree. After almost three years of psychological screening by every relevant governmental agency, Wright and eleven others proved stable enough for the project leaders to clear them for the procedures. Of the volunteer patients, only Majors Wright and Baron developed substantive abilities to any degree. Major Baron went on to serve in the field as strike force leader on many covert black ops, while Major Wright, who scored slightly higher on the “people skills” side, became the centerpiece for the new government-sponsored superhero team, the Arsenal Of Democracy (later shortened by the press to just the Arsenal).

Anthem (the second person to use that superhero identity) is stronger, faster, and tougher than before. He can lift over two tons, run faster than an olympic-level sprinter, heal from debilitating injuries in a matter of minutes, and can withstand inhospitable environmental conditions that normal soldiers would require special equipment to weather. The only downside is that his enhanced metabolism processes toxins faster than before, leaving him particularly at risk to biochemical weapons. His immune system resists diseases to a remarkable degree, but poisons, especially ingested and inhaled poisons, have become his Achilles’ heel.

Thus far, the public has had only limited exposure to Wright’s carefully-molded and presented persona – every instance being carefully orchestrated by the team’s handler. As a public relations gimmick, Wright has been trained to fight with a special steel staff. The committee’s idea was that by not using a sidearm, he shows that America is moral enough that she doesn’t have to resort to lethal violence when a government-trained operative can handle the problem with just a stick. This hasn’t quite worked as planned as the image of Anthem and “his big club” gets frequent play on comedy circuits and late-night TV. To his credit, Wright has yet to show the strain that stress and public friction inflict on him, but his temper with his people and their opponents has been getting noticeably shorter, especially after American Dream’s death, and his handlers have started limited the team’s direct media contact more and more to compensate.

PL	Patriotic Supersoldier		PTS
12			162

STR	26	+8	TGH	LIFT
DEX	26	+8	+10	3680#
CON	26	+8	FORT	LEAP
INT	14	+2	+10	36 ft
WIS	14	+2	REF	INIT
CHA	26	+8	+10	+8
			WILL	KB
			+5	-5

ATTACK	DEFENSE
+11/+12	+10/+5
DAMAGE	
+12 Melee	
GRAPPLE	SIZE
+20	Medium

SKILLS
Acrobatics 5 (+13), Bluff 3 (+11), Climb 6 (+14), Diplomacy 2 (+10), Intimidate 2 (+10), Know (Civics) 4 (+6), Know (<i>Current Events</i>) 4 (+6), Notice 6 (+8), Pro (<i>Soldier</i>) 8 (+10), Sense Motive 6 (+8), Stealth 3 (+11), Survival 3 (+5)

FEATS
Ambidextrous, Attack Focus (<i>Melee</i>) 1, Benefit (<i>Security Clearance</i>), Connected, Equipment 4, Evasion, Improved Block, Instant Stand, Leadership, Power Attack, Takedown Attack, Weapon Bind

POWERS
Immunity 4 (Age, Disease, Exhaustion, Starvation), Leap 1, Protection 2, Regeneration 4 (Bruised 1, Staggered 1, Injured 1, Disabled 1), Speed 2 (25 mph), Super Strength 1

EQUIPMENT
Body Armor (Protection 4 [Impervious +1]), Commlink, Staff (Strike 4 [PF: Mighty]), Visor (Sensory Shield 4 [Visual])

DRAWBACKS						
Vulnerability: Toxins (x1.5, Unc, Mod, -2)						
AT	CM	SV	SK	FT	PW	DB
72	42	7	13	15	15	-2

QUOTE

“Thanks for your help, citizen. The professionals are here now. You’re dismissed.”

RACE	SEX	HT	EYES
Human	M	6’4”	Blue
GROUP	AGE	WT	HAIR
Arsenal	34	240#	White

PUBLIC KNOWLEDGE
5 Leader of the Arsenal
10 A true American hero
15 Faster, stronger; the ideal man
20 Arrogant and smug
25 Doesn’t get along well with most civilian superheroes
30 Deadweight against poisons

PL	Tricked-out Speedster	PTS
10		174

STR	10	+0	TGH	LIFT
DEX	14	+2	+10/+6	200#
CON	14	+2	FORT	LEAP
INT	10	+0	+3	10 ft
WIS	12	+1	REF	INIT
CHA	10	+0	+12	+34
			WILL	KB
			+3	-3

ATTACK	DEFENSE
+8/+6	+10/+3
DAMAGE	
+6 Disintegrate	
GRAPPLE	SIZE
+6	Medium

SKILLS
Craft (*Mechanical*) 4 (+4), Drive 8 (+10/+20)

FEATS
All-Out Attack, Attack Focus (*Melee*) 2, Benefit (*Security Clearance*), Equipment 2, Evasion, Improved Defense 2, Instant Stand, Move-By Attack, Uncanny Dodge 2 (Visual, Hearing)

POWERS
Deflect 8 (All Ranged; Action: Free +2; Linked to Time Control +0; AP: Corrosion 8 [Area: Shapeable +1, Selective +1], Healing 10 [Total +1; Side Effect: Recipient must also resist Fatigue power at same rank as Healing power used -2], Strike 8 [Autofire +3]), **Enhanced DEX 20**, **Regeneration 3** (Recovery Bonus +3; Linked to Time Control +0), **Time Control 8** (PF: Defensive Roll 4, Dodge Focus 4, Wall Run, Water Run)

EQUIPMENT
Body Armor (Protection 4 [Impervious +1]), **Commlink**, **Visor** (Sensory Shield 4 [Visual])

DRAWBACKS
Accelerated Aging (U, M), **Power Loss:** Deflect – when attempting to use against energy attacks (U, M, -2), **Power Loss:** Enhanced DEX – when attempting to use for anything other than Reflex Save bonus or reflex-influenced skill bonuses (U, M, -1), **Vulnerability:** Phase Attacks (x1.5, Unc, Mod)

AT	CM	SV	SK	FT	PW	DB
10	24	3	3	13	138	-7

DESCRIPTION

Judson Roberts has always felt the need for speed – that's why he became a NASCAR driver. When his brother Wade, the eccentric genius mechanical engineer, needed a test driver for his prototype engine accelerator, he naturally called on his younger sibling. The accelerator was intended to boost engine performance tenfold, and had worked well enough at low speeds, but it was discovered that engine efficiency had also been boosted, giving the engine the capability of traveling at speeds far in excess of other land vehicles.

The accelerator, however, did more than boost the engine – it actually warped time to do so. Where Wade acquired the parts or technology to push the envelope even farther than his past eccentricities had gone is a secret he's didn't share (and now, never can). Once the stripped-down racecar with the temporal engine hit and passed the speed of sound, the fields it generated infused Judson with indefinable temporal energies. The engine destroyed itself in the process, and its creator Wade paradoxically ceased to exist. No one, not even Judson, remembers him, or how Judson got his powers.

Now, Judson Roberts can manipulate time around himself. It appears to others that he has speed-based powers, and can run very fast, but actually Roberts alters the timestream so that he can move a great distance in a short time. What appears to be super-fast punches are actually Roberts accelerating the aging process and disintegrating the target with a touch. What seem to be supernaturally fast reflexes are actually Roberts speeding up time for himself subconsciously so that the world seems to be traveling in slow motion around him.

Since he is manipulating time, instead of speed, his enhanced reflexes also work to his favor when he's driving or using other skills that rely on coordination. After all, to him, even though he might be driving at 150 MPH, it feels like 15 MPH, so maneuverability is not a problem. It's a pity that it's taken most of the fun out of sport racing.

As a result of this temporal manipulation, Roberts is harshly affected by attacks that are out of phase with the normal space-time continuum. His timestream excursions seem to be aging him prematurely, as well, since he appears to be in his late 40s, despite his actual age of 27.

He joined the Arsenal under the name of Minuteman. The team needed a "speedster," and Minuteman *appeared* to fit the bill. He's a bit worried about the consequences if certain villains, Praetorian in particular, find out that he controls time, so he hides the fact that he's warping time by pretending to be a normal speedster.

MINUTEMAN

**QUOTE**

"C'mon, get a move on. I ain't got all day!"

RACE	SEX	HT	EYES
Human	M	5'10"	Brown
GROUP	AGE	WT	HAIR
Arsenal	48(27)	130#	Brown

PUBLIC KNOWLEDGE

5	Member of the Arsenal
10	Very fast
15	Can punch through a brick wall
20	Very hard to hit
25	He heals rapidly
30	He can even heal others
35	Phase-based powers work well against him
40	Leaves a temporal energy signature

MISS LIBERTY



DESCRIPTION

Blair Carter grew up the only daughter of a career Army officer. She learned of her mutant powers as a teenager and was – miraculously – able to keep them hidden. Determined to use her abilities to help people, and spurred on by the sense of duty she learned from her father, she took on the identity of Miss Liberty.

She was already working through the government at the start of her costumed career (secretly changing identities while working her job as an archivist under General Rector and his appropriations committee), when she heard of the new government-sponsored superhero team forming. She talked to the committee, and they agreed that she'd be a perfect choice – a dream combination of training, power, and demographics.

As Miss Liberty, Carter wears a modified Statue of Liberty costume. When she's fully grown, she's over 50 feet tall – with the strength and durability that go with it. Her gear, including tablet, torch, and clothing, all grow with her, somehow subconsciously being included in whatever morphogenic field alters Blair's own size. Her crown spikes make her seem even taller than that. Her maximum height *had* been increasing by about a foot per year, but the constant and stressful usage of her powers since the Arsenal was formed have pushed her abilities again and again, with her top limits constantly being redefined.

In addition to her innate abilities, Liberty can throw the eight spikes from her "crown" for serious damage when propelled by her incredible strength. Her most common opening action is to use her armored tablet to protect bystanders, first, or teammates, second. She'll often dive into the open to draw fire away from her teammates, and attempt to deflect it all. It doesn't always work, but it gives her a chance, anyway.

Carter is Puerto Rican (her father anglicized the family name many years ago), with shoulder-length wavy black hair. She's 5'7" tall (normally), with an athletic build. As a civilian or in costume as Miss Liberty, Carter is direct, often to the point of being brash or pushy. She has a military mindset, and is used to having her orders followed. She was quite close to American Dream. Blaming herself for not being able to protect her friend, Liberty has grown more brusque and closed off, much to the chagrin of the handlers who were used to using her as their centerpiece in PR opportunities.

PL	Patriotic Grower		PTS
11			158

STR	36	+13	TGH	LIFT
DEX	14	+2	+12/+2	116 tn
CON	26	+8	FORT	LEAP
INT	10	+0	+12/+6	23 ft
WIS	15	+2	REF	INIT
CHA	16	+3	+4	+2
			WILL	KB
			+6	-18

ATTACK		DEFENSE	
+12/+8		+6/+3	
(+8/+4)		(+2/+1)	
DAMAGE			
+13 Unarmed			
GRAPPLE		SIZE	
+13/+33		Medium (Gargantuan)	

SKILLS

Diplomacy 5 (+8), Intimidate 4 (+7/+13), Know (*Civics*) 5 (+5), Pilot 4 (+6), Pro (*Soldier*) 5 (+7), Sense Motive 5 (+7)

FEATS

Attack Focus (*Melee*) 4 (Limited: Only 1 rank per 3 levels of Growth -1), Attractive, Equipment 1, Fearsome Presence 4 (Limited: Only 1 rank per 3 levels of Growth -1), Improved Grapple (Limited: Needs at least 6 levels of Growth active -1), Interpose, Luck 2, Power Attack, Startle

POWERS

Device 14 (All Easy to Lose, **Crown Spikes** [Strike 2 (PF: Mighty, Thrown)], **Tablet** [Deflect 10: All Ranged (Action: Free +1), PF: Improved Block 4], **Torch** [Nullify 10 (All Darkness; Area Effect: Cone +1); AP: Dazzle (visual)]), **Growth 12** [12 STR and 14 CON at Normal Size], **Protection 4** (Limited: Only 1 level per 3 levels of Growth -1), **Super Strength 2** (Limited: 1 Level per 6 ranks of Growth -1)

EQUIPMENT

Commlink

AT	CM	SV	SK	FT	PW	DB
21	28	10	7	12	80	—

QUOTE

"Bring your tired, your poor, your huddled masses... and then pity *anyone* that tries to hurt them."

RACE	SEX	HT	EYES
Human	F	61'1"	Brown
GROUP	AGE	WT	HAIR
Arsenal	27	8 tons	Black

PUBLIC KNOWLEDGE

5	Member of the Arsenal
10	Extremely tall
15	Very strong
20	Hard to hit, what with that tablet and all
25	Protective of bystanders
30	Bossy, maybe a little bit man-hating

PL 10	Kinder, Gentler Battlesuit	PTS 141
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STR	20	+5	TGH	LIFT
DEX	14	+2	+12/+2	12 ton
CON	14	+2	FORT	LEAP
INT	12	+1	+3	10 ft
WIS	14	+2	REF	INIT
CHA	12	+1	+3	+2
			WILL	KB
			+5	-8

ATTACK	DEFENSE
+3/+9	+3/+1
DAMAGE	
+10 Melee	
GRAPPLE	SIZE
+13	Medium

SKILLS
Computers 8 (+9), Diplomacy 5 (+6), Handle Animal 5 (+6), Medicine 8 (+10), Pro (<i>Doctor</i>) 6 (+8), Sense Motive 4 (+6)

FEATS
Environmental Adaptation (<i>Underwater, Zero-G</i>), Benefit (<i>Security Clearance</i>)

POWERS
Device 24 (FRED, Hard to Lose [Datalink 4 (PF: Eidetic Memory, Attack Focus (Suit Systems) 6), Enhanced Strength 10, Flight 5 (250 mph), Illusion 1 (Visual; Obvious - 1), Immunity 9 (Life Support), Protection 10 (Impervious 5), Snare 10 (Area: Burst +1; AP: Dazzle [Area: Cone +1], Nullify [All Fire at once; Area: Cone +1], Paralyze 7 [Range: Standard +1, Area: Cloud +1], Stun 7 [Range: Standard +1, Area: Cloud +1], Trip 6 [Area: Burst +1, Duration: Continuous +3]), Strike 5 (PF: Mighty), Super Senses 11 (Blindsight [Radar, Radius, Extended], Infravision, Lowlight Vision, Radio, Radius w/ Normal Sight, Ultrasonic Hearing), Super Strength 5)

DRAWBACKS						
Normal ID (Full Round, -4)						
AT	CM	SV	SK	FT	PW	DB
16	12	5	9	3	100	-4

DESCRIPTION

George Dunn was meant to save lives. His mother was a cop, his father was a fireman, and his brother was a nurse. It's practically a family legacy.

So, when he joined the Air Force right out of medical school, it came as something of a shock to his family, at first. But when he explained that he wanted to save the lives of people who were putting their lives on the line every day in order to protect their nation, it made sense.

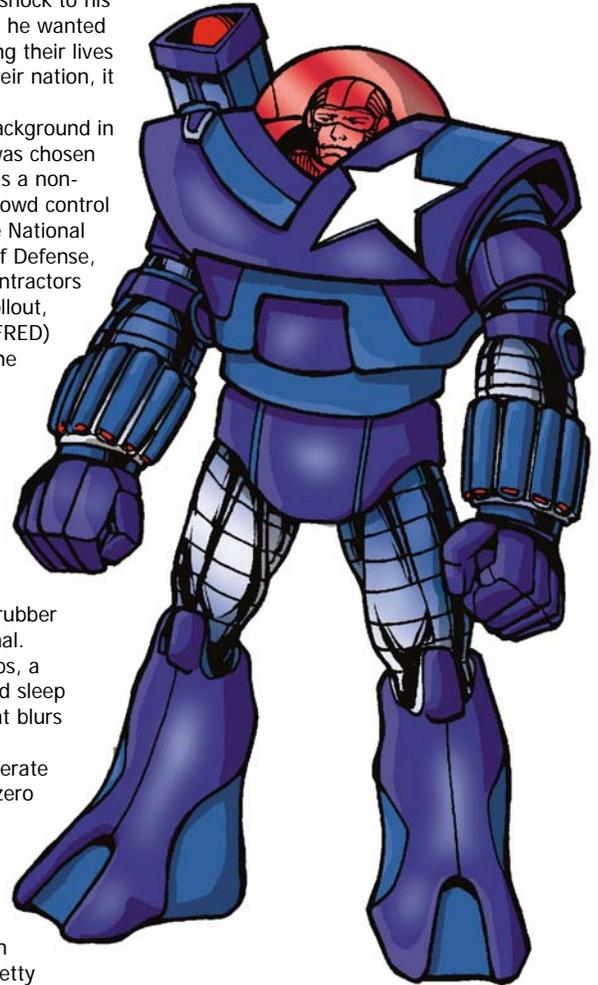
With a stellar service record, and a background in most types of rescue operations, George was chosen to test out a new device. The battlesuit was a non-lethal source of rescue, emergency, and crowd control technology. In a joint venture between the National Firefighters' Association, the Department of Defense, and Homeland Security, built by private contractors as a prototype for a possible nationwide rollout, the Fire, Rescue, and Emergency Device (FRED) was ready for testing. And the Arsenal is the perfect testmarket opportunity. Under the name Peacekeeper, George acts as the conscience of the group, as well as the triage corpsman.

FRED comes equipped with the latest technology, including heatproof armor, boot jets, a complete sensor array, a battle computer, and a full complement of non-lethal weaponry. Even the power suit itself is sheathed in a hard rubber that renders its hydraulic punches non-lethal.

Quick-dry glue, tear gas, smoke bombs, a firehose, oil slicks, immobilizing agents, and sleep gas are all on board FRED. FRED somewhat blurs the line between large battlesuit and small "mech," making it somewhat difficult to operate in small or confined quarters. Despite the zero body-count thus far during the test period, there has been a substantial property damage tab.

When not wearing/operating FRED, George himself is a slight figure, 5'10" and 140 pounds. He has brown hair, brown eyes, and from a physical perspective is pretty forgettable – which contributes mightily to his handlers never letting him be seen outside of FRED when PR is involved.

PEACEKEEPER

**QUOTE**

"Come along peacefully. We don't want to hurt you."

RACE	SEX	HT	EYES
Human	M	7'6"	Green
GROUP	AGE	WT	HAIR
Arsenal	31	4 tons	Sandy

PUBLIC KNOWLEDGE

5	Member of the Arsenal
10	Big metal suit
15	Used to be a fireman or whatever
20	He calls his armor FRED, heh
25	Never hurts anyone
30	Has a medical degree

US STEEL



DESCRIPTION

Todd Coleman was an ordinary guy that loved explosives. That could describe any guy, right? Well, Coleman made it his profession (or obsession, depending on who you talked to).

As a young recruit in the city's bomb squad, Coleman was on a training exercise when a real emergency came up just a block away. The supervillain Surefire (page 129) was making off with an experimental weapon from an Omnitech facility. His own abilities augmented by whoever his employer was at the time (presumably either the Orchard or the Magi), he was using the high-tech facility's own weapons against its staff by mentally remodeling the gun turrets and sidearms to explode upon firing, and had left a number of explosive devices to cover his escape. As a member of the bomb squad, Coleman felt that he could "defuse" the situation, and ran to assist, beating his supervisor there by a good margin. He had the misfortune of running into Surefire, still in the process of escaping the facility, who took the opportunity to warp Coleman's sidearm which was in the midst of being fired at the experimental weapon Surefire was carrying. This resulted in some unexplained backlash of Surefire's abilities, or perhaps some exotic side effect of the weapon, or maybe even something else entirely – the truth of the matter has never been verified to anyone's satisfaction.

The resulting accident bonded Coleman's body with a sort of malleable metal sheath as he absorbed his sidearm and Surefire's stolen weapon into himself. When he awoke, he found that he could move, speak, and perceive as before, but that his mass had been immensely multiplied, as had his strength. He no longer has many of the normal human biological functions, such as eating and sleeping, and he can now sense magnets and radio waves. His metallic body reflects light-based attacks such as lasers and dazzles, but does not protect him from the effects of those attacks. His mass and metallic form are extremely unsuited to stealth, however, and Coleman has little appreciation of the concept of subtlety regardless.

Coleman went on to have a successful career as the solo superhero Gunmetal before he was recruited into the Arsenal. Changing his name to US Steel was recommended by the Congressional Subcommittee that approved the team's formation (and funding); enjoying the jump in prestige, as well as the sizeable paycheck involved, Coleman didn't balk at such a minor request.

PL	Metal Man		PTS
11			145

STR	36	+13	TGH	LIFT
DEX	12	+1	+14	118 ton
CON	18	+4	FORT	LEAP
INT	10	+0	+15	13 ft
WIS	14	+2	REF	INIT
CHA	16	+3	+1	+1
			WILL	KB
			+4	-22

ATTACK	DEFENSE
+9/+8	+6/+3

DAMAGE	
+13 Unarmed	
GRAPPLE	SIZE
+27	Medium

SKILLS
Demolitions 6 (+6), Disable Device 6 (+6), Intimidate 6 (+9), Pro (<i>Bomb Squad</i>) 6 (+8)

FEATS
All-Out Attack, Attack Focus (<i>Unarmed</i>) 1, Benefit (<i>Security Clearance</i>), Endurance 3, Equipment 1, Improved Grapple, Improved Pin, Power Attack, Taken Down Attack

POWERS
Body of Steel (Alternate Form – Solid 10 [Continuous +1, Permanent -1] [Density 10 (+20 Strength/ Impervious Protection 5/Immovable 3/Super Strength 3), Immunity 9 (Life Support), Protection 5 (Impervious +1)]), Immunity 2 (Critical Hits), IR Neutral (Concealment 2 (Infra-Red) [Continuous +1, Permanent -1]), Super Senses 3 (Detect Magnetic Fields [Ranged, as Sense], Direction Sense), Super Strength 2

DRAWBACKS
Vulnerability: Magnetics (x 1.5, Unc, Mod, -2)

AT	CM	SV	SK	FT	PW	DB
26	28	13	6	11	63	-2

QUOTE

"Things are about to get heavy."

RACE	SEX	HT	EYES
Human	M	6'1"	Silver
GROUP	AGE	WT	HAIR
Arsenal	32	1¼ tons	None

PUBLIC KNOWLEDGE

5	Member of the Arsenal
10	Made of solid steel
15	He must weigh tons!
20	He reflects light
25	He doesn't show up on IR
30	He knows about explosives

THE COVENANT

The Covenant

During the height of the Middle Ages, a dark and loathsome power rose amidst the chaos of the Baltic states. Vadshada the Bloodking was originally a magus, delving deeply into secrets beyond his ability to control. Transformed first into a vampire, and then possessed by a nameless demon he had attempted to bind, Vadshada quickly amassed a large following among the bloodthirsty and power-hungry pagan tribes of the region. His strength proved too much for what little resistance temporal and church authorities could raise as a counter. Finally, it was a hastily convened alliance of wizards, witches, and adventurers who put an end to reign of the Bloodking. Heady with success, and recognizing the continued threat that Vadshada's ilk presented to the relatively unprotected masses of "God's kingdom," that small band of adepts made a pact that they would stand together to protect mankind from what it could not even acknowledge, let alone combat effectively. The Covenant has existed since that day, a powerful and clandestine body of capable men and women working in the shadows to keep those shadows in check. In the intervening centuries, these men and women have not only managed to keep the Covenant hidden from the interference of mundane authorities, but have also amassed significant resources and contacts in the process.

Today, the organization exists in much the same form. Though its scope no longer constrained to medieval thought, and its membership no longer confined to Christians (or even humans, for that matter), many names and trappings have never been changed.

The Covenant maintains facilities, or chapterhouses, in most major cities around the world. The organization is divided into five bodies, or orders, with ranking members representing their brethren in a governing board known as the Cenacle.

The 21st Century has not been kind to the Covenant. Assailed from within by elements that want to open the Covenant to more open partnerships with various governments or corporations, and from without by both a modern world increasingly more difficult to hide from and enemies whose location and firepower have tested the organization resources dreadfully, the Covenant has had to adapt as best it can to the trying times. The Order of Simon has guilted their old ally Dr. Rune into helping them deal with the reborn threat of the Seven Sins. Moreso, as their seers saw in prophetic dreams that the former Sentinel Brimstone would somehow be instrumental to their success against the Sons of Shaitan, the Covenant laid a mighty geas on the duplicitous mage, forcing him into the fold.

To quote an expression used more and more often these days by the rank-and-file of many orders, "Interesting times."

Order Of Michael (Soldiers)

The Order of Michael are the soldiers, the sword and the flame brought to bear against the Covenant's enemies. They are drawn from armed forces and law enforcement agencies from around the world. The current Disciple for the Order of Michael is a former SAS colonel named Dorian Killgrave, and he runs his people like an efficient military machine from the order's motherhouse in Madrid.

Order of Michael, Typical: Use SWAT Officer archetype from M&M page 229, change profession to soldier, add 4 ranks in Know (Arcane Lore), 1 rank in the Teamwork feat, and add a dagger (silvered, blessed) to his equipment.



Dorian Killgrave: PL: 8; Str 16, Dex 16, Con 16, Int 13, Wis 18, Cha 16; *Skills:* Bluff 6 (+9), Climb 10 (+13), Diplomacy 4 (+7), Disable Device 4 (+5), Drive 6 (+9), Intimidate 6 (+9), Notice 8 (+12), Profession (Soldier) 12 (+16), Pilot 4 (+7), Stealth 8 (+11), Sense Motive 8 (+12), Survival 6 (+10), Swim 6 (+9); *Feats:* Accurate Attack, All-Out Attack, Benefit (Status – Cenacle), Defensive Roll 1, Equipment 4, Evasion, Improved Aim, Improved Defense 2, Improved Grab, Improved Initiative 2, Improved Trip, Inspire, Leadership, Master Plan, Move-By Action, Power Attack, Precise Shot, Set-Up, Startle, Takedown Attack, Teamwork, Track, Uncanny Dodge (Visual); *Powers:* Super Senses 1 (Danger Sense); *Equipment:* SMG +4, Body Armor (Protection 4: PF: Subtle), Long Dagger +2 (silvered, blessed); *Combat:* Attack +12, Damage +5 dagger / +4 SMG, Defense +8/+4, Initiative +11; *Saving Throws:* Toughness +8 (+7/+3), Fortitude +7, Reflex +8, Will +8; *Abilities* 35 + *Skills* 22 (88 ranks) + *Feats* 32 + *Combat* 40 + *Powers* 1 + *Saves* 13 = 143

Order Of Solomon (Historians)

The Order of Solomon are the archivists and historians for the Covenant's hard-earned stores of lore and the many items of power taken from the organization's fallen enemies over the years. It is said that, if the members of this order, nicknamed "the solemn men," do not know a piece of information, that it isn't worth knowing. Nkebo Achebwe, an ancient looking Nigerian man who never speaks in anything other than a soft and cultured voice, is the Disciple for this order, and their motherhouse is in Paris.

Order of Solomon, Typical: PL 3; Str 8, Dex 10, Con 8, Int 20, Wis 15, Cha 13; *Skills:* Diplomacy 4 (+11), Know (Arcane Lore) 8 (+13), Language 4 (*varies greatly*), Know (Current Events, History, Theology and Philosophy) 4 (+9); *Feats:* Connected, Initiative; *Combat:* Attack +2, Damage -1 melee, Defense +1/+0, Contacts +0; *Saving Throws:* Toughness +0, Fortitude +3, Reflex +1, Will +8; *Abilities* 14 + *Skills* 9 (32 ranks) + *Feats* 2 + *Combat* 6 + *Saves* 11 = 42



Nkebo Achebwe: PL: 5; Str 8, Dex 10, Con 8, Int 30, Wis 16, Cha 16; *Skills:* Diplomacy 8 (+11), Know (Arcane Lore) 10 (+20), Language 8 (Arabic, Coptic Egyptian, English, Enochian, German, Greek, Hebrew, Latin; Nigerian is native), Know (Current Events, History, Theology and Philosophy) 4 (+14), Sense Motive 10 (+13); *Feats:* Benefit (Status – Cenacle), Connected, Contacts, Eidetic Memory; *Combat:* Attack +2, Damage -1 melee, Defense +1/+0, Initiative +0; *Saving Throws:* Toughness +0, Fortitude +3, Reflex +1, Will +10; *Abilities* 28+ *Skills* 12 (48 ranks) + *Feats* 4 + *Combat* 6 + *Saves* 12 = 62

Order Of Simon (Magicians)

When mundane solutions fail, the Covenant turns to the members of the Order of Simon. Named after the biblical wizard, this Order is comprised of spellcasters and sorcerers, alchemists and workers of "the art," from dozens of different traditions. As a rule, they are at once both the most valued assets of the organization, because of their rarity and power, and also the least trusted, as personal ambitions have resulted in more members from this order turning rogue over the years and betraying their brethren than from all the other orders combined. The Lady Absinthe, an alchemist of unrevealed age and origin, has represented this order in the Cenacle since before the First World War. She resides in the order's motherhouse near Glastonbury Tor.

Order of Simon, Typical: PL 7; Str 10, Dex 10, Con 10, Int 15, Wis 18, Cha 16; *Skills:* Bluff 8 (+11), Diplomacy 8 (+11), Know (Arcane Lore) 12 (+14), Language 5 (Abyssal, Atlantean, Enochian, Hebrew, Latin), Sense Motive 11 (+15); *Feats:* Attack Specialization (Spells) 3, Ritualist; *Powers:* Device 3 (Easy to Lose – various Mystical Trinkets), Force Field 10, Magic 5 (Dynamic Array, all: Base Power: ESP; AP: Blast, Healing, Mind Control, Obscure.), Super Senses 1 (Mystic Awareness); *Combat:* Attack +9/+3, Damage +5 Spell, Defense +4/+2, Initiative +0; *Saving Throws:* Toughness +10 (+0), Fortitude +3, Reflex +1, Will +10; Abilities 19+ Skills 11 (44 ranks) + Feats 4 + Powers 39 + Combat 14 + Saves 11 = 98



Lady Absinthe: PL 10; Str 10, Dex 14, Con 13, Int 16, Wis 16, Cha 18; *Skills:* Bluff 6 (+18/+10), Craft (Artistic, Chemical) 8 (+11), Diplomacy 6 (+18/+10), Know (Arcane Lore) 15 (+18), Notice 8 (+11), Sense Motive 13 (+16), Stealth 4 (+6); *Feats:* Attractive 2, Benefit (Status – Cenacle, Wealth 2) 3, Connected, Contacts, Defensive Roll 1, Ritualist; *Powers:* Device 3 (Hard to Lose, Enchanted Clothing [Immunity 5 (Cold, Critical

Hits, Heat, Pressure), Protection 10]), Immunity 3 (Age, Disease, Poisons), Magic 12 (Dynamic Array; Wide +2; Base Power is ESP; AP: Blast, Healing (Total +1), Mind Control, Paralyze 9 (Area: Burst +1, Range: Standard +1, Selective+1), Shapechange 6, Teleport (Portal +2), Transform 9 [Living Creatures into Broad Group]); *Equipment:* Pistol +3; *Combat:* Attack +6, Damage +12 Blast / +3 Pistol, Defense +8/+4, Initiative +2; *Saving Throws:* Toughness +12 (+11/+1), Fortitude +8, Reflex +5, Will +15; Abilities 27 + Skills 17 (68 ranks) + Feats 9 + Powers 78 + Combat 28 + Saves 21 = 180

Order Of Caleb (Counterintelligence)

The Order of Caleb are the eyes and ears of the Covenant, the spies and monitors that keep track of the Covenant's enemies, both within and without. Among their other duties, internal security also falls under the mandate of the Calebites. The members of this order are called "Spooks" by the other orders, but never to their faces. Barnabas Frost is the Order of Caleb's Disciple, and their motherhouse is believed to be in Fall's Church, Virginia, hidden among so much of the Americans' own intelligence community. This presupposes that the Order would depend on any site known to all of the other orders.

Order of Caleb, Typical: Use Reporter Archetype on M&M page 228; change Profession to Spy, trade Craft (Writing) for Know (Arcane Lore), add 3 ranks to Know (Streetwise), and add the feats Connected, Contacts, and Well-Informed



Barnabas Frost: PL: 11; Str 12, Dex 24, Con 12, Int 20, Wis 24, Cha 22; *Skills:* Acrobatics 12* (+19), Bluff 16 (+22), Climb 8 (+9), Demolitions 4 (+9), Diplomacy 12 (+18), Disable Device 5 (+10), Drive 5 (+12), Escape Artist 6 (+13), Gather Information 12 (+18), Intimidate 6 (+12), Investigate 6 (+11), Pilot 4 (+11), Profession (Spy) 12 (+19), Notice 12* (+19), Search 10* (+15), Sleight of Hand 8 (+15),

Stealth 10* (+17), Survival 2 (+9), Swim 2 (+3); *Feats:* Accurate Attack, Acrobatic Bluff, All-Out Attack, Benefit (Alternate ID 3, Status – Cenacle) 4, Connected, Contacts, Fearless, Fearsome Presence 4, Blind-fight, Defensive Roll 5, Elusive Target, Evasion 2, Equipment 6, Hide in Plain Sight, Improved Critical (Blast) 4, Improved Grab, Improved Initiative 2, Improved Throw, Improved Trip, Luck 3, Master Plan, Move-By Action, Power Attack, Precise Shot, Skill Mastery *, Uncanny Dodge 2 (Visual, Hearing), Well-Informed; *Powers:* Device 17 (Easy to Lose – Pair of Modified, Silenced, Gyro-Rocket Pistols with enchanted "Endless Clips" [Blast 6 (Autofire +3,

Penetrating +1; PF: Accurate 1, Subtle), Blast 6 (same as other blast, except also Linked to first Blast +1)), Immunity 6 (Age, Interaction Skill Effects), Martial Arts Mastery [Strike 5 (PF: Mighty)], Super Senses 2 (Danger Sense, Lowlight Vision); *Equipment:* Body Armor (Protection 4; PF: Subtle), Commlink, Hidden Utility Pouches (as Utility Belt form M&M core book); *Combat:* Attack +16, Damage +6 melee/ranged, Defense +12/6, Initiative +15; *Saving Throws:* Toughness +10 (+5/+1), Fortitude +8, Reflex +13, Will +11; Abilities 54 + Skills 38 (152 ranks) + Feats 50 + Powers 65 + Combat 56 + Saves 17 = 270

Order Of Joseph (Administration)

The fifth and final order is the Order of Joseph. The Josephites are the backbone of the Covenant, the support personnel who maintain and administer the organization as a whole. As a group, the Josephites are sometimes called "the invisible men," as their presence is seldom noted when they are doing their jobs. It is only when they fail, and problems result, that they come to the attention of the rest of the organization. Umberto Corvaggio, a rotund and personable Italian man, provides the leadership for the Order of Joseph from their motherhouse in San Francisco.

Order of Joseph, Typical: Use the Butler Archetype from M&M page 226, making the Profession skill "Support Personnel"



Umberto Corvaggio: PL 3; Str 10, Dex 10, Con 10, Int 14, Wis 15, Cha 18; *Skills:* Bluff 8, Computer 6, Craft (Artistic) 6, Diplomacy 8, Know (Business) 8, Language 1 (English, Italian is native), Profession (Administration) 8, Search 7, Sense Motive 8; *Feats:* Benefit (Status – Cenacle, Wealth 5) 6, Connected, Contacts, Fascinate (Diplomacy); *Combat:* Attack +2, Damage +0, Defense +2/+1, Initiative +0; *Saving Throws:* Toughness +0, Fortitude +0, Reflex +0, Will +8; Abilities 17 + Skills 15 (60 ranks) + Feats 9 + Combat 8 + Saves 6 = 55

The Seraphim (Paranormals)

There is one other important group within the Covenant, a group that exists outside the five orders proper, and who are only called upon in the worst crises. This group is called the Seraphim, and they are the most powerful of the combatants that the Covenant can bring to bear. The Cenacle must be convened and vote as a body to authorize the involvement of the Seraphim in a situation, an act they never take lightly – for to call in the Seraphim is to admit that all other recourse has failed.

The current members, numbering only five, are the reluctant Magus Maximus Dr. Rune, dragged from his self-imposed exile in order to deal with the legacies of past enemies; the warrior called Templar, the ritual recipient of the strengths and skills of all his predecessors in that role; the mysterious Sabbath, living magical null and bane to infernal powers; the Grigori who calls himself Chronicle, now giving new credence to his duty as a "guardian angel;" and the sorcerer-thief Brimstone, whose mere presence grates on his teammates' nerves, makes the rest of the Covenant paranoid, and galls he himself to no end as his participation is involuntary. Though Dr. Rune quickly acclimated to the group, proving his value in combat repeatedly, Brimstone is proving to be every bit the converse of a team player he was in the Sentinels. His relationship is especially tense with Rune, as the archmage had once possessed and eventually emancipated the Book of Shadows that Brimstone has since bound to himself. Rune has promised Brimstone that once the Sevens Sins and the Sons of Shaitan are dealt with, the two of them are going to have a long "talk."

PL 10	"Finders Keepers" Magician	PTS 187
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STR	12	+1	TGH	LIFT
DEX	14	+2	+10/+5	260#
CON	14	+2	FORT	LEAP
INT	18	+4	+4	11 ft
WIS	18	+4	REF	INIT
CHA	24	+7	+3	+6
			WILL	KB
			+10	[-10]/ -1/-0

ATTACK	DEFENSE
+4/+10	+9/+3
DAMAGE	
+10 (Spells)	
GRAPPLE	SIZE
+5	Medium

SKILLS

Bluff 13 (+20), Concentration 11 (+15), Knowledge (*Arcane Lore*) 11 (+15), Language 5 (*Abyssal, Atlantean, Enochian, Latin, Sanskrit*), Notice 4 (+8), Search 4 (+8), Sense Motive 13 (+17), Stealth 3 (+5)

FEATS

Attack Specialization (*Spellstaff Spells*) 3, Defensive Attack, Defensive Roll 2, Distract (*Bluff*), Dodge Focus 2, Equipment 3, Fearsome Presence 4 (Linked to Arcane Aura +0), Improved Critical (*Spellstaff Spells*) 2, Improved Initiative, Sidekick (*Book of Shadows*) 29, Taunt, Trance

POWERS

Arcane Aura (Enhanced Charisma +10), **Device 10** (Easy to Lose, **Atlantean Spellstaff** [Magic 10 (Base: Mystic Blast; AP: Create Object, ESP (Visual), Obscure (Visual), Telekinesis), Flight 5, Force Field 8 (Impervious +1)]), **Magic 5** (Base: Mind Control; AP: Immunity (Cold, Disease, Heat, Poison, Suffocation; Sustained +0), Comprehend (Animals 2, Languages 2, Objects 1), Concealment (Auditory plus All Visual), Healing, Mystic Passage, Stun 5), **Super Senses 4** (Magical Awareness, Acute, Extended, Radius)

EQUIPMENT

Body Armor (Protection 3), **Commlink, HQ** (as *Sanctum Sanctorum*)

AT	CM	SV	SK	FT	PW	DB
30	22	9	16	50	60	—

DESCRIPTION

Brimstone is the only name anyone has for this contentious mage. He has purposely kept his past shrouded in mystery, including things such as age or even where he's from. His former teammates in the Sentinels believed he did this for dramatic effect, but the Covenant knows its one more line of defense against his mystical enemies – of whom he has many, including a number of members in the organization he's currently being forced to help. Unfortunately for Brimstone, while the Sentinels knew next to nothing about his history, trading their protection for his help solely because of their need for his mystical expertise, the Covenant has exact records concerning his predations on the unwary throughout the occult community and a list of the items he has stolen. As fractious and tense as his relationship was with the Sentinels, his current situation is ten times worse – not only does he need the protection of the Covenant, he has no choice but to aid them on *their* terms, not his, while under the influence of the powerful geas placed on him. He is watched like a hawk whenever he is in any chapterhouse, and strenuously avoided by Covenant members that don't have to spend time with him. What little trust he had earned with the Sentinels is in the past – the Covenant know his reputation thoroughly, several of its members have suffered from his thieving ways, and if their seers weren't certain he was a necessary evil, they would be dealing with him through warded bars instead of across oak tables.

Brimstone is very reserved. Whether this is a normal part of his personality, or simply a survival trait picked up over the years is anyone's guess. His current teammates know his cryptic demeanor is a front, the furthering of his self-embraced image as an all-knowing man of mystery. He speaks little, and though not overtly rude, is noticeably a stranger to concepts of empathy, common courtesy, and private property. He stays worried all the time about what will happen after his usefulness is over. Very worried.

A sorcerer of no mean skill, Brimstone enhances his mystical prowess with the use of an ancient spellstaff of Atlantean origin. His knowledge of occult matters is extensive, and complemented by his *Book of Shadows*, a tome of seemingly infinite and useful information on all manner of subjects (and apparently sentient, frequently commenting on its lack of appreciation for its "servitude" to "an ungrateful dilettante"). Brimstone is also one of the most accomplished liars to be found anywhere. He has proven guileful enough to trick even powerful demons into believing his fabrications (earning even more enemies in the process).

In combat, Brimstone stays back from the frontline and supports his teammates by sniping at opponents with black hellfire or filling their minds with pain, disrupting enemy tactics by raising sorcerously created walls of glowing sigil-covered moonsilver, or spreading inky fields of impenetrable darkness.

BOOK OF SHADOWS

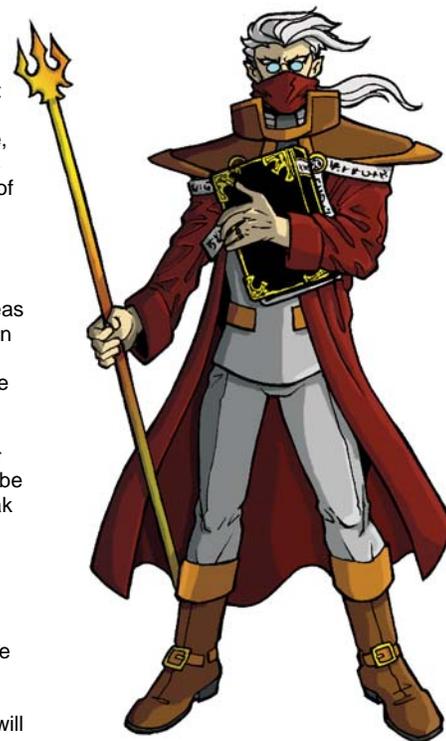
Book of Shadows: PL 10 (182 points); Init +0; Defense +10/+1; Atk +0 (+0 Unarmed); SV Tgh +10, Fort —, Ref +5, Will +15; Str —, Dex 10, Con —, Int 30, Wis 30, Cha 14;

Skills and Feats: Bluff 15 (+17), Know (*Arcane Lore*) 15 (+25), Notice 15 (+25), Sense Motive 15 (+25); Eidetic Memory, Improved Defense, Ritualist, Ultimate Skill (*Know (Arcane Lore)*);

Powers: Comprehend 4 (Languages 4), Flight 2, Immunity 30 (All FORT Effects), Illusion 2 (Visual), Immunity (Mental Effects), Regeneration 31 (Injured 3, Disabled 3, Recovery +10, Ability Scores 5, Resurrection 10), Shield 7;

Drawbacks: Limited mobility and no hands (Common, Major), -4

BRIMSTONE

**QUOTE**

"There are far worse things than prison – allow me to demonstrate a few."

RACE	SEX	HT	EYES
Human	Male	5'11"	Red
GROUP	AGE	WT	HAIR
Sentinels	30(?)	190#	White

PUBLIC KNOWLEDGE

5	Former member of Sentinels
10	Magical powers
15	
20	
25	Bad reputation in mystical community
30	Ties to the Manus Gloruae



CHRONICLE



DESCRIPTION

According to ancient legend, when man was first put upon this earth, Heaven gave to the lowest order of angels the task of watching over mankind. Unlike the other angelic choirs, these angels, known as Grigori, would stay on Earth alongside man. At least, that's what the legends say. Those within the Covenant who recruited the man who only calls himself Chronicle make no secret of their belief that he is one of that ancient breed. He himself has never corroborated nor denied the truth of that belief, and has only pointed out, after violent circumstance once forced him to manifest wings in front of witnesses, that there are always many explanations for the different things the Covenant has dealt with in the shadow world in which they move. He has mentioned in passing, however, that he has brethren, and that they were exiled among humanity – a statement many take as supporting the Grigori legend -- though he hasn't mentioned *why* they were exiled. What is known to his associates is that Chronicle is old. Very, very old. Only one mystery surrounding him has been answered as yet, the reason behind his involvement with the Covenant, as they have never found another like him. Thanks to records liberated from the Skein Sisters, secretive allies of the Eightfold Web, the Covenant, and Sabbath, now know that she is Chronicle's daughter. He has since admitted that, yes, he came seeking Sabbath after learning of her existence and membership there. This has complicated their relationship, but both are making efforts to work through it.

Chronicle has proven capable of moving in any circle or group, with people just seeming to accept his presence as if he belonged among them. Different people seem to see him differently. A black man may see him as a distinguished black gentleman, while a Nordic businessman would look and see a tall blond man with striking blue eyes. People see what makes them comfortable. Further, and seemingly the source of his odd name, with no more than a look Chronicle also seems to know everything about any person, from the name of their 3rd grade teacher to how much they cheated on last year's taxes; and he can force feed all that experience back to a person, at least the negative aspects of it, in a withering mental assault that normally leaves that person curled into a crying, fetal ball, overcome with guilt over their past actions.

Chronicle very seldom joins combat directly. He acts more as the reconnaissance and infiltration specialist. When forced, he can demonstrate greater than human strength and a preternatural awareness of his surroundings, but only moderate fighting skills. He doesn't like fighting, and much prefers using his "guilt-stare" to disable opponents without doing lasting harm.

NOTES

The Detect (Background Information) power takes some careful adjudicating. A good rule of thumb is to make a Notice check for Chronicle whenever he meets or sees someone. A DC 10 check will net the basics, DC 20 hidden or secret information, and DC 30 everything worth knowing – including things the person themselves may not know.

PL	Angelica		PTS
14	Investigator		328

STR	25	+7	TGH	LIFT
DEX	15	+2	+12	1600#
CON	28	+9	FORT	LEAP
INT	18	+4	+10	17 ft
WIS	28	+9	REF	INIT
CHA	28	+9	+5	+2
			WILL	KB
			+15	-6

ATTACK	DEFENSE
+6	+6
DAMAGE	
+7 Melee	
GRAPPLE	SIZE
+13	Medium

SKILLS

Concentration 4 (+13), Diplomacy 6 (+15/+19), Gather Information 14 (+23), Know (*Arcane Lore*) 12 (+16), Notice 4 (+13), Sense Motive 12 (+21)

FEATS

Attractive, Connected, Ritualist, Well-Informed, Ultimate Skill (*Gather Information* [Only for uses of Well-Informed Feat])

POWERS

Communication 4 (Languages), **Flight 4**, **Immunity 22** (Age, Life Support, Critical Hits, Illusion Effects, Interactions Skill Effects), **Illusion 12** (All Senses, Linked to Mind Control or Nauseate +1; PF: Selective), **Mind Control 12** (Area: Burst +1, Continuous +1, No Range -1, Limited: One Command Only ["Accept Me/ I Belong Here"] -1; PF: Mental Link), **Guilt Stare [Nauseate 14]** (Area: Shapeable +1, Range: Standard +1, Limited: Sense Dependent [Eye Contact -1]), **Protection 3**, **Regeneration 23** (Bruised 3, Injured 3, Staggered 3, Unconscious 3, Disabled 3; Ability Scores 3; Resurrection 5), **Super Senses 14** (Darkvision, Detect Background Information (Ranged, as Sense), Detect Evil (Ranged, as Sense), Detect Lies (Ranged, as Sense), Mystic Awareness, Postcognition [Only to know the past and secrets of a subject in view -1], Psychic Awareness)

DRAWBACKS

Mystic Being – Can be summoned and bound with proper rituals (Unc, Mod, -2)

AT	CM	SV	SK	FT	PW	DB
82	24	10	13	5	196	-2

QUOTE

"Yeah, I'm just likable that way."

RACE	SEX	HT	EYES
Human	M	Varies	Varies
GROUP	AGE	WT	HAIR
Covenant	Varies(?)	Varies	Varies

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Reputed to be an angel
30	Associated with the Covenant

PL 16	Reluctant Archmage	PTS 273
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STR	12	+1	TGH	LIFT
DEX	12	+1	+10	260#
CON	13	+1	FORT	LEAP
INT	18	+4	+5	11 ft
WIS	28	+9	REF	INIT
CHA	23	+6	+5	+1
			WILL	KB
			+14	-5

ATTACK	DEFENSE
+12/+6	+6
DAMAGE	
+12 Blast	
GRAPPLE	SIZE
+7	Medium

SKILLS
Bluff 9 (+15), Concentration 15 (+24), Craft (*Artistic*) 6 (+10), Diplomacy 6 (+12), Escape Artist 6 (+7), Handle Animal 6 (+12), Know (*Arcane Lore*) 16 (+20), Language 6 (*Abyssal, Arabic, Atlantean, Enochian, Latin, Sanskrit*), Notice 6 (+15), Search 6 (+10), Sense Motive 10 (+19), Sleight of Hand 6 (+7), Stealth 6 (+7)

FEATS
Animal Empathy, Artificer, Attack Specialization 3 (*Spells*), Benefit (*Status – Magus Maximus [whether he wants it or not]*), Connected, Endurance 2, Fearless, Improved Critical (*Spells*) 4, Power Attack, Precise Shot, Ritualist, Trance

POWERS
Animal Control 4 (PF: Mental Link), **Device 10** (Staff, Easy to Lose [Absorption 10 (Energy, goes to Healing; Energy Storage +1, Power Magnet +1, Magic Only – 1)]), **Immunity 10** (Magic), **Magic 20** (Wide Array +1, Base and all AP are Dynamic; Base: Mystic Blast 12 [Penetrating +1; PF: Homing 4]; AP: Create Object 12 [Duration: Continuous +1; PF: Precise, Progression 1, Stationary, Tether], Eldritch Fire [Blast 10 (Area: Cone+1, Alternate Save: FORT +1)], Illusion 10 [All Senses], Mystic Binding 12 [Blocks Sight +1; PF: Reversible, Indirect 3], Mystic Passage 8 [Portal +2, Accurate +1], Telekinesis 10 [Damaging +1, Perception +1]), **Protection 9**, **Regeneration 18** (Recovery Bonus +9, Resurrection 9; Unreliable –1), **Super Senses 8** (Detect Magic [Ranged, as Sense, Accurate, Acute, Extended 2, Radius])

DESCRIPTION

At the moment that Geoffrey Crowley took possession of the fragment from the Gates of Hell that would give him his nom de guerre, “Shard,” somewhere in the world a child was born. From an early age, that child lived and breathed magic, able to accomplish feats reflexively and instinctively that other practitioners spent years learning and striving to master. Spells and bindings came to him unbidden, with the ease that others learned new words. And as he grew, he found he could tap and channel energies on a scale that disconcerted the few teachers he encountered and left them filled with awe.

When the stars finally aligned for the choosing of the first Magus Maximus to hold the title since the Renaissance, none of the powerful and learned remembered seeing that particular young man enter the Tower of Testing – but all remember his exit from the Jade Gate, having defeated willworkers and entities of legendary power. Some Magus Maximi had chosen to become conquerors and tyrants, others had isolated themselves and made great workings that cemented their place in the history of their craft. Dr. Rune chose (or had been chosen for) the role of defender, guarding Earth’s peoples from the many threats the mystical world began birthing with regularity. It was he who stalemated Sepulchre’s ambitions during the fiend’s most active period, he who defeated and sealed Earth off from the Empire of Thorns, he who defeated and imprisoned the Eidolon, the Prophet of Tears, the Nightmonger, and so many others. But, it was Shard and his compatriots, the self-styled “Seven Sins,” that most often returned to torment Rune.

When Shard finally attempted the ritual he had built toward for years to swing open the Gates of Hell, Rune defeated him once and for all, trapping him within the structure of the gates the villain had tested. But the price of victory was high. Rune had few friends and allies, all of whom gathered with him to face his greatest challenge... and all of whom died for their loyalty. Cradling the body of his lover Thiera, Rune wandered off the battlefield, disappearing for three decades. The majority of Earth’s mystical community eventually wrote him off as dead.

Then Shard’s children grew into their own power, intent on freeing their father and mighty enough to shake the courage and resources of what few willworkers stood against them. Lady Absinthe of the Covenant, loathe to break her word but seeing no other choice, sent the Seraphim to a small tavern in a forgettable little town in New England, where they found Rune. Forcing him out of the bottle that had been his refuge all these years, the Seraphim have made Rune once again accept the mantle of his destiny -- grudgingly, angrily, and with much resistance. Someday, he may even forgive them for it.

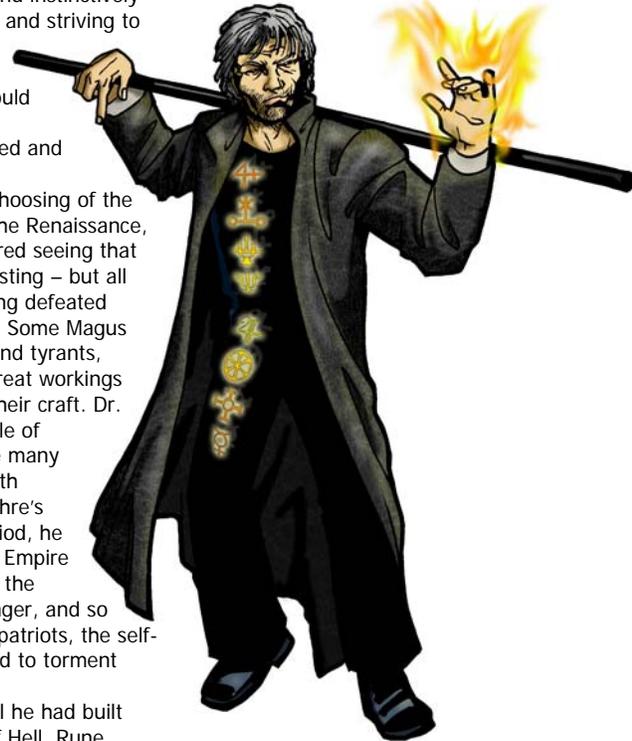
Rune is a tremendously powerful sorcerer, despite the years he’s refused to use his gifts. Though his dissolute lifestyle has managed to wear away most of his defensive enchantments, or make them unreliable, he’s still quite hard

DRAWBACKS

Attempting to use Magic at higher direct ranks than 12 results in the GM’s choice of the Side Effect, Tiring, or Unreliable flaws being applied to that power usage (UC, Min, -2)

AT	CM	SV	SK	FT	PW	DB
46	24	13	26	18	148	-2

DR
RUNE



QUOTE

“Don’t suppose it’d do any good to give you an opportunity to just give up? Didn’t think so. Fine. Let’s get this over with, then.”

RACE	SEX	HT	EYES
Human	Male	5’10”	Hazel
GROUP	AGE	WT	HAIR
Covenant	?	180#	Grey

PUBLIC KNOWLEDGE

5	
10	
15	
20	Some kind of mystic hero from the 60’s and 70’s
25	Magus Maximus
30	Forced out of retirement recently

to hurt, and capable of truly impressive displays. Still incredibly versatile, his “rustiness” makes tapping reserves beyond a certain point unpredictable, however. His staff acts to draw in ambient magical energies to heal him, though he seldom uses it for defense against the arts as he is every bit as immune to external magical effects today as he has ever been – instinctively channeling even the greatest magical energies right back into the cosmos around him. He still refuses to use the appellation “Doctor” himself, as he always has, though those around him continue to use it as a show of respect.

SABBATH



DESCRIPTION

Among the many places behind which the Covenant has hidden over the years are a number of charities. In the early years of the 20th Century, a founding was left on the steps of an orphanage with ties to the organization. The note attached to the infant's basket made it clear that whoever left the baby girl knew of the orphanages' true patrons. She was named after the day she was found, the Sabbath.

As the girl grew into a woman, she displayed a remarkable serenity and a calming influence on all those around her. Eventually she demonstrated remarkable mystical abilities as well, such as being able to heal with a touch, to turn blows and attacks with a word, and most importantly, to effectively shut down all magic, spells or otherwise – with no more than a glance. Originally assigned to the Order of Solomon due to her tremendous (and seemingly innate) knowledge of Demonology, an assault on her chapterhouse by dark forces, during which she helped repulse the attackers when all others fell, showed her true value to the Covenant. She has spent the last few decades serving ably in the Seraphim, never sparing herself the time to worry about origins. The revelation that her long-time teammate and confidante is her father, and has always known this, has finally allowed her associates to see the emotional turmoil hidden behind Sabbath's normally serene demeanor. She has grudgingly accepted his excuses, and the insistence that he will tell her everything he can when he can... but she isn't pleased with the situation and both are having to struggle to regain the easy working relationship they held before. The only pieces of information he has yet shared are that he only discovered her mother had been pregnant long after the birth, and that Sabbath is only the second of her kind – neither item doing more than raising new questions.

Sabbath hasn't aged physically in quite some time, still appearing as the attractive dark-haired beauty of her twenties. She carries herself gracefully, showing respect to everyone she meets. Her curly black hair is worn long, but is sometimes covered in a hooded cloak she wears. Her clothing is old fashioned, with many layers, all in dark and somber colors.

Like Chronicle, Sabbath isn't generally a direct combatant. She's more useful in support of her teammates. Coordinating with Dr. Rune and Templar, she shuts down enemy magicks, giving the two of them a serious tactical edge in most fights. Defensively, most attacks against her or whomever she wants to protect also fail. Spells veer off course, bullets slow and drop from the air before they reach her, and so on. Finally, her healing abilities, unsurprisingly, go a long way in keeping her associates up and able to continue their own parts.

PL	Demonbane		PTS
12			280

STR	8	-1	TGH	LIFT
DEX	11	+0	+2	160#
CON	15	+2	FORT	LEAP
INT	14	+2	+4	9 ft
WIS	28	+9	REF	INIT
CHA	28	+9	+4	+0
			WILL	KB
			+15	-1

ATTACK	DEFENSE
+2	+3
DAMAGE	
-1 Melee	
GRAPPLE	SIZE
+1	Medium

SKILLS

Concentration 6 (+15), Diplomacy 6 (+15/+19), Know (*Arcane Lore*) 12 (+14), Notice 4 (+13), Sense Motive 4 (+13)

FEATS

Assessment, Attractive, Luck 3, Ritualist

POWERS

Deflect 10 (All Ranged plus Mental; Action: Reaction +3, Automatic +1, Ranged +1), **Healing 5** (Total +1, Empathic -1; PF: Regrowth), **Immunity 7** (Age, Disease, Illusion Effects), **Nullify 12** (All Magic at Once; Nullifying Field +0, Range: Normal +1, Selective +1, Action: Reaction +3, Duration: Concentration +1), **Super Senses 6** (Detect Magic [Ranged, as Sense], Detect Evil [Ranged, as Sense])

AT	CM	SV	SK	FT	PW	DB
44	10	12	8	6	200	—

QUOTE

"Please. I don't want to hurt you, and I won't let you hurt me."

RACE	SEX	HT	EYES
Human	F	5'8"	Brown
GROUP	AGE	WT	HAIR
Covenant	25(104)	121#	Black

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Natural magical void
30	Associated with the Covenant

PL	Recurring	PTS
12	Champion	237

STR	20	+5	TGH	LIFT
DEX	20	+5	+11/+8	800#
CON	20	+5	FORT	LEAP
INT	15	+2	+10	30 ft
WIS	15	+2	REF	INIT
CHA	14	+2	+10	+9
			WILL	KB
			+10	-5/-4

ATTACK	DEFENSE
+13	+13
DAMAGE	
Varies	
GRAPPLE	SIZE
+18	Medium

SKILLS

All STR/DEX Skills +15, All INT/WIS/CHA Skills +12

FEATS

Accurate Attack, All-Out Attack, Assessment, Blind-fight, Defensive Attack, Defensive Roll 3, Elusive Target, Evasion, Fearless, Improved Aim 2, Improved Block, Improved Defense, Improved Initiative, Improved Throw, Jack-Of-All-Trades, Leadership, Luck 2, Master Plan, Move-By Action, Power Attack, Takedown Attack 2, Teamwork 2, Uncanny Dodge 2 (*Visual, Hearing*)

POWERS

Communication 4 (Languages), **Device 6** (Mithran Arsenal, Hard to Lose [SMG w/ "Infinite Clip" of Enchanted Bullets (Blast 5 [Autofire +2, Penetrating +1; PF: Homing 3]), AP: "Vorpal" Blade [Strike 5 (Penetrating +1 plus Penetrating on STR 20; PF: Mighty, Improved Critical 5)], BFG w/ "Demonslayer" rounds [Disintegrate 10 (Only vs demonic targets -2)]), **Enhanced STR/DEX/INT/WIS/CHA +20** (Only for Skill Bonuses -1), **Immunity 2** (Disease, Poison), **Leap 1**, **Protection 3**, **Regeneration 5** (Recovery Bonus +5), **Speed 1** (10 mph)

DRAWBACKS

Power Loss: Communication, When Encountering Languages Not Spoken by Past Templars (U, M, -1)

AT	CM	SV	SK	FT	PW	DB
44	52	18	0	30	94	-1

DESCRIPTION

One of the many smaller groups absorbed into the Covenant over the years was a splinter sect of the once powerful Knights Templar. In gratitude for the sanctuary granted them by the Covenant, that sect gave in return the services of their champion. This champion is and has always been the recipient of a ritual blessing that grants him the skills and knowledge of every champion before him. Upon the death of the current champion, a new one is chosen and the ritual is performed on him. With all of the memories, skills, and knowledges (and a glimmer of the personalities) of all of his predecessors, all of these champions, whom the Covenant refers to simply as the Templar, seem somewhat self-absorbed when not active. The second trait shared by all Templars, which sometimes makes his teammates uncomfortable, is that none of them ever have any fear of death – they know their replacement awaits and that they will live on through him.

A frighteningly well-skilled combatant with practically unmatched experience to draw on, any Templar can, with effort, also draw on a mystical storehouse of weapons called the Arsenal of Mithras, which is maintained in the Paris motherhouse. Due to the artistic temperament of the man who arranged the magic that makes access to the Arsenal possible, whenever calling on the Mithran weaponry, a stylized "T" appears emblazoned on the face of the Templar.

Templar is **the** primary combatant in the group and always takes point. He is implacable, relentless, and without pity, viewing all of the battles he's involved in as a holy war. He simply wades in, trusting to his abilities, but completely unafraid to die, regardless.

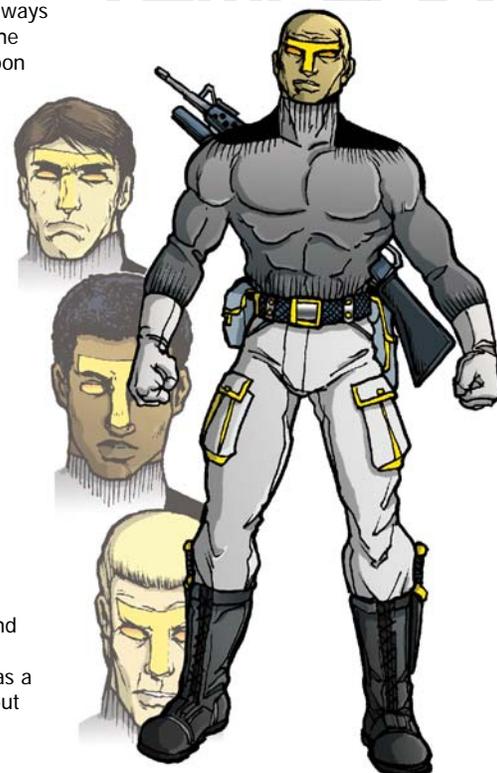
Appearance varies with Templar, as it's more of a role, not just a person. The order always has the successor candidates ready, at least three at any one time, spread apart geographically. Once the current Templar falls in battle, his successor is immediately brought to the nearest chapterhouse where he is shortly met by the ritual team and invested with the attributes of his new role. Though as of yet there have been no female Templars, this is due to the old-fashioned views of the order, not any limitation of the magic involved.

During the current line-up of the group, Templar's associates have seen no less than eight different men fill the position. They've learned the hard way not to get too emotionally attached to him.

NOTE

Though they are listed as any other mental/physical skill, the GM should use his discretion. For example, no Templar has ever been off Earth, so Knowledge (History) applied to alien cultures should *probably* be disallowed.

TEMPLAR

**QUOTE**

"I can recite a dozen firsthand experiences of why that won't work. How about you just trust me?"

RACE	SEX	HT	EYES
Human	Changes	Changes	Changes
GROUP	AGE	WT	HAIR
Covenant	Changes	Changes	Changes

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Mystic warrior
30	Associated with the Covenant

THE CHAPTERHOUSE

Background

As is the norm for facilities in use by the Covenant, this chapterhouse is quite old, and has been in the possession of the Covenant for a very long time. Chapterhouses are long-term investments, and the Covenant's financiers and moneymen are very careful, and very choosy, when making their decisions. Again, as is the norm, this chapterhouse has space and quarters for a broad number of associates from each of the orders.

Its library is matched only by other chapterhouses and a private collection or two in terms of the breadth and quality of its materials on the occult, cryptozoology, demonology, and the like. It has a frighteningly well-equipped and well-secured armory, and a fully functional medical suite (that tends to see far more use than the occupants would like). Power for the facility is provided by generators onsite. The ritual chamber is large and stocked for an astounding number of different rituals and ceremonies.

The decoration of public areas is tasteful, elegant, and quite expensive looking – one might even say old-world antiquated in appearance. This is intentional but misleading. Communications and computer resources are up-to-date and top-notch, and the security will be the best money can buy – with price no object.

The entire structure is warded against a variety of scrying and black magicks. These wards are reset and recast well before any of them reach a point in their duration where they would begin to weaken and dissipate.

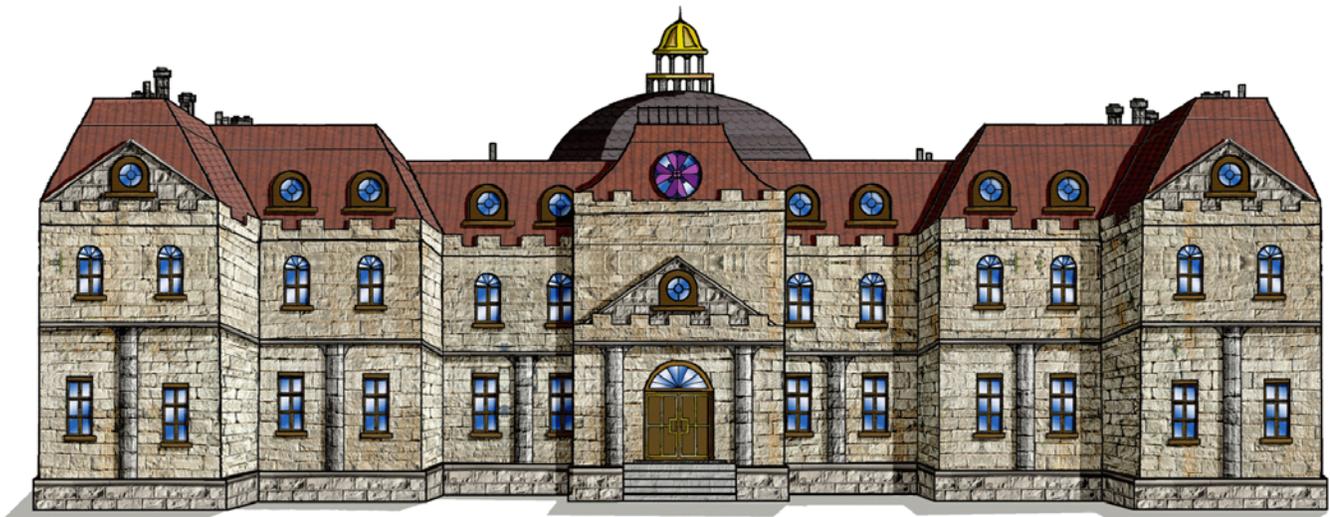
Chapterhouse

This particular chapterhouse was built based on the designs left behind by the great architect and eccentric Geomancer, Heinrich Von Strathan, and purchased by the Covenant in 1910 after Von Strathan committed suicide. He had dedicated his life to discovering the way that buildings could be used to benefit mankind, both as shelter and a boon to the spirit – and he considered this building, also simply known as Strathan Manor, to be the pinnacle of his work. It called for very specific construction materials. The construction was also very ritualized in that certain rooms, such as the area the Covenant uses for its Ritual Chamber, had to be completed before any other room in the basement was began. The overall effect was intended to somehow enhance the feelings of brotherhood and dedication of those working and living in the building. It is unknown if the modern day construction methods could be applied to the design without sacrificing the effects garnered.

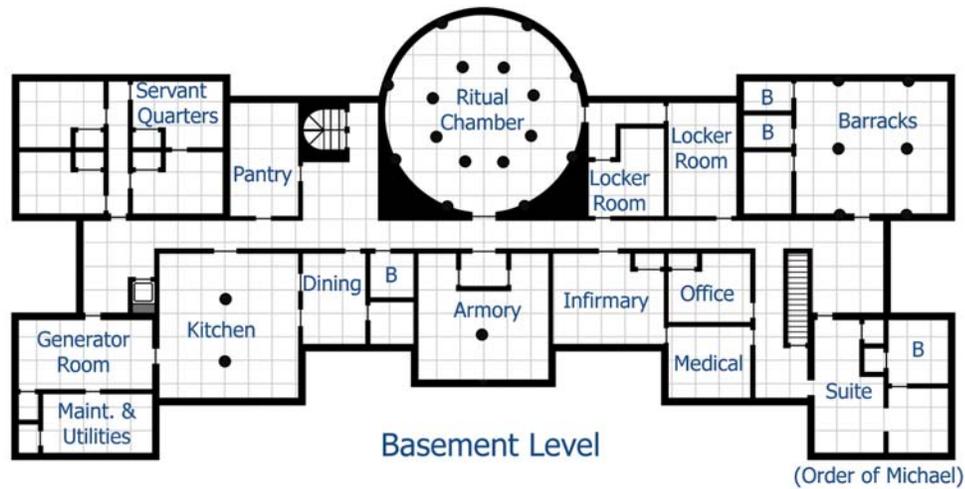
Chapterhouse

TGH: 15, SZ: L, Cost: 19/4; Features: Communication, Computer, Concealed, Defense System, Fire Prevention System, Infirmary, Library, Living Space, Power (Wards [Nullify 5 (All Magic, Action: Reaction +3, Area: Shapeable +1, Selective +1, Range: Touch -1, PF: Progression: Area 5), Drain 5 (All Magic, Area: Shapeable +1, Duration: Continuous +2, Linked to Nullify +0, Selective +1; PF: Progression: Area 5)]), Power System, Security System 3, Workshop

*Every spellcaster and magic user working inside the ranks of the Covenant is required to take part in a ritual that enables the elaborate interlinking magical protections used by the Covenant to recognize that person as a member. The wards will react to any person attempting to use a power with a mystical source within their range who has not taken part in this ritual. This is one of the many reasons the Covenant watches out for rogues within their ranks – who then necessitate another time-consuming ritual to remove them from the recognition enchantments.

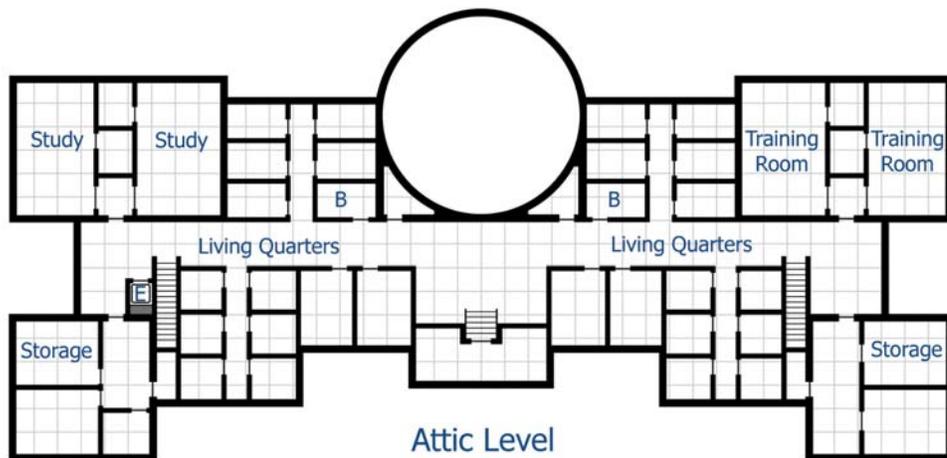
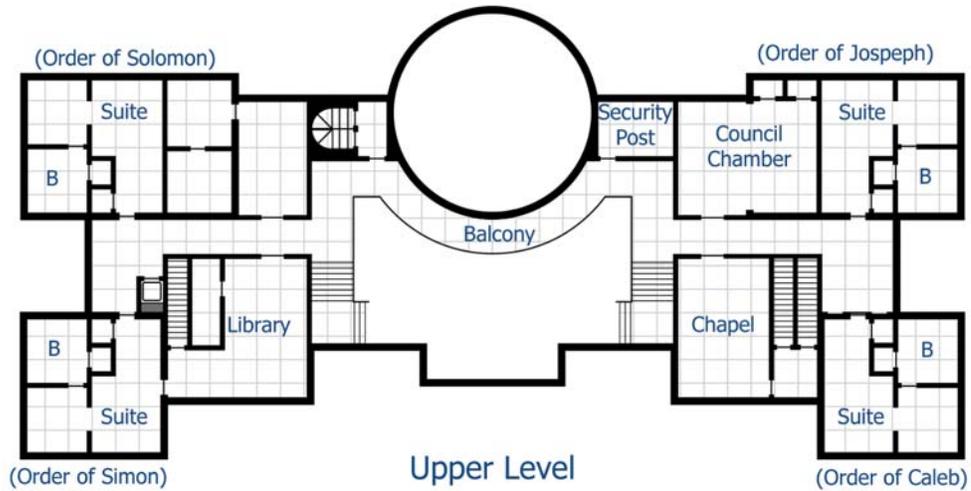


CHAPTERHOUSE MAPS



Ritual Chamber

The Ritual Chamber was the first room to be completed in the construction of the manor. Strathan was quite particular in its construction and required that materials be gathered from many mystical sites around the world. The corner stone actually is made from a small stone taken from part of one of Stonehenge's plinths. Each pillar in the chamber also has a sliver from the Blarney Stone in Ireland embedded within to further enhance the mystical ambience of the room. Much like the dust taken from the foot of the Sphinx, which was mixed with the concrete of the foundation, the *actual* mystical significance and effect is a matter of discussion and some times humor from the Covenant members on site.



Templar's Reward

If one looks hard enough in the suites set aside for the Order of Michael, they would find a hidden door. This small door leads down a rather large and beautifully decorated hallway. The hallway winds downwards for quite some time before opening into a large domed grotto. The hall is sparsely lit and smells of lilies and incense. The walls themselves are made of rows and rows of compartments, very reminiscent of the ancient mausoleums beneath Rome. Many are already sealed and have inscribed on them the name of the fallen Templar, when he died, and who he truly was. This is the final resting place of past (and future) Templars. The name of the room is a sad reminder of Templar's duties to the Covenant and his expected, eventual fate.

INDEPENDENT HEROES

PL	The Fashionably Perfect Man	PTS
11		140

STR	26	+8	TGH	LIFT
DEX	26	+8	+12	1840#
CON	26	+8	FORT	LEAP
INT	14	+2	+8	18 ft
WIS	14	+2	REF	INIT
CHA	26	+8	+8	+8
			WILL	KB
			+5	-6

ATTACK	DEFENSE
+10/+9	+10/+5

DAMAGE
+10 Cane

GRAPPLE	SIZE
+18	Medium

SKILLS
Acrobatics 2 (+10), Bluff 2 (+10), Diplomacy 4 (+16/+20), Drive 2 (+10), Know (<i>Current Events, History</i>) 3 (+5), Language 2 (<i>French, Italian</i>), Pro (<i>Finance</i>) 6 (+8)

FEATS
All-Out Attack, Attack Focus (<i>Melee</i>), Attractive, Benefit (<i>Wealth</i>), Connected, Equipment 3, Interpose, Leadership, Luck 3, Stunning Attack, Weapon Bind

POWERS
Protection 4, Speed 2 (25 mph)

EQUIPMENT
Cane [Strike 2 (PF: Mighty, Improved Block 2)], Flash Goggles, HQ ["The Flat" (SZ Medium, TGH 10, Features – Communications, Computer, Library, Living Space, Security System)], Police Radio

AT	CM	SV	SK	FT	PW	DB
72	38	3	6	15	6	—

DESCRIPTION

Davis Seth Jameson has it all, and he's giving it away. He was born into a respected wealthy family 29 years ago. He was given both love and discipline growing up, and inherited the ambition of his father, the financial wizard, along with the compassion of his mother, the nurse.

But all of these gifts and fortunate circumstances were just the start. Jameson was a natural athlete and leader. He excelled at physical tasks, and lettered in every sport he ever played, normally as team captain. He is also a born leader, and quite the eligible bachelor.

Speaking of bachelorhood, it was while he was at the church, waiting to fulfill his role as best man at a friend's wedding that he received his "gift from God."

He heard a crash and some screams from outside. He ran to see what was happening, and saw that there was smoke rising from the building next door. Shouting back for some other bystander to call the fire department, he ran into the burning building, and began to pull out injured people. Some chemicals in the plant were filling the air with a foul green smoke, and although Jameson kept his mouth covered by a handkerchief tied around his head, by the time he pulled the last victim to safety, he was a little lightheaded. Just as the fire department and news crews showed up, he exited the building staggering, with a smoking body over his shoulder.

"Who are you?" The news crews were intrigued by this "masked" man in the tuxedo.

"I'm the best man," came his answer.

After a few hours of observation in the hospital, he regained his sensibilities. His friend, the groom, was there by his side, and laughed, telling him that he's been crowned the city's newest superhero, the Best Man.

And the name suited him, to a degree. Something in the fumes had changed his body somehow, enhancing his physical abilities. He was faster, stronger, and more resilient than before. He felt that since he gained his newfound powers while at a church, that they were a gift from God, and that he should continue to devote his life to the ideals of heroism.

Since that time, Jameson has taken it upon himself to act as role model and spokesman for the superhero community. He does a lot of public appearances for charity work; he visits kids in the hospital at least once a week; and he spends time on community service projects. He gives as he sees need, but gives his time and his heart to causes more often than he gives his money. Although he's the best-dressed hero on the block, he's not at all afraid to roll up his sleeves and get to work. He tries his best to look at the long-term big picture, and determine what any given action in the present will predicate in the future.

In combat, Jameson fights defensively as much as possible – not because he's concerned for his own welfare, but because he's genuinely concerned for his opponent's conscience, and prefers to give them the opportunity to surrender with dignity. But, when the culprit's guilt and continued evil are clear, he has no problem apprehending him swiftly.

He's quite the chivalrous swashbuckler as well, and doesn't see the point in doing mundanely what could instead be done with panache.

THE BEST MAN

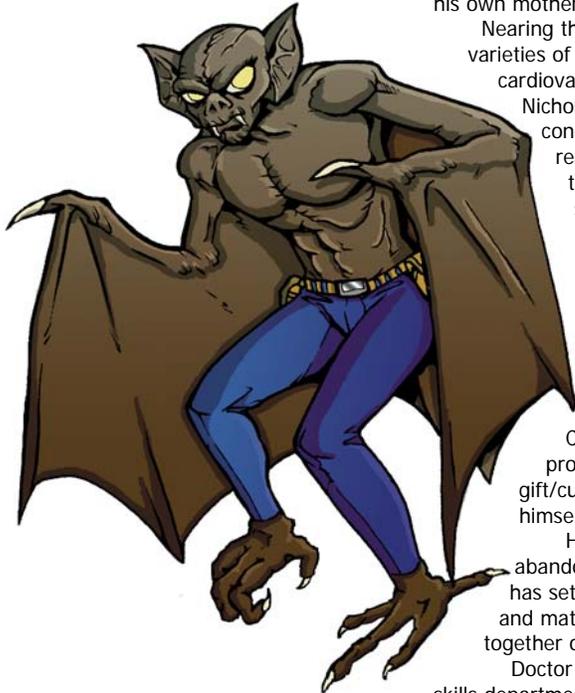


QUOTE
"Oh, no, don't actually think of myself as the best... merely satisfactory."

RACE	SEX	HT	EYES
Human	M	6'	Blue
GROUP	AGE	WT	HAIR
None	29	175#	Brown

PUBLIC KNOWLEDGE	
5	Such a hunk
10	Millionaire
15	Very polite and cultured
20	Sucker for a good cause
25	Actually does more behind the scenes than you'd expect
30	Believes himself to be "chosen"

DR CHIROPTERUS



DESCRIPTION

Dr. Nicholas Lewis was once a biologist specializing in chiroptology – the study of bats. Pound for pound, bats had the strongest arms and heart in the mammal kingdom. His long-term hope was that by studying bat genes, he could find a way to help humans with heart conditions, having lost his own mother to a heart attack when he was just a boy.

Nearing the completion of his experiment to crossbreed varieties of bats to find a new species of bats whose cardiovascular system was compatible with humans,

Nicholas himself fell victim to the hereditary heart condition his mother had left him. Unable to reach a phone for help, he had little choice but to inject himself with an extracted serum of super-bat DNA in an attempt to save his own life. When he woke up, he was appalled to find that not only had he been transformed into a bat-human hybrid, but his lab assistant (who had been out to lunch during Nicholas' life-and-death struggle) lay dead on the floor, torn to pieces.

Desperately hoping that he himself was not to blame, the newly created Doctor Chiropterus (kih-ROP-teh-russ) set out to prove his own innocence, and to use his new gift/curse to help others less fortunate than himself.

He's taken up residence in the bell tower of an abandoned church in the seedy part of town, and has set up a miniature genetics lab from equipment and materials that he's been able to scrounge together over the last several months.

Doctor Chiropterus is somewhat lacking in the social skills department, and somehow it seems that his good intentions are always misconstrued.

The most unusual aspect of his new personality is that he has the mind of a man, and the instincts of a bat. He constantly battles to retain control over his "dark side," and fears to let any friend become too close, lest they put themselves at risk.

Hiding the hurt inside with a macabre sense of humor, Doctor Chiropterus taunts his foes with wisecracks, attempting to distract them and open themselves up to attack.

He wants to regain his good name, and clear himself of the murder charge brought against him, but the newspaper's slanderous attacks certainly don't help his reputation with the public, or the Police.

His greatest hope is to find some cure for his "condition," and return to human form once again.

Doctor Chiropterus is a humanoid bat, complete with wings and fangs. He can fly very aerobically, and often uses a swoop attack combining his flight and his talons.

His sensitive ears enable him to "see" via ultrasonic pulses of sound. At his much-larger-than-normal-bat size, his sonar shrieks can even be used offensively.

His body has a leathery feel to it, and is covered in a short dark brown fur. His ears are about six inches wide and over a foot tall, poking up past the top of his head. His eyes are yellowish, pupilless, and lidless. His nose is pugged up high, and two fangs protrude from his mouth. His arms have become large wings, with about a ten-foot wingspan. He no longer has hands, and instead uses his clawed feet to take their place. He normally wears a pair of specially-fitted blue jeans, and sometimes a white lab coat with wingholes cut out.

Chiropterus has recently been given reason to regret his affiliation with the Aerie, as Cyberhawk turned him over to the authorities. Contemplating his fate at the hands of an unsympathetic justice system is giving the transformed scientist ample opportunity to revise his views of what constitutes trustworthiness and what doesn't.

PL	Batty Genetecist		PTS
11			155

STR	20	+5	TGH	LIFT
DEX	24	+7	+10	1600#
CON	24	+7	FORT	LEAP
INT	18	+4	+9	15 ft
WIS	14	+2	REF	INIT
CHA	18	+4	+7	+7
			WILL	KB
			+5	-5

ATTACK	DEFENSE
+7/+5	+9/+2
DAMAGE	
+8 Melee, +12 Blast	
GRAPPLE	SIZE
+11/+13	Medium

SKILLS

Computers 6 (+10), Disable Device 6 (+10), Handle Animal 4 (+8), Intimidate 4 (+8), Know (*Life Sciences*) 8 (+12), Sense Motive 4 (+6), Stealth 4 (+11)

FEATS

Attack Specialization (*Talons*), Dodge Focus 4, Equipment 2, Favored Environment (*Air*) 2, Fearsome Presence 4, Move-By Action, Precise Shot, Startle

POWERS

Flight 4, **Protection 3**, **Sonic Control 8** (Area: Cone +1; AP: Blast 12), **Strike 3** (PF: Mighty), **Super Senses 9** (Blindsight [Sonar], Extended Hearing 2 [Accurate], Ultra-Hearing), **Super Strength 1**

EQUIPMENT

HQ ("The Belfry" – SZ Medium, TGH 10, Features: Computer, Concealed, Living Space; Cost: 6/2)

DRAWBACKS

Disabled: Must use prehensile feet in place of hands (C, M, -2), **Power Loss:** Flight, if wings are immobilized (C, M, -2)

AT	CM	SV	SK	FT	PW	DB
58	20	5	9	16	51	-4

QUOTE

"Oh, dear God! I'm a monster!"

RACE	SEX	HT	EYES
Human/Bat	Male	5'7"	Yellow
GROUP	AGE	WT	FUR
None	46	90#	Brown

PUBLIC KNOWLEDGE

5	Seriously ugly half-bat
10	Wanted for murder
15	Has deadly claws and powerful shrieks
20	Formerly a scientist
25	Possibly innocent of murders
30	Hangs out in old church district

PL	Two-Dimensional	PTS
6	Detective	185

STR	—	—	TGH	LIFT
DEX	14	+2	+6/+3	400#
CON	—	—	FORT	LEAP
INT	12	+1	—	10 ft
WIS	16	+3	REF	INIT
CHA	18	+4	+5	+2
			WILL	KB
			+5	-0

ATTACK	DEFENSE
+7/+6	+5
DAMAGE	
+5 Blast, +3 "Melee"	
GRAPPLE	SIZE
+9	Medium

SKILLS
Bluff 5 (+9), Diplomacy 5 (+9), Disable Device 4 (+5), Gather Information 8 (+12), Investigate 8 (+9), Know (<i>Streetwise</i>) 6 (+7), Know (<i>Behavioral Science</i>) 4 (+5), Pro (<i>Private Detective</i>) 6 (+9), Search 6 (+7), Notice 6 (+9), Sense Motive 10 (+13)

FEATS
Assessment, Attack Focus (<i>Ranged</i>), Contacts, Precise Shot, Startle, Well-Informed

POWERS
Animate Images 8 (Total +0), Blast 5 (Affects Corporeal +1, Alternate Save: Fortitude +1, AP: Blast 5 (Affects Corporeal +1, Penetrating +1, Only vs. Inanimate Objects -1), Comprehend 2 (Objects; Limited: Pictures Only -1), Immunity 30 (All FORT effects), Insubstantial 4 (Continuous +1, Permanent -1; PF: Innate), Nullify 10 (Electronics; Range: Touch -1), Super Movement 4 (Air Walk 2, Dimensional Travel 1 – Inside of Pictures and Movies to Talk with Inhabitants, Trackless Step), Telekinesis 3 (Affects Corporeal +1, Damaging +1, Range: Touch -1; PF: Precise)

DRAWBACKS						
Poor Grasp on Reality: Automatically fails all Saves vs Illusion Effects (Unc, Maj, -3)						
AT	CM	SV	SK	FT	PW	DB
20	22	5	17	6	118	-3

DESCRIPTION

Some detectives are hard-boiled, and some are far-fetched. Film Noir is a black-and-white movie detective come to life.

At a detective film festival, while some of the old classics were being shown, the Assembly (page 98) merged with the projection equipment during a battle against Horus, Son of Ra (page 56). No one is sure why the image of Nat Nails "peeled off" the screen and came to life then; it may have been a divine event or an electronic one. But the classic film detective has been in our reality since then, and in fact, all of his old movies are missing their former star. His memory hasn't been erased from the public consciousness – in fact, he's still quite famous – but his image is no longer a part of the old films, leaving hours of "dead air" in those movies. The other characters are seen talking and reacting to someone who isn't there.

Film Noir is two-dimensional. His telekinesis substitutes for his Strength. He can't be hurt by normal methods, but that doesn't work against him – he can attack the real world very effectively. In fact, he can ignore most defenses and cause great damage with his "bullets." Even though they have no mass, and no apparent substance in the real world, they still hurt like the dickens.

He can also scramble electronics on contact. Whether that's because he's semi-electronic himself, being a projection of light, or because of his insubstantiality in our reality is unknown.

As if all that wasn't strange enough, he can also talk to photographs and movies as if they were alive. He can ask a photograph hanging on the wall if anyone has walked by in the last two minutes, and it will animate long enough to audibly answer him. He can also "enter" a photograph or movie. If he's searching an office and hears someone coming, he can jump into a family portrait, and instead of a husband, wife, and child, for a while it becomes a husband, wife, child, and himself. He can still see and hear what's going on in the room, and as long as he's not spotted, he'll be hidden in plain sight. As a result of his ability to interact with other images, it is quite easy to trick or harm him with illusions.

Film Noir tends to narrate his life, as if he's expositing for an audience. He'll say things like, "It was getting on in the evening, so I poured myself another cuppa joe," or "Harvey hadn't been seen for two days, so I staked out his apartment," or "I shoulda known better than to trust a dame, but there she was, large as life." Oddly enough, these comments are always made in the past tense, but when he speaks to a person, he speaks in the present tense like anyone else, although he does use a lot of pulp detective slang. He's surprised to find that people around him know his inner thoughts, not understanding that he narrates them to the "audience."

Also, he doesn't seem to realize that the things he does are unusual. He could walk through a wall, to gain entry to a private office, but if asked, he'll say that he came in through the window, even if there is no window.

Although he tells his clients that he charges \$20 a day plus expenses, he's never collected (probably because it was never shown happening in the movies).

FILM NOIR

**QUOTE**

"There I was, defending the world from a madman, when the perfect pair of legs walked into my life..."

RACE	SEX	HT	EYES
Film	M	5'10"	Grey
GROUP	AGE	WT	HAIR
None	50	0#	Black

PUBLIC KNOWLEDGE	
5	It's that famous detective!
10	Ahh, it's only a movie
15	He's not really even there
20	Can talk to pictures
25	An average aim, but more damaging than you'd think
30	Greatly affected by image manipulations

HORUS SON OF RA



QUOTE

"You stand against the Sunhawk himself. Pain and failure are the paths you have chosen."

RACE	SEX	HT	EYES
Deity	Male	6'4"	White
GROUP	AGE	WT	HAIR
None	35(?)	270#	Blonde

PUBLIC KNOWLEDGE

5	Famous '60s hero
10	Strong with light-based abilities
15	Acts like he really <i>is</i> a god
20	
25	
30	Somehow connected with the Serpent Queen

DESCRIPTION

Glorious Heliopolis stood shining in the heavens long before the children of the Nile found the teachings of Osiris. Chief among the enemies that envied the Heliopolitans and worked against them was the monstrous Apophis, the Terrible Serpent, the Nightbringer. After uncounted years of battle, she was finally subdued and imprisoned. The House of Ra had stood strongest against her, and Horus the Sunhawk, Son of Ra, was chosen to act as Apophis' jailor. He performed his duties thereafter, century after century, long after his fellow Heliopolitans chose to remove themselves from contact with the earthly realms. In all the long count of years, his attentions never failed save once, and for that failure he paid dearly.

While Horus' attention was on a battle occurring in the deserts north of his solitary post, fate intervened and a group of bandits found their way into the temple that served as the physical anchor for the celestial prison. Before Horus' attention returned to his charge, Apophis had managed to invest a fraction of her divine might into a makeshift avatar, a physical host she had found among the bandits. Horus knew he would have to intervene, to hunt down the newly born Serpent Queen, but following his father's dictates after his brethren had left the Earth, he couldn't return fully to the Earth. A solution came moments later, as the archaeologist Matthew MacTyre wandered into the temple, himself an earlier victim of the bandits' depredations. MacTyre was initially overwhelmed with what he was presented with, and what was asked of him; but, when shown what chaos and destruction Apophis would wreak unopposed, he acceded and granted his form to Horus. When the next figure appeared upon the temple's doorstep, it was the new avatar of the Sunhawk, and Horus, Son of Ra flew away into the world of men.

Horus fought many battles over the next two decades, not only against his age-old enemy, but also against many new threats that he couldn't stand aside and allow to prey on mankind. His quest finally culminated a decade ago in a mighty battle that destroyed not only the temple from which he came, but also apparently both Horus and the Serpent Queen. MacTyre was finally freed of his duty as host and, not having aged a day in the intervening years submerged within Horus, spent quite a while rebuilding his mortal life. But recently, with the reappearance of the Serpent Queen, friends of the professor have noted not only his disappearance, but also sporadic sightings around the world that match the description of the Sunhawk, in conflict once again with agents of the Serpent Queen.

Horus is a god made flesh, even though he possesses only the smallest fraction of his power while invested in MacTyre's frame. He is unbelievably strong and very difficult to hurt, as well as resistant to most mortal frailties and possessed of healing faculties far faster than human. Though he possesses enough of MacTyre's memories and personality traces that he can function in modern society, such as MacTyre's language skills, he is very much, and noticeably, out of his element. He can be confused by the subtleties of the modern world, many of which he doesn't even see the need to try to understand. This arrogance can easily rub people the wrong way.

Dr. Matthew MacTyre is an athletically built man in his early 40s, with sandy blond hair and an infectious smile. As Horus, he is a powerfully built man of apparent Middle-Eastern origin, standing well over six foot in height and wearing shining gold armor of Egyptian design.

PL	Egyptian God of the Sun		PTS
14			301

STR	40	+15	TGH	LIFT
DEX	15	+2	+20	800 tons
CON	40	+15	FORT	LEAP
INT	10	+0	+18	25 ft
WIS	20	+5	REF	INIT
CHA	30	+10	+4	+6
			WILL	KB
			+15	-10/-17

ATTACK	DEFENSE
+12	+8
DAMAGE	
+15 Melee, +15 Blast	
GRAPPLE	SIZE
+34	Medium

SKILLS

Diplomacy 4 (+14), Intimidate 4 (+14), Language 1 (*Coptic Egyptian*), Know (*Arcane Lore*) 3 (+3), Notice 6 (+11), Sense Motive 10 (+15)

FEATS

All-Out Attack, Animal Empathy, Attractive, Blind-Fight, Fearless, Fearsome Presence 3, Improved Critical (*Blast*) 3, Improved Initiative, Inspire 3, Luck 2, Power Attack, Ritualist

POWERS

Device 15 (Mantle of the Sunhawk), Hard to Lose [Blast 15 (AP: Dazzle, Dazzle 10 (Area: Cone +1), Darkness, Nullify Darkness 10 (Power Resistance +1)), Flight 12, Light Control 8], **Immunity 25** (Age, Blinding Effects, Fatigue Effects, Illusion Effects, Life Support), **Protection 5**, **Regeneration 14** (Bruised 2, Injured 2, Staggered 2, Disabled 2, Unconscious 2; Ability Scores 4), **Super Senses 5** (Detect Evil [Ranged, as Sense], Darkvision), **Super Strength 7** (PF: Thunderclap; AP: Immoveable (Sustained +0, Unstoppable +1))

AT	CM	SV	SK	FT	PW	DB
95	40	15	7	19	125	—

PL 10	Little Miss Heroine		PTS 151
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STR	20	+5	TGH	LIFT
DEX	26	+8	+7	3 tons
CON	24	+7	FORT	LEAP
INT	12	+1	+9	75 ft
WIS	14	+2	REF	INIT
CHA	16	+3	+10	+12
			WILL	KB
			+4	-3

ATTACK		DEFENSE	
+10/+8		+13	
DAMAGE			
+10 Blast, +5 Melee			
GRAPPLE		SIZE	
+15		Medium	

SKILLS						
Acrobatics 10 (+18), Bluff 3 (+6/+10), Diplomacy 3 (+6/+10), Notice 4 (+6), Sense Motive 4 (+6)						
FEATS						
Acrobatic Bluff, Attack Specialization (<i>Blast</i>), Attractive, Benefit (<i>Wealth</i>) 1, Connected, Evasion, Improved Defense 1, Improved Initiative 1, Luck 2, Move-By Action, Power Attack, Taunt						
POWERS						
Cosmic Energy Control 10 (AP: Dazzle [Visual]), Leap 2, Speed 3 (50 mph), Super Strength 3						
AT	CM	SV	SK	FT	PW	DB
52	42	6	6	13	32	—

over the machine in question. Always very good with machines, Randolph immediately saw a chance, a chance he knew would probably never come again. A switch flipped here, an input converted to an output and presto-chango, instant bomb. As his siblings came to find their brother, young Wendy saw him in the distance making himself scarce and exiting Simon's sanitarium hideout. Behind her, the exotic device reached a critical stage and detonated. Her father's last act was to throw himself onto his daughter in an effort to shield her. He died instantly in the wave of radiation that spilled in every direction from the improvised bomb. Cassandra, the eldest sister and the closest to the device, also died. Only Wendy and her aunt Samantha survived, and Aunt Sam was crippled in the blast.

Through the kind of luck which only comes through the not so subtle application of destiny, Wendy not only suffered no lasting injuries, but came out of the blast infused with energies that gave her actual metahuman abilities. At her Aunt's suggestion, Wendy decided to use her abilities in the grand old family tradition. Attempting to modernize things a bit, Wendy changed her last name to Wildstar. So far, putting her life in constant danger hasn't fazed her surviving relatives half as much as the shock of the name change.

Wendy is a walking talking cosmic energy battery. Her strength and speed have been greatly enhanced, and she can emit destructive energy discharges. But these powers pale in comparison to the impact of her personality. Wendy is 100% All-American Heroine with the ideals, the moves, and the witty banter to back it up – one part traditional icon combined with two parts pop star, mixed well and shaken, shaken, shaken. She's indefatigable, bright, and relentlessly good-natured. The only time her spirits sag is when she has to occasionally face her uncle Randolph, now a full blown criminal mastermind in his own right (well, criminal anyway, working on the mastermind part).

DESCRIPTION

The Wildes had always been an unconventional family. Many families earned acclaim for turning out businessmen, actors, or such. The Wildes bred adventurers, men and women who explored lost worlds, righted wrongs no one else was around to right, and dashed the schemes of more than one would-be world-beater. The family tradition continued unabated until Randolph Wilde. Randolph tried to live up to the family ideals – when he was a child – for all of five minutes. Self-absorbed and petty, Randolph hated his family and the restraints his role in the family tradition placed on him. He played along, but only because he couldn't really figure out exactly what he would be doing if not working with his family. Also, he knew his family would see it as a duty to stop him if he went "astray," and some of them were much too good at all the fighting and clue-finding for him to go looking for a confrontation. He bided his time, indulging in his private little crimes on the side (just enough to tide his ego over, nothing that would attract too much attention) while he tried to figure out what to do next.

Randolph's opportunity finally came when he, his brother, and his two sisters were fighting one of their family's oldest enemies, a prematurely senile megalomaniac called Simple Simon. Somewhere, somehow, the lunatic had acquired a piece of experimental technology called a Cosmic Ray Fluctuator. Neither Randolph nor his siblings knew what the device did, but they knew it sounded impressive, and if Simple Simon wanted it bad enough to steal it, they needed to get it back before he could put it to use. It took them only a few days to track him down, and to Randolph's consternation, his oldest brother brought along his daughter. It was to be Wendy's first real case with the rest of them, her introduction to the family business proper. Apparently Randolph's niece had been having her own little adventures without brother Patrick's consent, and the elder Wilde wanted her to get the proper training to do it right. Randolph didn't care, but didn't see the point in arguing. While the rest of the Wildes were dealing with Simon and his rent-a-thugs, Randolph went to look

WENDY WILDSTAR



QUOTE

"It's always a bad day to be a bad guy."

RACE	SEX	HT	EYES
Human	Female	5'5"	Green
GROUP	AGE	WT	HAIR
None	16	110#	Red

PUBLIC KNOWLEDGE

5	Member of famous family
10	Perky to an annoying extreme
15	
20	
25	Chases "black sheep" uncle
30	Family unhappy about name change

WRAITH



DESCRIPTION

Pain. His world began again in pain. He opened his eyes and he was partially buried in a great pit. For the longest time, his first and oldest memory was of digging himself out of that pit. The pit's edges were blackened by the force of whatever had blasted it into the Earth, and it was enormous. Visible from its edges were the lights of a city. Slowly but surely he made his way toward those lights. The stares drove him into the shadows, stares that told him he wasn't quite like those he encountered in the city. He looked at his reflection in the glass of a storefront – horrible scars, a face like melted wax. He learned to hide, to fend, and to forage in the urban jungle. He was finally drawn out of his little world when he heard the screams. He came upon the scene of a group of young men preparing to do something terrible to a young woman and her child. Without thinking, he acted, throwing himself into the men, a blur of fury moving with lightning speed and iron purpose. In the space of seconds he had disabled and incapacitated all of his opponents. The woman looked at him, but she didn't stare in horror as those before her had done. She thanked him and left, running away from the scene. For some reason, looking down on the beaten bodies of the human refuse at his feet felt right. And then the flood of memories rushed in.

A name, no, two names – Stephen Pierce was the first. The second was strange. Who or what was Killjoy? A mask held in a mirror. A costume. Something about an allergic reaction to some strange medicine. Frustration over failures as a ...what was it? A district attorney. The medicine had given him abilities different from those around him – unmatched agility and reflexes. And he healed so very fast. Wait. Healed? Finding a puddle of water, he looked at his reflection again. The scars had gone, leaving a face not so very different from those he had seen on the streets outside his shadows. More memories. Killjoy was an alias. His alias. He had used it to enact the justice he hadn't seen in the courtroom. He had been a hero, with other heroes at his side. But it had all ended fighting some woman. No, some kind of enormous snake. Both – she had been both a woman and a snake. There had been a bright light and a deafening roar, and then nothing. How long had he been gone? Finding an old newspaper, he compared dates. Years? *Years?!?* And what had happened to the city? Why had it gotten so much darker and colder than he now remembered it to have been? He had to start thinking again, stop running form shadow to shadow. Looking at the coat dropped by the child as her mother pulled her swiftly away, he thought to himself – after all, I'm still needed.

Stephen Pierce once fought crime as the masked avenger Killjoy, known for his incredible agility and his non-stop torrent of taunting banter. His career under that mask was long and varied, ending only when he was caught in the massive blast that tore the Serpent Queen's essence from her body and sent it back to its celestial prison. Unable to find their friend or his body, Killjoy's associates believed he had died in the blast. But he hadn't died. Well, not permanently, anyway. Pierce's heightened healing factor had continued working to restore his body even from its almost completely incinerated state, pushing its limits far beyond what he had ever needed before. It took years to rebuild his body, and months for his memories to come back after he "awakened." His memories are still incomplete, and probably always will be. He works more on a street level now, having left his old life as D.A. Stephen Pierce completely behind. His tactics are much the same in combat, but his name, costume and demeanor have all changed. He no longer sees the benefit of humor in his work. Where once he taunted, now he simply pummels. His reflexes haven't slowed any, but his skills have been honed in terms of his stealth, which is now practically unmatched. He is the angel of justice to a hundred hopeless souls on the street who had long given up on justice at all. Killjoy is dead. Long live Wraith.

PL	Resurrected	PTS
12	Aggravation	206

STR	23	+6	TGH	LIFT
DEX	40	+15	+9/+6	2400#
CON	23	+6	FORT	LEAP
INT	14	+2	+8	32 ft
WIS	15	+2	REF	INIT
CHA	15	+2	+17	+15
			WILL	KB
			+8	-4/-3

ATTACK	DEFENSE
+14	+15/+7

DAMAGE	
+6 Melee	
GRAPPLE	SIZE
+29	Medium

SKILLS	
Acrobatics 6 (+21), Intimidate 8 (+10), Know (<i>Streetwise</i>) 5 (+7), Know (<i>Civics</i>) 8 (+10), Notice 6 (+8), Pro (<i>Attorney</i>) 5 (+7), Stealth 10 (+25), Search 4 (+6)	

FEATS	
Acrobatic Bluff, All-Out Attack, Blind-Fight, Chokehold, Defensive Attack, Defensive Roll 3, Defensive Strike, Defensive Throw, Distract, Elusive Target, Evasion, Grappling Finesse, Hide in Plain Sight, Improved Block 2, Improved Defense 2, Improved Disarm, Improved Trip, Luck 2, Power Attack, Sneak Attack, Sweeping Strike, Takedown Attack 2, Taunt, Uncanny Dodge (<i>Visual</i>), Ultimate Skill (<i>Stealth</i>)	

POWERS						
Immunity 2 (Age, Disease), Leap 1, Regeneration 15 (Bruised 3, Injured 3, Staggered 3, Disabled 3, Unconscious 3), Speed 2 (25 mph), Super Senses 1 (Danger Sense [visual]), Super Strength 1						
AT	CM	SV	SK	FT	PW	DB
70	58	10	13	31	24	—

QUOTE

"Not as much fun being on the receiving end, is it?"

RACE	SEX	HT	EYES
Human	Male	5'10"	Green
GROUP	AGE	WT	HAIR
None	30(65)	180#	Black

PUBLIC KNOWLEDGE

5	
10	Vigilante
15	Superhuman agility and healing
20	Very violent reputation
25	
30	Once hero known as Killjoy

CHAPTER 3: ENEMIES



THE BLACK KNIGHTS

The Black Knights

The Black Knights is a group comprised of powerful individuals – but, originally, in need of the group to protect themselves from various enemies. Powerful enough today that few come hunting for any one of them for fear of facing all of them, the Knights also hire themselves out as *very* high-priced mercenaries with a reputation for working for anybody willing to pay their price. Those who were not persuaded away from old vendettas by fear have instead been enticed with generous discounts for services rendered, leaving the group with an attractive and seemingly endless line of potential employers.

Their leader has long since worked to erase his real name from databanks worldwide, even the government for whom he originally worked. Going under the name Prodigal, Major Lucas Hennessy was once part of the now infamous and defunct U.S. Army supersoldier program called Project Nine (also see the Ghoul, page 106, and Heartbreaker, page 107). One of the few survivors of the program's rigors, Hennessy hid his newfound physical and psionic abilities from his superiors and was mustered out with a medical discharge. He soon found himself working for the Orchard, under whom he was every bit as unhappy as he had been in the army. He left those employers under less than pleasant circumstances, stealing an experimental living weapon on his way out, the biological construct nicknamed Carapace (due to the semi-organic bioarmor with which it symbiotically exists). Hunted by the Magi, as well as a U.S. government that had discovered his earlier deceptions, Prodigal and his new associate worked around the world, picking up the speedster assassin Terminal Velocity, who was on the run from both the Triads and Russian Mafia. Along the way, they also rescued a young Sikh mutant from covert imprisonment and experimentation by the Chinese; an appallingly powerful energy-projector at even his young age, Mohan Nahadi has been saddled with the name Kid Shiva and has learned quite a bit in the intervening years about using his abilities. The last member to join, injured and in hiding after her last confrontation with her former teammates in the Sentinels, was Façade. Once operating under the name Spellbinder, before she betrayed the other Sentinels to their enemies and put her own talents out for hire, Façade's injuries now necessitated a few cybernetic additions. These implants, much to her delight, incidentally increased the facility of her existing illusion-casting abilities. And the tab for her new toys was paid by her new teammates, who turned out to be much more in line with her personality than her original associates.

The Black Knights are cold-blooded and mercenary to the core. They operate efficiently and with great tactical expertise, more like a commando unit than the typical gang of costumed thugs. They have repeatedly demonstrated no compunctions in inflicting large and bloody body counts among both opponents and those unfortunate enough to have been caught in the crossfire.

The cost associated with the Knights' services, six figures and up, limit them to a relatively small client base – mostly governments, corporations, and large criminal organizations. However, they still do not go wanting for work. As such, they can afford to make it difficult for other people to contact them, at least initially.

Under normal circumstances, a prospective client must either have contacts through the Magi, shadowy criminal underworld brokers and middlemen, or the Brotherhood of Silence, international mercenary brokers and recruiters who've been operating for centuries. Otherwise, a long and arduous series of blinds, dummy corporations, and other fronts must slowly be dealt with one after another before contact is made. First-time employers are treated to a visit to the Hole in the Wall for their first meeting, a secretive underworld watering hole and one of the most difficult places in the world to even find without an invitation, much less actually infiltrate. Thus far, law enforcement authorities have been unable to compromise this arrangement, despite multiple attempts. Prodigal and Façade handle these meetings, sometimes having Carapace sitting in for dramatic impact and intimidation value. That the room the group always uses has prominently placed photographs of their handiwork, as well as the bloody masks and accoutrements of a few of those heroes unfortunate enough to have stood against them, only works to heighten the atmosphere.

Payment is half upon acceptance of the contract and the remaining half upon completion, expenses negotiable at that time. And, after the President of the small terrorist state Qaddari decided contracts were for "lesser" men to honor, resulting in his own terrible death and the leveling of his capital city, no one else has even come close to stiffing the group for its fees. Apparently, one unambiguous and incredibly graphic object lesson has been sufficient to illustrate those particular consequences.



PL 15	Unstoppable Juggernaut	PTS 207
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STR	50	+20	TGH	LIFT
DEX	10	+0	+25	25 kt
CON	30	+10	FORT	LEAP
INT	8	-1	+20	30 ft
WIS	8	-1	REF	INIT
CHA	16	+3	+0	+0
			WILL	KB
			+20/+0	-20/ -30

ATTACK	DEFENSE
+10/+5	+5/+2
DAMAGE	
+20 Melee	
GRAPPLE	SIZE
+40	Medium

SKILLS						
Intimidate 12 (+15), Notice 4 (+3)						
FEATS						
Attack Focus (<i>Melee</i>) 5, Crushing Pin, Improved Grapple, Improved Pin, Power Attack, Takedown Attack						
POWERS						
Mind Shield 20 (Limited: Only vs. Mental effects for probing or controlling his mind -1), Protection 15 (Impervious +1), Regeneration 10 (Bruised 1, Staggered 6, Unconscious 3), Sensory Shield 8 (All Senses), "Like Hitting A Wall" [Strike 14 (Aura +1, Unreliable -1, Limited: Only up to damage bonus used against him -1)], Super Senses 4 (Blindsight, Mental), Super Strength 10 (PF: Shockwave, Groundstrike; AP: Immoveable (Sustained +0, Unstoppable +1))						
AT	CM	SV	SK	FT	PW	DB
62	20	11	4	10	100	—

DESCRIPTION

The artificially created humanoid called Carapace, and the symbiotic living armor that he wears, both represent advancements in bioweapon technology far ahead of that possessed by any of the competitors of his creators, the Orchard. Though they would be loath to admit, his successful completion resulted more from a series of laboratory accidents than the Orchard's focused efforts. It is for this reason that they were inordinately proud of his development, at least outwardly. It is for this reason that they were murderously livid upon what some viewed as his theft, others his defection, as they have yet to even come close to determining exactly how he was actually created, much less to duplicate the feat.

Since leaving the facility that birthed him, Carapace has amassed a formidable reputation as the anchor for the Black Knights. He's fought most of the "big names" from around the world, and thoroughly trounced most of them. Happiest for him, he continues to receive praise from the only person whose opinion actually matters to him, Prodigal.

Carapace, who has no other name, has the intellect and emotional development of a child. He speaks slowly and with great effort. The only time this shortcoming isn't visible is in combat, where hardwired biological programming takes over and he displays skills far surpassing what an observer might expect given his deficiencies. His one absolute is Prodigal, to whom he is fiercely devoted, and who above all other things in his existence he strives to please.

Carapace personifies strength and durability. His vast superhuman strength knows few equals on this planet and he has yet to encounter anything that has been able to inflict lasting wounds through his armored exterior. He is immune to practically everything that has been used against him, and he has healed with lightning speed what little damage he's ever taken. The symbiotic union with his armor even manages to protect him from most mental intrusions, though raw telepathic damage has proven one of the few things that actually affects him. The armor itself seems to have no more than the most rudimentary of intelligence, though it does seem to possess some highly sophisticated sense of spatial awareness, similar to a kind of radar, that it shares with its host.

In combat, Carapace is a virtually unstoppable engine of destruction, moving slowly from one opponent to another, and concentrating on that single opponent until he drops – actually ignoring others around him while doing so.

Enormous, Carapace stands almost seven feet tall and five feet wide. Little can be seen of his skin beneath the all-encompassing set of orange/brown, shell-like armor that covers practically every inch of his body. Large red eyes peek out from the facial covering, the only feature not obscured by the armor.

CARAPACE



QUOTE

"PLAY... WITH... YOU... NOW."

RACE	SEX	HT	EYES
Artificial	"M"	6'11"	Red
GROUP	AGE	WT	HAIR
Black Knights	?(11)	1350#	None

PUBLIC KNOWLEDGE

5	
10	Member of the Black Knights
15	Big, dumb, and one of the strongest things on Earth
20	Artificial being
25	
30	

FAÇADE



DESCRIPTION

Daphne Laurence's life was never what it seemed, to those that knew her. No one who went to school with her or worked with her ever knew about the poor family background or the abusive upbringing. No one ever saw or knew anything that she didn't want them to see and know. It was a gift she had, to give the wrong image, to hide what she wanted hidden. Then one day, after almost being killed in a freak automobile accident, she awoke to discover that her gift had ...improved. Daphne could project what she wanted right into people's minds. At first, she wasn't really sure what she wanted to do with her newfound abilities. After inadvertently stumbling into a robbery and making quick work of those involved, she found out that she liked the admiration those she rescued showered on her. On the spur of the moment, she decided to become a hero. She assumed that people were less likely to see through her illusions if they had no reason to suspect she was actually using illusions, so she fashioned the identity of Spellbinder, Mistress of Magic, and hid the truth of her abilities behind a carefully constructed front as sorcery and magic. This worked well, and she had a successful career in the superheroing business for several years. She even did well enough to be invited into a new team of heroes calling themselves the Sentinels (page 5).

However, over time, Daphne came to realize that she was caring less and less for her public life. The adulation had been its own high in the early days, but that had worn off. The excitement had been interesting for a while too, but you can only have people trying to kill you for so long without any real reward to show for it, before it begins to wear on you. On the same kind of whim upon which she had become a hero, Daphne decided one day to try the other side. She constructed the idea of Glimmer, an invisible thief, and entered the world of larceny. This was much more enjoyable than what she was doing with the Sentinels. Truth be told, her goody-two-shoes teammates had started to grate on her nerves even more than the rest of the job, and she was quite ready to sever her connections and have Spellbinder simply disappear, when opportunity raised its head.

Facing a group of mercenaries called the Black Knights, who were still very new as a team at that time, and who had been contracted by the Magi to steal a very valuable set of rare computer components, the Sentinels were on the verge of taking the mercenaries down completely, when Prodigal pulled a desperate and very surprising tactic. He blurted out the offer of a million dollars apiece to any of the Sentinels willing to switch sides then and there. She still doesn't know who was the most surprised when she took him up on the offer: Prodigal, her former teammates, or herself. With the shock of her betrayal and the adept use of her illusions, she was able to help the Knights turn the tide of battle long

enough to make their escape, with her accompanying them. She was then in a bad way due both to her unplanned and very public entry into the criminal lifestyle, and because she had been very seriously hurt by one of her teammates, the enraged Sundance, while escaping the scene. Impressed by her performance, and intrigued at the prospect of having her abilities at his disposal, Prodigal paid for the surgery that restored her, surgery extensive enough that it involved the implanting of cybernetics to replace those parts of her that were beyond help. Since that day, Daphne, now known as Façade, has become very comfortable in her role as spy and infiltrator for her new teammates. For the first time in her life, she's actually presenting the real Daphne to the world, and to herself. And she's enjoying every violent second of it.

Façade has the psionic ability to generate hyper-realistic illusions over a large area with incredible precision. These illusions range from simple disguises to vivid landscapes, from imaginary shapes to attacks that seem so real that they injure her targets psychosomatically. She also possesses cybernetic implants that augment her physical form to some extent. Façade has quickly become one of the most sophisticated spies in the world, and has proven capable of infiltrating some of the most secure of facilities in existence.

In combat, Façade stays in the background, hiding herself and Prodigal from view, while altering opponents' perceptions around the battlefield. When facing The Black Knights, it isn't unusual to have members seem to vanish and appear elsewhere around the area, or to have bystanders suddenly become them – or worse, have them suddenly shown to actually be bystanders.

Façade can appear to be anything she wants, but Daphne Laurence is a petite brunette with china doll features and a disarmingly mischievous smile.

PL	Manipulative		PTS
13	Illusionist		256

STR	18	+4	TGH	LIFT
DEX	16	+3	+8/+6	1200#
CON	15	+2	FORT	LEAP
INT	18	+4	+5	14 ft
WIS	18	+4	REF	INIT
CHA	12	+1	+8	+7
			WILL	KB
			+10	-4/-3

ATTACK	DEFENSE
+8	+12/+5

DAMAGE	
+13 Mental Blast	
GRAPPLE	SIZE
+13	Medium

SKILLS	
Bluff 10 (+11), Demolitions 5 (+9), Diplomacy 9 (+10), Disguise 8 (+9), Gather Information 12 (+13), Language 5 (Chinese, French, German, Russian, Spanish), Notice 7 (+11), Profession (Spy) 12 (+16), Sense Motive 10 (+14), Stealth 10 (+13)	

FEATS	
Connected, Defensive Roll 2, Dodge Focus 2, Equipment 1, Evasion, Improved Initiative, Improved Defense 2, Sneak Attack 3, Ultimate Effort (Illusion Power Check), Well-Informed	

POWERS	
Illusion 13 (All Senses, Action: Free to Maintain +1; Progression 3, Selective), Mental Blast 13 (Linked to Illusion +0; PF: Subtle 2 [Target thinks the damage is part of the illusionary circumstances]), Protection 4, Super Senses 3 (Detect Illusion, as Sense, Ranged), Super Strength 1	

EQUIPMENT							
Commlink							
AT	CM	SV	SK	FT	PW	DB	
37	36	14	22	15	132	—	

QUOTE

"Your eyes are the last thing you should believe, darling."

RACE	SEX	HT	EYES
Human	F	5'3"	Brown
GROUP	AGE	WT	HAIR
Black Knights	31	105#	Brown

PUBLIC KNOWLEDGE	
5	
10	Member of the Black Knights
15	Illusionist mercenary
20	Once a heroine named Spellbinder
25	
30	

PL 14	Teenage Mutant "God"	PTS 204
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STR	40	+15	TGH	LIFT
DEX	16	+3	+18/+8	400 tn
CON	26	+8	FORT	LEAP
INT	10	+0	+11	25 ft
WIS	10	+0	REF	INIT
CHA	15	+2	+5	+3
			WILL	KB
			+3	-14/-4

ATTACK	DEFENSE
+8/+6	+8/+4
DAMAGE	
+18 Blast, +15 Melee	
GRAPPLE	SIZE
+27/+6	Medium

SKILLS						
Intimidate 4 (+6), Language 1 (<i>English, [Hindi]</i>), Notice 3 (+3)						
FEATS						
All-Out Attack, Attack Focus (<i>Ranged</i>) 2, Equipment 1, Favored Environment (<i>Air</i>) 2, Power Attack						
POWERS						
Cosmic Energy Control 18 (Autofire +1, Penetrating +1; PF: Dynamic (Base and all AP); AP: Cold Control, Corrosion 14 (Area: Burst +1, No Range -1), Enhanced Strength 30 [plus Super Strength 6], Light Control, Strike 14 [Aura +1, Penetrating +1]), Force Field 10 (Impervious +1), Flight 13 , Immunity 3 (Own Powers, Radiation, Starvation)						
EQUIPMENT						
Commlink						
AT	CM	SV	SK	FT	PW	DB
27	28	8	2	7	132	—

DESCRIPTION

As a child, Mohan Nahadi drifted from village to village. An orphan, he accompanied the missionaries who taught him English as they passed from Northern India into Nepal. It was there that his mutant abilities manifested, when his "family" was ambushed by a group of Chinese soldiers who were looking for target practice on indigenous rebels but weren't being too choosy. Unused to the amount of energy he burned through using his newfound powers, Mohan collapsed unconscious after incinerating most of the attacking soldiers.

He woke in a strange lab surrounded by soldiers and scientists, all speaking what he assumed to be Chinese. Unfortunately for him, they had some experience dealing with mutants, and his restraints proved more than adequate for the job of containing him. He probably would have died under the harsh conditions of the camp where he was being kept and studied, if not for the fact that someone cared enough about one of the other prisoners there to pay for a rescue. When the armored man and his large companion broke into the camp and began making quick work of the soldiers, Mohan managed to escape his restraints and help them.

Prodigal was suitably impressed, and immediately agreed to take the young Sikh with them when they moved on. Since then, he has continued to help the boy explore his continually growing powers, while putting them to well paid use.

Kid Shiva has never been the most stable individual. The people who kept sending him away from their villages recognized this, as did the missionaries who took him under their wing. The manifestation of his abilities has only exacerbated his mood swings and violent rages. At the best of times, he is barely in control; at the worst, he lives up to his name as a living harbinger of imminent destruction. Fearing that the boy may eventually turn on him, Prodigal has taken precautions. Unknown to Mohan, one of his meals was laced with a complex set of nanites designed to imbed an organic bomb along his intestinal lining. Prodigal keeps the trigger for this bomb with him at all times.

Kid Shiva is a mutant – and a powerful one. He is, in essence, a living star, constantly channeling electromagnetic energies up and down the spectrum. He can project and control a staggering range and magnitude of energy forms, from microwaves to photons, from sound waves to gamma rays. And he is still only in his late teens – though his powers have accelerated his body's natural growth. As he continues to grow older, his abilities undoubtedly will continue to grow with him.

His role in combat is primarily to act as air support, but Kid Shiva seldom simply shoots from far away. He much prefers closing to short range, barreling in among his enemies and blasting away indiscriminately.

Kid Shiva is a young man of obvious eastern descent, with dark skin, and black hair worn in a long ponytail. He wears a one-piece black body suit with gold trimming down the left side of his torso.

KID SHIVA

**QUOTE**

"Ha, Ha, Ha! Glorious!"

RACE	SEX	HT	EYES
Human	M	5'10"	Brown
GROUP	AGE	WT	HAIR
Black Knights	21(15)	162#	Black

PUBLIC KNOWLEDGE

5	
10	Member of the Black Knights
15	Very powerful mutant
20	
25	Borderline psychotic
30	

PRODIGAL



DESCRIPTION

Lucas Hennesy tried to be the model soldier his father would have wanted him to be. The son of a career military man, Hennesy never had any other ambition than to follow in his father's footsteps... until he actually began walking in those footsteps. He excelled and rose meteorically through the ranks. The only thing he discovered he couldn't do was like it. Hennesy hated the military, hated the job, hated the people. Eventually, burnout would have forced him from the military, if he hadn't been offered a chance at Project Nine.

Hennesy became the first of the only three successes the project would produce, but at the time, neither he nor his superiors knew it. At first, the only signs of any changes at all were debilitating weakness and constant migraines. His involvement was deemed a failure. Hennesy was quickly and quietly discharged, set up with a meager pension, and the "heartfelt thanks of a grateful nation." If only the project had continued watching, their assessment would have changed dramatically. Two months after he was left alone, Hennesy began to feel better. Much, much better. Stronger than he had ever been, and faster. Further, he found that the voices he had begun hearing, voices that had begun to make him question his own sanity, weren't voices after all. They were thoughts, the thoughts of the people around him. He had developed telepathic abilities, which, unfortunately, with a little use quickly served to reinforce his cynical views of his fellow man. Any chance of his reporting his condition to his superiors quickly died during those formative weeks.

Using contacts he had developed during his active military days – contacts he had kept "off the books" – Hennesy was quickly able to find new and lucrative employment. He started off small, working as discreet and well-paid muscle for the Magi, powerful brokers and middlemen for deals and arrangements throughout the global underworld. But this quickly began to bore and annoy him much as his soldiering had. He moved on, leaving unhappy former employers behind. He continued this way, finding work, building an employer's dependence upon him, and then leaving when he would inevitably begin to grow bored with the limitations of his employment. It's likely that he would eventually have angered the wrong employer and wound up dead if fate hadn't once again intervened in the form of Boneyard. Once a small-time terrorist for hire, the man calling himself Boneyard built an effective biowarfare concern he called the Orchard. While working for the Orchard, Hennesy became involved in training the result of one of their more involved experiments, an artificially created humanoid with symbiotic living armor. The creature's loyalty and considerable physical power ultimately got Hennesy to think of the possibilities. Why not put himself to work for the only person who had never lost his respect – namely, himself? Hennesy left the Orchard facility in flames after looting it for all the equipment he thought he could put to use, including Carapace. The rest, as they say, is history.

Hennesy possesses superhuman strength and agility, as well as a suite of telepathic abilities. He complements this with a small arsenal of high-tech weaponry and a frightening amount of combat training. The result is a highly effective fighting machine with few equals, and the reputation to match. In a fight, Hennesy, or Prodigal, which he's adopted as his professional name, acts as the coordinator for his associates, standing back and directing them to the most efficient use of their individual abilities. He rarely enters combat first, but is frequently the cleanup for his crew. Efficient and almost pathologically professional, he is unafraid to be as brutal and expedient as he deems necessary to complete the contract at hand.

Lucas Hennesy is a tall and well-built blonde man with an athletic build. In the field he wears a suit of advanced body armor and carries at least his signature gun, a large and powerful rifle of advanced design, when not armed with a staggering array of other large weapons.

PL	Mercenary		PTS
12	Supersoldier		206

STR	25	+7	TGH	LIFT
DEX	25	+7	+9/+6	1600#
CON	23	+6	FORT	LEAP
INT	15	+2	+10	34 ft
WIS	15	+2	REF	INIT
CHA	18	+4	+12	+11
			WILL	KB
			+15/ +10	-4

ATTACK	DEFENSE
+12	+15/+7
DAMAGE	
+7 Melee, +8 BFG	
GRAPPLE	SIZE
+19	Medium

SKILLS
Acrobatics 5 (+12), Climb 5 (+12), Diplomacy 2 (+6), Know (<i>Tactics</i>) 10 (+12), Profession (<i>Soldier</i>) 10 (+12), Notice 12 (+14), Stealth 6 (+13), Sense Motive 6 (+8)

FEATS
All-Out Attack, Assessment, Blind-Fight, Connected, Contacts, Diehard, Elusive Target, Equipment 7, Evasion, Improved Aim, Improved Critical (<i>Guns</i>) 3, Improved Initiative, Instant Up, Leadership, Luck 3, Master Plan, Move-By Action, Power Attack, Takedown Attack, Uncanny Dodge (<i>Visual</i>)

POWERS
Leap 1, Mindshield 5, Mental Blast 3 (AP: Telepathy 6), Regeneration 10 (Bruised 2, Staggered 2, Injured 2, Disabled 2, Unconscious 2), Super Senses 1 (Lowlight Vision)

EQUIPMENT
Combat Armor [Commlink, Immunity 3 (Cold, Suffocation), Protection 3, Sensory Shield 2 (visual)], BFG [Blast 8 (Penetrating +1; AP: Blast 8 [Area: Burst +1], Blast 8 [Autofire +1])]

AT	CM	SV	SK	FT	PW	DB
61	54	17	14	30	30	—

QUOTE

"You have one option: It's permanent and it doesn't involve surrender."

RACE	SEX	HT	EYES
Human	M	6'1"	Blue
GROUP	AGE	WT	HAIR
Black Knights	38	220#	Blonde

PUBLIC KNOWLEDGE	
5	
10	Member of the Black Knights
15	Mercenary criminal
20	
25	Former soldier for US
30	Uncle Sam is responsible for his powers

PL 13	Speedster Assassin	PTS 191
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STR	15	+2	TGH	LIFT
DEX	20	+5	+10/+4	400#
CON	18	+4	FORT	LEAP
INT	13	+1	+4	12 ft
WIS	13	+1	REF	INIT
CHA	15	+2	+15	+45
			WILL	KB
			+3	-5/-2

ATTACK	DEFENSE
+10	+16/+4
DAMAGE	
+8 Blast, DC 18 FORT Melee	
GRAPPLE	SIZE
+12/+22	Medium

SKILLS

Bluff 3 (+5), Intimidate 6 (+8), Language 3 (*English, [French], German, Spanish*), Notice 9 (+10), Profession (*Assassin*) 11 (+12), Sense Motive 8 (+9), Stealth 8 (+13)

FEATS

All-Out Attack, Defensive Attack, Defensive Roll 6, Dodge Focus 8, Evasion 2, Fast Overrun, Improved Defense 2, Instant Stand, Move-By Action, Sneak Attack

POWERS

Speed Tricks [Blast 8 (Area: Burst +1, Linked to Spinning +0, No Range -1, Limited: Must have access to small, throwable objects - 0); AP: Air Control, Strike (Alternate Save: FORT +1), Strike 8 (Area: Trail +1)], **Superspeed 10** (Base PF: Rapid Attack; AP: Spinning (Limited: No Bonus vs. Physical Attacks -1), PF: Rapid Fire, Wall Run, Water Run)

AT	CM	SV	SK	FT	PW	DB
34	36	12	12	24	73	—

DESCRIPTION

Rene Duchard doesn't have much of a memory for his life before five years ago. In fact, he has none. He remembers waking up in an alley in Marseille with the clothes on his back and nothing else. He knows his name, but not his age, family, or even place of origin. He speaks four languages and simply assumes French is his native one because of his name and the simple fact that he speaks it best. He also quickly discovered that he wasn't exactly human. Stealing food that first day, a shopkeeper caught him in the act and he began to run. Before he could get his bearings, he was in Paris. He literally had covered hundreds of kilometers in those few seconds.

Duchard then began putting his abilities to good use, first as a thief, then moving up to assassin. He began working for any one that would pay him, earning a considerable amount of money and the reputation to match. Then he took a contract to eliminate the head of an up-and-coming Triad known as the Heavenly Thunder Dragons. The Triads have a long memory, and this one was special. The Heavenly Thunder Dragons were rising so quickly above their competition due to the fact that they included a substantial number of metahumans in their ranks. Duchard's life became very complicated. He was no longer able to take contracts, because he was too busy dealing with the hefty contract that had been put on him. Even with his powers and skills, he knew it was only a matter of time before his luck simply ran out.

Then Prodigal entered his life. Prodigal had just completed several lucrative jobs for the Dragons, and while doing so, had learned of the deadly speedster and the contract on his head. In lieu of monetary payment for the last of these jobs and a "discount" on a few agreed-on future jobs, Prodigal asked the Triad for Duchard's life. Intrigued at the prospect of having Prodigal and the elusive speedster assassin working for them, the Dragons agreed. Prodigal presented Duchard with a simple proposal – work with me and live, or refuse me and die at the Triad's hands. Initially accepting just to stay alive until he could find a way out of the agreement, Duchard, now operating almost exclusively under the name Terminal Velocity, slowly realized how much more interesting his life became with Prodigal planning jobs and picking targets. He was actually enjoying himself for the first time since he left that miserable little back alley, and that has cemented his loyalty even more than Prodigal's intercession with the Triads.

Terminal Velocity is a high-speed killing machine, flitting from one end of the battlefield to another faster than his opposition can track. He enjoys suddenly appearing in the middle of his targets, his hands full of ball bearings, immediately accelerating into a spin of several thousand RPM, and then releasing the ball bearings to shoot outward in all directions. Another favorite tactic is to partially phase his hands into a targets body and use high-speed vibrations to purée internal organs. That he can do these things and then leave the area before most opponents can even think about reacting only adds to his already fearsome reputation.

Duchard excels in his role as combat support, picking off stragglers around the battlefield and helping Façade sow chaos among people already reeling from brutal assault under the numbing combination of Carapace and Kid Shiva.

TERMINAL VELOCITY

**QUOTE**

"Now you see me, mon ami. And now you'll wish you hadn't."

RACE	SEX	HT	EYES
Human	M	5'7"	Blue
GROUP	AGE	WT	HAIR
Black Knights	35	170#	Black

PUBLIC KNOWLEDGE

5	
10	Member of the Black Knights
15	Assassin with superhuman speed
20	
25	Tense relationship with Triads
30	

THE HOLE IN THE WALL

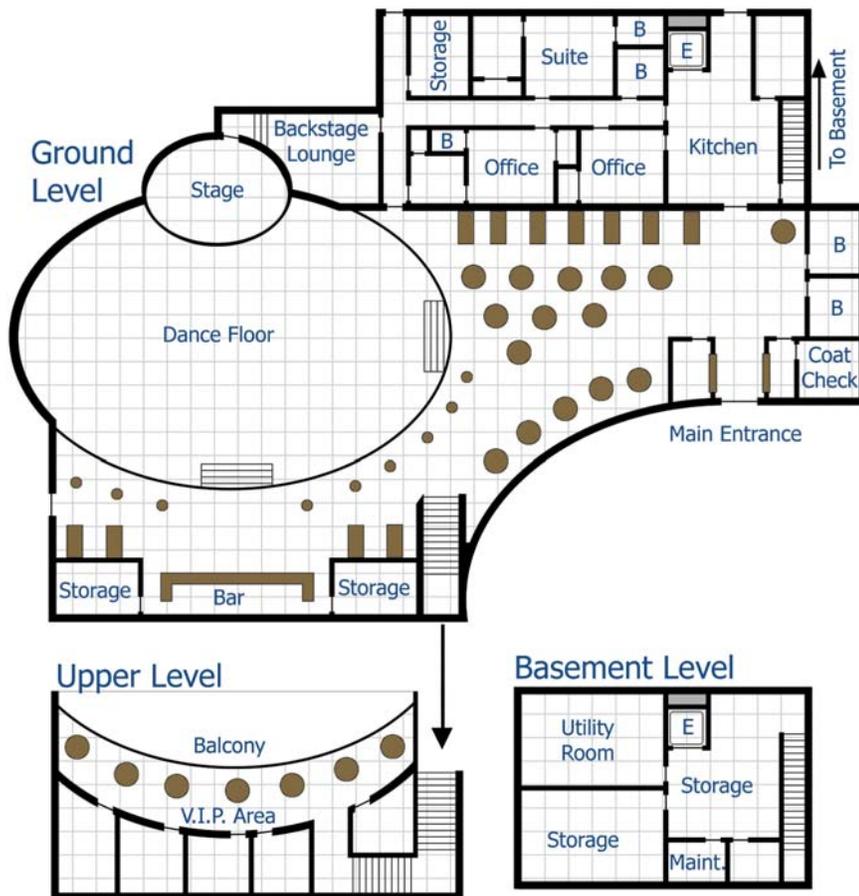
The Hole in the Wall is a bar. A very special bar with a select clientele, and the means to keep its clientele select. The bar exists in a pocket dimension generated by devices hidden somewhere within its structure. The doors are designed to overlap with various doors in realspace, in different locations and at different times. If someone is at such a location, and possesses a special token that the gate construct is designed to recognize, they will walk through the bar's door – not the door of the building they appear to be entering. Anyone without such a token will enter the building to which that door normally belongs. These tokens are purchased by members of the metahuman criminal underworld, at great price, only when they know the right people, and after agreeing to abide by some very strict confidentiality requirements. Don't talk about the Hole in the Wall to people who don't need to know about it. Ever. Period. Though the exact consequences of this indiscretion are never mentioned, it is understood by all (especially those who have an idea of the kinds of people who might be called on to enforce this requirement), that breaking this agreement qualifies as *a very bad thing*.

No one really knows who the people behind the bar's creation and operation really are, though rumors abound. The Black Knights are rightly assumed to have some involvement, as they seem to have the run of the place, and always meet potential employers in one of the private meeting rooms on site. Other potentials included in the rumors have ranged from Dr.

Prometheus to the Magi, from leftovers of FENRIS' destruction in the '60s to pawns of either the Shadowlord or the Serpent Queen. No one has ever been able to find support for any of these rumors, which just feeds the creation of more.

To date, and to the best knowledge of the bar's patrons, security around the Hole in the Wall has never been breached... except once. The shapeshifting British hero Caliban managed to sneak in posing as the villain Jackdaw, whom he had subdued, intimidated information about the bar from, and whose token he had taken. Caliban was quite surprised when the unnamed bartender demonstrated telepathic abilities by revealing Caliban's identity and silently signaling for assistance from the dozen or so patrons in the bar at the time. What the bar's proprietors did to Caliban after he was beaten unconscious (and later to Jackdaw, who also disappeared) has since become another favorite target of rumormongering.

Note -- For the bartender (Igor Kraeger, who used to operate under the name Third Eye a lifetime ago), use the Psionic archetype from M&M page 22 with the following changes: Add Profession (Bartender) 8 ranks to his skills, add Defensive Roll 11 to his feats, and replace all of his powers with: Comprehend 1 (Languages, Linked to Telepathy +0), Super Senses 8 (Danger Sense, Mental Awareness [Accurate, Acute, Extended 2, Radius]), and Telepathy 8 (Action: Reaction +3, Area: Burst +1, Sensory Link +1; PF: Selective, Subtle 2)



The Hole in the Wall

TGH: 15, SZ: M, Cost: 14/3;
 Features: Communications [TV and Radio from anywhere in the world], Fire Prevention System, Isolated, Power (Door [Teleport 9 (Portal +2; PF: Dimensional, Subtle 2, Triggered)]), Power System, Security System 4

HELL'S BELLES

Hell's Belles

Hell's Belles are that rarity in the metahuman world, people that have chosen to stay out of "the game" almost entirely – choosing neither side of the proverbial fence. As a group, they range somewhere between rock band and rabble-rousers, outlaws and folk heroes. The label they bear depends pretty much on whose being asked to define them: the people they've helped, or the people they've crossed. Given the girls' intense and often chaotic history, either perspective is equally valid.

The formation of the group, as such, began coincidentally, when Goth saved Sanguine from being overwhelmed by sheer numbers during a disastrous concert turned riot. Sanguine was singing in an amateur summer metalfest outside of Atlanta. Goth had been in the audience, admiring the performances from afar, since none of the bands would have her, as they were predominantly male and heavily intimidated by her size and demeanor. When a mosh session got out of hand and escalated into a full-scale riot, the audience swept up onto the stage. Still unused to her abilities, Sanguine went under the crush of the crowd, only to have a large woman come to her rescue, tossing audience members aside like so many rag dolls. It seemed that in addition to enormous strength, the woman who called herself simply Goth also possessed an appreciation for Sanguine's vocals. Discovering that the large woman was also a guitarist of some skill, and utterly unhappy with the people in the band she was fronting, Sanguine struck upon the idea of forming a new band with the two of them as the nucleus. Though she didn't have a clear idea quite yet of what she was looking for then, the faux vampiress slowly began to develop the idea of an image, and set out to find the members that would "click."

They soon found a keyboard player while making the rounds of the local underground music scene. Part-time member of a garage band, and part-time pin-up girl for the local NASCAR circuit (among others), Perdition jumped at the chance to join the pair and leave behind a band that appreciated her more off-stage than on. That she would no longer have to hide her pyrokinetic talents behind the façade of special effects was merely the icing on the cake for her.

All they needed after that was a drummer, and while doing a nightclub gig in Baton Rouge they came across Charlotte Duquesne. The ladies were interested after hearing her play at a talent night they were attending. But when a local gang attempted to rob the club, and gunned down the manager in front of the girls, only to have Duquesne reanimate the poor man's body to avenge himself on his murderers, they knew they had found their last member, who Sanguine soon dubbed Carrionette. Afterward, they discovered they had also actually acquired their fifth member, as the young bayou girl was accompanied by her sister, a disembodied astral form that gave Sanguine all sorts of ideas.

The girls are most likely to be encountered in one concert venue or another, with Hauntress floating overhead in a visual show to accompany the music of the rest. If forced into a fight, all five contribute equally, with Goth wading into the opposition, followed closely by Sanguine; Carrionette commands her primary defender Dead Man Walking as well as the four zombie roadies that normally accompany them; Perdition uses her signature flames or impish fire constructs; and Hauntress simply glides through opponent after opponent, filling their minds with pain.

Given that they have extensive internet fan clubs and a cult following throughout the underground music scene from Abilene to Raleigh, the ladies aren't that difficult to find. This has been a blessing on those occasions when fans have been able to ask them for help, and a curse on those occasions when the authorities have been given reason to come looking for them.



CARRIONETTE



DESCRIPTION

The Duquesnes had a black reputation in the bayou. Always had. Witches and conjure-women were what people said about them, while the less superstitious just scoffed. Truth be told, the reputation wasn't entirely undeserved. The Duquesne women *were* witches. They had a long family tradition of power in the art, and they were proud of it. Charlotte and her sister Renee were just the latest inheritors in a long line. Renee showed great promise in the arts their grandmother tried to teach them, but Charlotte was never interested, despite her potential. She lost herself, instead, in music. Her grandmother had given up hope for the girl until the day came when they were set upon by a group of good ol' boys working on liquid courage. That was the day Old Mother Duquesne learned what her granddaughter could do. She had always dismissed Charlotte's ramblings about her friends, friends she never saw, as the imaginary playmates of a girl growing much too old for such things. But when the corpses came staggering out of the woods answering Charlotte's call, Mother Duquesne knew differently. Charlotte could animate the dead by will alone, without the aid of ritual or spell. From that point on, Charlotte was never again pestered by her grandmother about missing her lessons.

As Charlotte grew older, she developed a good deal of wanderlust. She left home, accompanied by her sister's "ghost" (Hauntress, page 70), and wandered around Louisiana, working in one band after another to earn money to live. It was while playing in one of these forgettable bar bands that she met the other Belles, and showed Sanguine her powers while interfering with a robbery occurring at the bar. After animating the murdered bar owner's body to use against his murderers, she was approached by the other Belles with an offer to join them. When they not only didn't balk at her sister coming along, but became even more excited upon meeting her ethereal sibling, she knew she'd found a home.

Carrionette is a necromantic engine. Originally able to do little more than talk to the recently deceased and weakly animate their shells, she's grown much more powerful as she's gotten older. She can now channel energies from the lands of the dead, energies which can heal her and which vitalize her frame even to the point of bringing herself back from death's door. She can animate a veritable army of corpses to do her bidding. Her constant connection to the shadowlands tends to bleed into the real world around her as an unsettling feeling that she can strengthen to an aura of cold fear.

She's sometimes accompanied by an animated corpse when she feels like she needs protection or a little grunt work – if this is in front of an audience, it's generally played off as a man in make-up. Only the other band members know the gruesome truth.

Though not an unattractive woman, Charlotte Duquesne looks a little disturbing, having gone for the slightly off-kilter punker look. Being accompanied by something looking like an animated corpse doesn't help.

PL	Punk Rock Reanimator		PTS
4			115

STR	10	+0	TGH	LIFT
DEX	14	+2	+2	200#
CON	14	+2	FORT	LEAP
INT	14	+2	+4	10 ft
WIS	18	+4	REF	INIT
CHA	14	+2	+4	+2
			WILL	KB
			+6	-1

ATTACK		DEFENSE	
+3		+5/+2	
DAMAGE			
+2 Pistol			
GRAPPLE		SIZE	
+3		Medium	

SKILLS

Bluff 5 (+7), Intimidate 4 (+6), Gather Information 5 (+7), Notice 5 (+9), Perform (*Drums*) 8 (+10), Sense Motive 5 (+9)

FEATS

Fearsome Presence 3, Equipment 1, Minion 2 (Dead Man Walking), Startle

POWERS

Animate Objects 4 (Horde +1, Limited: Corpses Only -1; PF: Progression 5), **Comprehend 2** (Spirits of the Dead), **Healing 4** (Self-Only -1), **Immunity 6** (Age, Critical Hits, Disease, Starvation, Suffocation), **Regeneration 18** (Recovery Bonus +8, Resurrection 10), **Super Senses 10** (Detect Corpse [Accurate, Acute, As Sense, Ranged], Postcognition [Only for overview of a controlled corpse's prior life -1])

EQUIPMENT

Holdout Pistol, Cellphone

DRAWBACKS

Power Loss: Healing & Regeneration, when no corpses nearby (-2 pts)

AT	CM	SV	SK	FT	PW	DB
24	16	6	8	10	53	-2

QUOTE

"He doesn't mind... anymore."

RACE	SEX	HT	EYES
Human	F	5'6"	Blue
GROUP	AGE	WT	HAIR
Hell's Belles	22	125#	Black

PUBLIC KNOWLEDGE

5	Drummer for Hell's Belles
10	Killer drum sets
15	
20	She's a <i>real</i> necromancer
25	
30	Bad reputation in the Bayou

DEAD MAN WALKING

PL 4/MR 2; Str 18, Dex 8, Con -, Int -, Wis 10, Cha -; *Feats:* Attack Focus (Melee) 4; *Powers:* Immunity 30 (Fortitude effects), Protection 8 (Impervious 4), Super-Senses 8 (Darkvision, Sense Life [Accurate, Acute, Ranged]), Super-Strength 1 (Heavy load 600 lb) [2]; *Combat:* Attack +4 melee, +0 ranged, Damage +4 (unarmed), Grapple +9, Defense +0, Knockback -6, Initiative -1; *Saving Throws:* Tgh +8, Fort -, Ref -1, Will -; *Drawbacks:* Weakness (Salt, -1 all abilities per round, destroyed when Str 0) [-9]; *Points:* Abilities -24 + Skills 0 (0 ranks) + Feats 4 + Powers 52 + Combat 0 + Saves 0 - Drawbacks 9 = 23

Dead Man Walking stats by Bob Huss

PL 11	Super-Tough Rock Chick	PTS 149
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STR	34	+12	TGH	LIFT
DEX	13	+1	+14	45 ton
CON	28	+9	FORT	LEAP
INT	20	+5	+10	22 ft
WIS	10	+0	REF	INIT
CHA	13	+1	+4	+1
			WILL	KB
			+4	-7

ATTACK	DEFENSE
+8	+8/+4
DAMAGE	
+12 Melee	
GRAPPLE	SIZE
+24	Medium

SKILLS							
Bluff 5 (+6), Drive 3 (+4), Know (Art, Current Events, Theology and Philosophy) 8 (+13), Notice 5 (+5), Perform (Guitar) 7 (+8), Sense Motive 4 (+4)							
FEATS							
All-Out Attack, Chokehold, Eidetic Memory, Power Attack, Sneak Attack							
POWERS							
Immunity 5 (Age, Cold, Disease, Fire, Poison), Protection 5, Superspeed 3 (Base PF: Rapid Attack), Super Strength 4 (PF: Shockwave)							
AT	CM	SV	SK	FT	PW	DB	
58	32	8	12	5	34	—	

DESCRIPTION

Candace "Candy" Alexander grew up in a broken home, learning at an early age that the only way to keep people from hurting her was to make them like her and keep them liking her. She ran away from home at the age of 13, and lived off a string of boyfriends for the next several years. Learning deficiencies kept her dependent upon whoever she was with, and low self-esteem kept her an emotional hostage on top of her financial needs. She probably would have wound up another Jane Doe lying in a morgue somewhere if she hadn't chosen to attend a rave one of her boyfriends was throwing one night.

Unknown to her, her boyfriend was working as a smalltime street salesman for a criminal combine called the Orchard, an organization that specialized in bioweapons and illicit designer drugs. His employers decided to use the partygoers as the test market for a new product, a product they hoped to begin selling on the streets as a highly addictive hallucinogenic. The test went poorly. Several people died almost immediately upon exposure, others lingered horribly for days until finally succumbing. Candy went into a coma and stayed there for several months. As she would later find out, Candy was apparently a mutant, one who just needed the right trauma to kick-start her mutations into gear. While she was comatose, her body changed, growing larger and much stronger. When she finally woke up, she also discovered that her brain chemistry had also improved. She was much, much smarter than the Candy of old. Smart enough to look at her life and decide she needed to change. After tracking down her boyfriend, retrieving her stuff, and hospitalizing him (the new, smart Candy had needed very little time to figure out who was behind the drugs at the rave), she disappeared back onto the streets. Somewhat later, a large and immensely strong woman who only went by the name Goth began finding work as bouncer in local clubs. She also began making sporadic appearances behind a guitar in several short-lived bands. But it was a chance meeting at a disastrous concert turned riot that she met Sanguine. The two hit it off immediately, becoming as close as sisters as the Belles formed, and Goth has never looked back.

Candy no longer answers to that name; instead, she uses the name Goth exclusively. After spending most of her life desperately trying to please those around her, she now lives for herself and her friends in the band, giving off a sullen vibe that borders on barely-restrained violence. She is no longer a nice person. Quite the opposite, in fact, except where her friends are concerned. Before the Belles, Goth never really knew acceptance, true friendship, and affection. She is devoted to her friends with an intensity that borders on the fanatic, and anyone who hurts any of them better stay as far away from her as possible. Her intellect now heightened to genius levels, Goth can usually be found reading when she isn't playing her guitar or hanging with her friends in the band. She's discovered that she likes being smart, and reads anything she can get her hands on.

Goth is immensely strong and difficult to hurt. Her physical reflexes, movement speed, and the speed at which her brain processes information have all been enhanced, as have her general intellectual faculties.

GOTH

**QUOTE**

"Yeah, I'll show you grrrrl power, you little loser."

RACE	SEX	HT	EYES
Human	F	6'4"	Black
GROUP	AGE	WT	HAIR
Hell's Belles	24	200#	Black

PUBLIC KNOWLEDGE

5	Guitarist for Hell's Belles
10	Very strong, and pretty smart, too
15	Multiple assault indictments – no convictions
20	
25	Grudge against the Orchard
30	

HAUNTRESS

DESCRIPTION

Unlike her sister Charlotte, Renee Duquesne took immediately to the studies of witchcraft and necromancy her grandmother offered the sisters. Though she might not have possessed the innate faculty for interacting with the dead that her sister did, Renee made up for this in terms of effort and application to her studies. She was inordinately delighted when she finally mastered the art of projecting her astral self. She would spend hours projecting, sending her astral body off on one jaunt after another. Finally, she pushed her abilities past her physical body's tolerance. When returning to her body after her longest trip, she found she could no longer enter it – her physical form had died while she was away. So strong was her mastery of the arts of projection, however, that her astral form hadn't immediately reincorporated; instead, it held together by her force of will. Feeling the onset of the end of astral self, she fought to hold onto the physical world and was surprised when the pressures eventually abated. She had kept herself together and would not pass over – but she was also now trapped as a disembodied astral projection, a ghostlike figure. Strangely, this didn't bother her as much as it should have. She had never been happier than when she had been exploring the world while projecting, and now she no longer even had to worry about what would happen to her meat body. Her family didn't share in her elation, however. Only her sister understood and accepted her new condition. When Charlotte left home to go on the road, she didn't go alone, but instead was accompanied by her very own "guardian angel."

Renee Duquesne, or Hauntress as Sanguine has dubbed her, is a self-sustaining astral body. Her normal state is invisible and intangible, and she can move with great speed through the astral landscape. Through force of will, she can make herself visible, appearing similar to the way she looked when she had a physical body, but with a few cosmetic tendencies imposed by Renee's imagination. She can project an aura of fear around her that can send most people running away. She also can fill a person's mind with painful astral interference at a touch, or enter and take control of those without the will or art to stop her.

Duquesne was a mousy brunette, a perennial wallflower. As Hauntress she appears as a beautiful, almost sensual, ghostlike woman constantly floating a small distance above the ground and enveloped in a flowing cloak. When she wants to instill fear in those around, her features become more skeletal, and her voice rings with sepulchral tones.



QUOTE

"Wanna see something neat?"

RACE	SEX	HT	EYES
"Human"	F	5'5"	White
GROUP	AGE	WT	HAIR
Hell's Belles	19	0#	None

PUBLIC KNOWLEDGE

5	Assumed to be special effect creation for Hell's Belles
10	
15	
20	Actually, she's a ghost
25	
30	

PL	Disembodied Astral Projection	PTS
10		225

STR	11	+0	TGH	LIFT
DEX	16	+3	+10	—
CON	—	—	FORT	LEAP
INT	13	+1	—	—
WIS	15	+2	REF	INIT
CHA	15	+2	+5	+3
			WILL	KB
			+12	-5

ATTACK	DEFENSE
+6	+6/+3
DAMAGE	
+10 Mental Blast	
GRAPPLE	SIZE
+6	Medium

SKILLS

Concentration 6 (+8), Intimidate 8 (+10), Know (*Arcane Lore*) 8 (+9), Sense Motive 6 (+8)

FEATS

Attractive, Fearsome Presence 10, Startle

POWERS

Concealment 10 (All Senses), **Flight 14** (First 4 ranks are Duration: Continuous +1, Top 10 ranks are Limited: Only while on Astral Plane -1), **Immunity 31** (Aging, All FORT Effects), **Insubstantial 4** (Continuous +1, Permanent -1; PF: Innate), **Mental Blast 10** (Range: Touch -2), **Possession 10** (Range: Touch -2), **Protection 10**, **Regeneration 15** (Recovery Bonus +10), **Super Move 1** (Dimensional Movement 1 [the Astral Plane])

DRAWBACKS

Power Loss: Concealment, from Mystic-based senses (U, M, -1)

AT	CM	SV	SK	FT	PW	DB
10	24	12	7	12	161	-1

PL	Fasttalking Pyrokinetic	PTS
8		123

STR	8	-1	TGH	LIFT
DEX	26	+8	+5	160#
CON	14	+2	FORT	LEAP
INT	11	+0	+4	9 ft
WIS	8	-1	REF	INIT
CHA	16	+3	+13	+8
			WILL	KB
			+3	-2

ATTACK	DEFENSE
+5	+8/+4
DAMAGE	
+11 Blast	
GRAPPLE	SIZE
+4	Medium

SKILLS							
Bluff 1 (+4/+9/+21), Diplomacy 1 (+4/+9/+21), Notice 3 (+2), Perform (<i>Keyboards</i>) 6 (+9), Perform (<i>Sing</i>) 4 (+7), Sense Motive 5 (+4)							
FEATS							
Attractive 3, Evasion, Fascinate (<i>Bluff</i>), Power Attack							
POWERS							
Enhanced Charisma 10 (Limited: Only for seduction-related efforts -1), Elemental Control: Fire 11 (AP: Blast, Create Object, Summon 7 [as Demon, Imp for M&M core book (add Strike 5 [Aura +1]) MR 7, Fanatical, Progression 1[x 2]), Immunity 7 (Aging, Disease, Fire Damage), Protection 3, Strike 6 (Aura +1)							
AT	CM	SV	SK	FT	PW	DB	
23	26	11	5	6	52	—	

DESCRIPTION

Margaret Rose Miller was born the granddaughter of good, god-fearing Catholics, and the daughter of a woman who had given her parents fits in every way she could. Her mother had been thrown out and disowned when she turned up pregnant without a husband. Rose grew up in the trailer park that was all her hardworking mother could afford. Her mother told her that her father had been a traveling salesman from the deep south, but Rose found out the truth when she hit puberty and her father came back to check on his little girl. Her father *was* from the south, in a way – the *deep* south, where good Christians didn't end up. And what he sold may have changed from customer to customer, but the price was always the same. She rejected him that evening, but as he left, he told her it was only a matter of time before she learned which side bred true. As she continued to grow, she discovered what he meant, as she became wilder and wilder, almost without a conscious decision on her part. Finally, her mother couldn't take it anymore and sent her to a convent. Two nights later, crying herself to sleep, Rose unconsciously called on her inner self and watched – first in horror, then in rapt fascination – as the buildings burned down around her. Renaming herself Perdition due to her peculiar talents, Rose went to a nearby bar and walked out with the first in a series of sugar daddies. One of her many conquests took the time to teach her how to play his keyboards, and it was while playing with his band that she came to the attention of Sanguine and Goth.

Perdition is part human and part ...something else, presumably from a much warmer clime. She can create and control flame completely, making it do whatever she feels like, sculpting it, and even soaking it in without any harm coming to her. Her elementals always appear as small and rambunctious imp-like entities. She's also quite fast and very agile. As she's gotten older, she's found that she's frighteningly adept at getting men to do what she wants – to call it seduction would be to grossly understate the effect she can have on her evening's entertainment.

Perdition is a voluptuously built young woman with a fondness for red and black leather outfits in a variety of devil motifs. She's recently noticed that her skin is developing a dusky, almost reddish, tone, and she's growing a little concerned about the pointy growths hidden, for the moment, by her shiny black hair – growths she's worried might wind up becoming horns. She currently uses fake horns to help hide the growing real ones.

PERDITION



QUOTE

"A hot time? Honey, you don't know the meanin' of the words."

RACE	SEX	HT	EYES
Human/Alien	F	5'6"	Red
GROUP	AGE	WT	HAIR
Hell's Belles	20	118#	Black

PUBLIC KNOWLEDGE

5	Keyboard player for Hell's Belles
10	Popular pin-up girl
15	
20	Currently has more websites devoted to her than any other known metahuman
25	
30	Not actually human, but some kind of cambion

SANGUINE



DESCRIPTION

A failed relationship and a lost job were on Teresa Kinney's mind as she was out riding her motorcycle. Perhaps that's why she didn't see the wire until it was too late, until she was hitting it and being thrown off of her ride. When she woke up, she found herself bound in a laboratory right out of some '50s B-movie, complete with a mad scientist gloating over her.

The man known as Dr. Diablo had seen much better days. In fact, heroes and the public alike had once feared him. Sadly, failed scheme after failed scheme had taken their toll over the decades and he was now reduced to waylaying hapless motorists just to procure subjects for his experiments. Once an acknowledged master of an unholy hybrid of science and magic, even his experiments had sunk into the same downward spiral as he had, for he was merely trying to recreate earlier triumphs. In this case, trying to isolate elements from the blood of a vampire he had captured long, long ago. Kinney discovered that her senses were much more acute than they had ever been, and she felt stronger. Strong enough that while the doctor was distracted dealing with other victims, she was able to free herself from her restraints. Confronting her captor, Kinney would have made short work of the aged doctor if pity hadn't stayed her hand. Obviously deranged and lost in the depths of senility, Diablo was alone in his own world. Sadly again, while running away from her, Diablo ran directly into the grasp of his other victims, coming to a gruesome and ignoble end. The other subjects went wild after killing the doctor, and during this chaos, Kinney simply fled the scene. It took her quite a while to begin getting used to her new abilities, but ever the entrepreneur and performer, the smalltime musician saw opportunity in her vaguely vampiric abilities and appearance, capitalizing on both for a stage image.

Among Sanguine's fans, the question of whether she is or is not an actual vampire is hotly debated. She works to fuel the image, never allowing herself to be seen during the daytime, keeping a glass of what looks like blood beside her on stage, and so on. Her flair for creating dramatic imagery and exploiting the commercial appeal of her own and her teammates' not-so-mundane talents is one of the keynotes of their success as a band, and the girls all know it. Also the only one with a head for business, Sanguine is the undisputed leader among the girls.

While still very much alive and breathing, Sanguine possesses many other attributes traditionally associated with vampires, including remarkably pale skin and noticeable fangs. She is inhumanly strong and fast, and has preternaturally keen senses. Her canines can extend out into proper fangs, and her nails are quite resilient – able to act as very effective claws. However, she is no more vulnerable to the rays of the sun than any other sunbather with pale skin, nor does she need to drink blood (the glass she carries onto stage with her contains cranberry juice treated with food coloring).

A slightly built redhead, Kinney has intense blue-grey eyes and exceedingly pale skin. In keeping with the image her fans prefer, she dresses nouveau Victoriana, but the clothes are cut at lengths that would have driven actual Victorians into conniptions.

PL	Faux Vampiress		PTS
10			146

STR	22	+6	TGH	LIFT
DEX	25	+7	+12/+9	2080#
CON	16	+3	FORT	LEAP
INT	13	+1	+6	32 ft
WIS	16	+3	REF	INIT
CHA	16	+3	+10	+7
			WILL	KB
			+11	-6/-4

ATTACK	DEFENSE
+8	+8/+4
DAMAGE	
+9 Melee	
GRAPPLE	SIZE
+15	Medium

SKILLS

Acrobatics 3 (+10), Bluff 5 (+8/+16), Climb 4 (+10), Diplomacy 5 (+8/+16), Drive 3 (+10), Know (*Current Events*) 3 (+4), Notice 9 (+12), Perform (*Sing*) 6 (+9), Profession (*Band Manager*) 6 (+9), Sense Motive 6 (+9), Stealth 6 (+13)

FEATS

Animal Empathy, Attractive 2, Connected, Defensive Roll 3, Diehard, Evasion, Fascinate (*Diplomacy*), Taunt

POWERS

Immunity 2 (Cold, Disease), **Leaping 1**, **Protection 6**, **Regeneration 8** (Bruised 2, Injured 3, Disabled 3), **Strike 3** (PF: Mighty), **Super Senses 4** (Extended Hearing 1, Lowlight Vision, Scent, Ultrasonic Hearing), **Super Strength 1**

AT	CM	SV	SK	FT	PW	DB
48	32	14	14	11	27	—

QUOTE

"Are you ready to rock, my little love slaves?!? Are you ready to roll?!?"

RACE	SEX	HT	EYES
Human	F	5'6"	Blue
GROUP	AGE	WT	HAIR
Hell's Belles	26	128#	Red

PUBLIC KNOWLEDGE

5	Lead vocalist for Hell's Belles
10	Vampire shtick
15	Gives great interviews
20	Not actually a vampire
25	
30	

THE CATHEDRAL

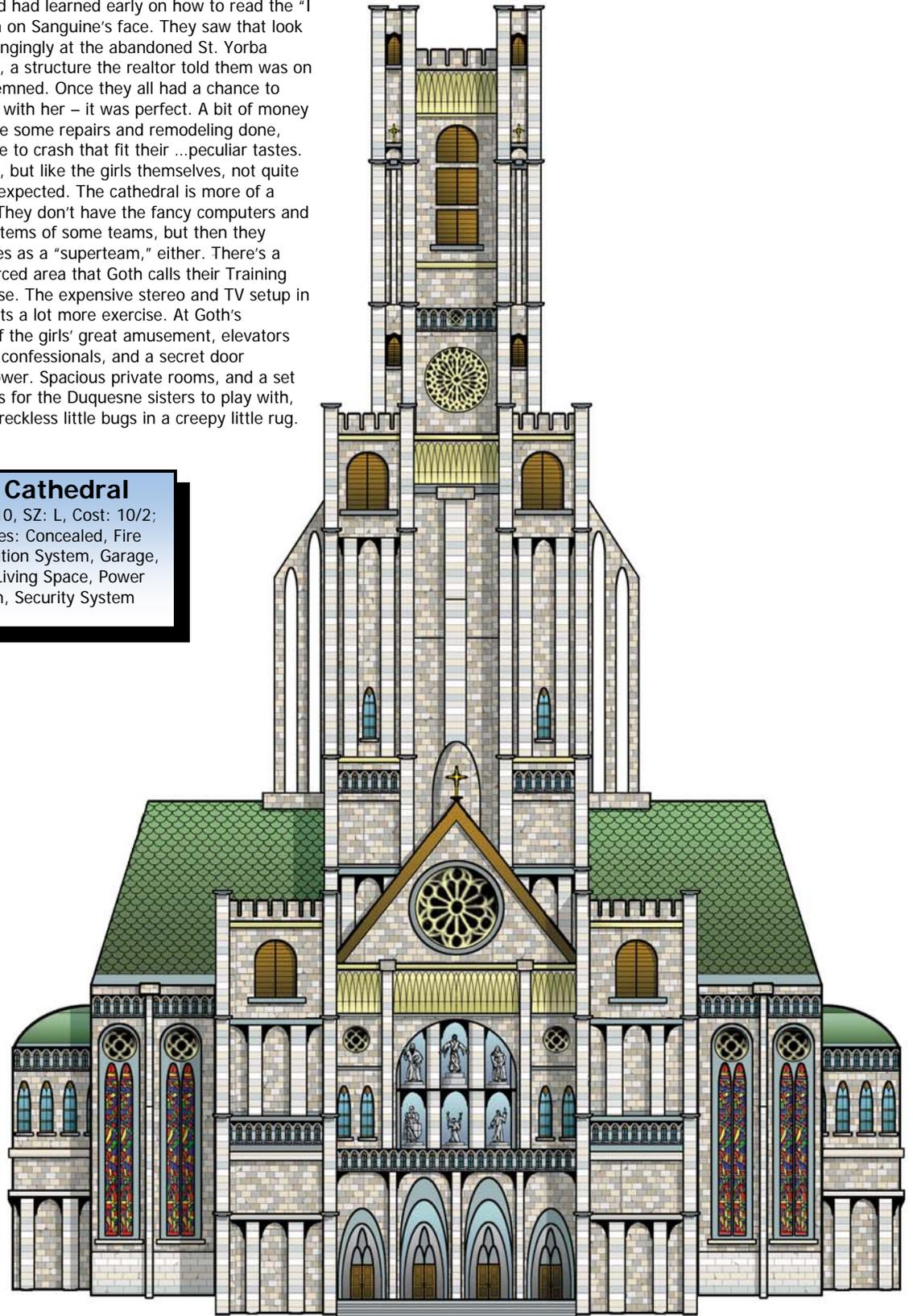
The Cathedral

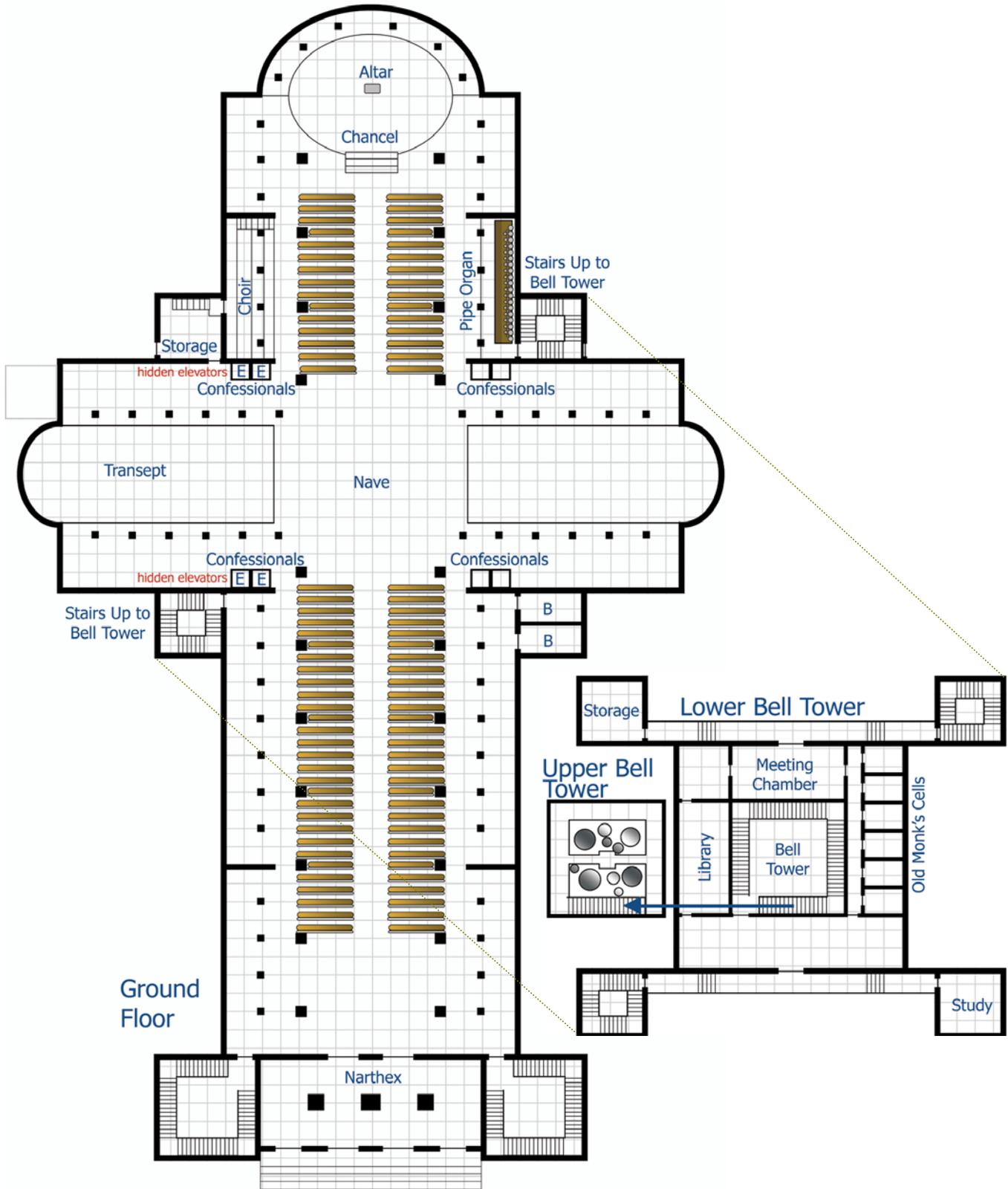
The rest of the band had learned early on how to read the “I have an idea” expression on Sanguine’s face. They saw that look again when she gazed longingly at the abandoned St. Yorba Cathedral in Birmingham, a structure the realtor told them was on the verge of being condemned. Once they all had a chance to look it over, they agreed with her – it was perfect. A bit of money in the right hands to have some repairs and remodeling done, and they had a new place to crash that fit their ...peculiar tastes.

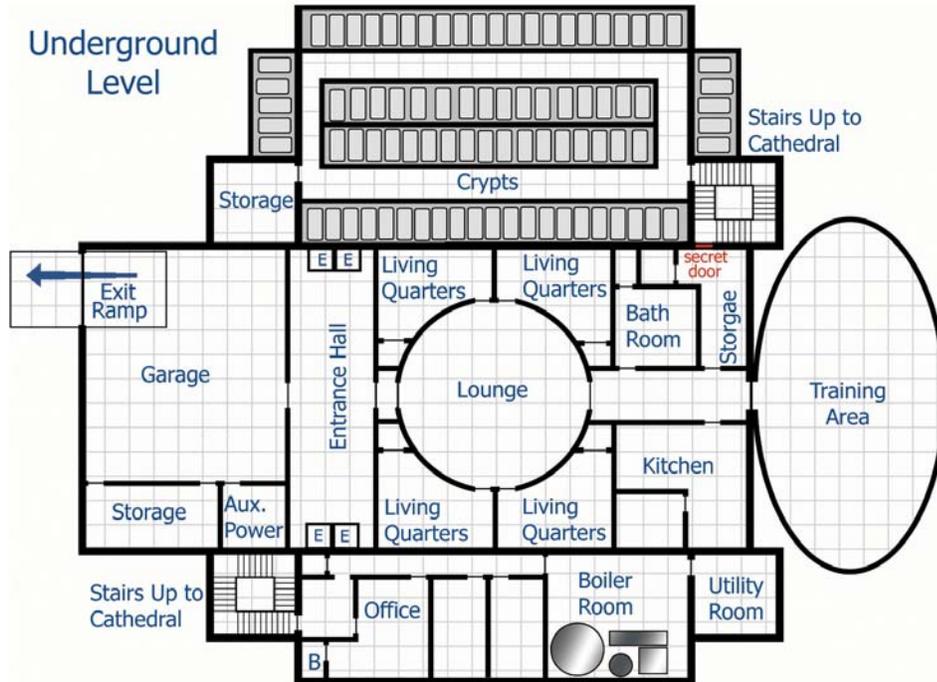
It *is* a headquarters, but like the girls themselves, not quite what might normally be expected. The cathedral is more of a crazy bachelorette pad. They don’t have the fancy computers and hangars and weapon systems of some teams, but then they hardly think of themselves as a “superteam,” either. There’s a large, empty, and reinforced area that Goth calls their Training Room, but it sees little use. The expensive stereo and TV setup in the communal lounge gets a lot more exercise. At Goth’s insistence and the rest of the girls’ great amusement, elevators have been hidden in the confessionals, and a secret door constructed in the bell tower. Spacious private rooms, and a set of long-abandoned crypts for the Duquesne sisters to play with, and they’re all happy as reckless little bugs in a creepy little rug.

The Cathedral

TGH: 10, SZ: L, Cost: 10/2;
Features: Concealed, Fire Prevention System, Garage, Gym, Living Space, Power System, Security System







The Hearse

Originally a second-hand bargain Goth picked up at an auction, "Baby" as Goth has named the vehicle has since seen some extensive modifications at the hands of various mechanics and tinkers the girls number among their friends. The hearse has a supercharged engine and a heavily reinforced frame. It also has oil slick and smoke dispensers (Goth has a peculiar sense of humor, and has seen way too many spy movies). No, Baby isn't street legal anymore, but it isn't like the girls have asked the authorities if the boys in blue want to look under the hood, either.

"Baby"

STR 35, SZ Huge, SPD 5,
Defense 8, TGH 9, Cost:
12/3; Features: Alarm,
Hidden Compartments, Oil
Slick, Smokescreen





Hell's Belles
"Bone Dance"
Techno Dance Macabre
Deadman Records

THE PROMETHEANS

The Prometheans

In the late '60s, the criminal mastermind and super-genius Dr. Prometheus used his unmatched knowledge of genetic engineering to create for himself a family. He used combinations of his own genetic material and the material he had acquired from a number of extant metahumans to bring into being twelve engineered individuals he called his children. Once created, each was artificially aged to adulthood and taught language and other skills through mental interfaces. They emerged from his labs ready to do their creator's bidding. Each exhibited superhuman abilities and nearly absolute loyalty to Prometheus himself. Unfortunately, due to the nature of their "upbringing," each also exhibited the emotional and psychological problems one might expect from people deprived both of a childhood and any real semblance of the socialization normally acquired during those years.

Over time, the group slowly winnowed down from its original complement. The only female of the group, after dealing with the warped attitudes of her siblings and her father, eventually left the group to find her own place in the world (see Blackheart, page 15). The geokinetic Antaeus was injured in battle with Danger, Inc. and the Sentinels, two hero groups of the '70s. He was left in a coma that would last years. The remainder would follow Prometheus through scheme after scheme, even when he left this Earth and escaped to the Earth of an alternate timeline. Using them as his "shock troops," Prometheus quickly conquered that alternate world, only to grow utterly and inconsolably bored with the situation after only two years. When he decided to return, Orion and Argus chose to stay behind. Orion, his physical abilities comparatively unremarkable in comparison to his siblings, liked being able to lord over the cowed populace of his new home. Argus, whose hypersensitive senses were constantly bombarded and tortured by all the signal traffic of the technologically developed world of his birth, found the more primitive world he helped conquer to be a serene paradise. And so, when the Prometheans (the name given the group by the media due to the nature of their creation) returned to the world they had left, they numbered only eight.

Today, they continue to serve their father in whatever capacity he sees fit, as bodyguards, enforcers, or assassins. Though Dr. Prometheus himself moves around frequently, his children reside in a base on the lunar surface, using teleportation technology to move back and forth to Earth. The base is still continuing to be refurbished and repaired, as it lay hidden and unused for almost thirty years, but the Prometheans like it, as it's modeled after the same facility they first came out of after their creation.

In group dynamics, the team works well together when they have to do so. Usually, however, they prefer to act independently of one another on the battlefield. This changes rapidly if they are dealing with opponents they feel require teamwork, but such situations are uncommon. Telemachus, Damocles, Geryon, and Perseus are normally the frontline, with their brothers acting as support.

Outside of combat or a mission, they don't really socialize with each other. Cadmus enjoys his own company, Perseus goes into a fugue state and simply shuts down, and Geryon craves isolation. No one likes Damocles, so he's normally left alone. Tiresias and Charon get along well enough, but each has their own tastes in sick, little games, and so they separate on and off to satisfy their individual perversions. Bellerophon prefers the company of his own creations, and Telemachus doesn't like any of his brothers, sequestering himself in a lab at the earliest convenience. Disparate as their personalities are, the siblings all share a few unpleasant social traits, self-importance chief among them. The Prometheans look on their father as the greatest man who has ever lived, and as his "children," regardless of the technical nature of their birth, they are akin to royalty. The world is theirs, and everything and everyone on it are rightfully their playthings. Except for Geryon, they dress and act the part of the spoiled aristocrats they see themselves to be. It is also worth noting that, despite their appearance as adults, none of the Prometheans are actually more than ten years old, so "children" is not an inaccurate image to use.

All of the brothers share at least two pieces of technology, both supplied by their father: a psi-link and an "escape button." The former is a sophisticated subspace Commlink using psionic-technology, and the latter a teleportation key that remotely activates the long-range teleportation system in their base, allowing rapid transit over great distances anywhere on Earth.

DR PROMETHEUS



DESCRIPTION

Sometime in the last years before the beginning of the 20th Century, a founding was discovered on the steps of a Baltimore orphanage. The nuns named him Anthony. An outcast among the other children due to his deformities, dwarfism and clubfoot, the boy demonstrated a remarkable intelligence. His refuge from the taunts of the other children was the orphanage's small library. He read every book he could get his hands on, consuming the information like a starved man at a banquet. He particularly concentrated on books of science, anything dealing with technical matters, from clockmaking to mathematics. But his truest treasure among them was a battered book full of myths and folktales. He would lose himself in stories of larger-than-life people doing astounding things, gods and demigods who changed the world around them to suit their needs and whims. Those stories would have a profound effect on how he later viewed the world.

When the young man first left the orphanage, he kept the name he had grown up with, Anthony Smith. Traveling north to Boston, Smith demonstrated his intellectual gifts to the entrance boards of several universities, ultimately winning himself any number of prestigious scholarships. Sadly, a lifetime of rejection had ill-prepared him for the social demands of dealing with academic and intellectual circles. Quickly disillusioned and disgusted with those around him, none of whom could teach him anything he had not already mastered, none of whom sparked any kinship in a mind so far surpassing their own, the young man left the ivory towers of academia and attempted to enter the professional world. Unfortunately, despite his many and tremendous gifts, his appearance was always the first thing people judged him by, a strike compounded by his now poisonous reputation following his brief foray into university. What grace his abilities might have won him in industry was quickly and assuredly squandered by his harsh, dismissive, and vitriolic demeanor. He soon found honest work almost impossible to find, and harder still to keep as his personality alienated even those around him who could look past his physical frame to his genius. He most likely would have continued in this downward spiral if it weren't for a chance remark made by one of a handful of government specialists he briefly worked with – a comment upon how much the young Anthony was reminiscent of another genius, one who, in decades past, had made life very difficult for a pair of the specialist's old acquaintances within the government. His curiosity piqued, the young man began delving into the past, discovering not only the breadth of a criminal genius' handiwork, which the government had strenuously covered

QUOTE

"Do you know how many of your annoying ilk my intellect has put in the grave, Mr. Hero? Hmm?"

RACE	SEX	HT	EYES
Human	M	3'11"	Green
GROUP	AGE	WT	HAIR
Prometheans	45(76)	80#	Grey

PUBLIC KNOWLEDGE

5	Criminal genius
10	Father of the Prometheans
15	Decades-old feud with Steele family
20	Wanted by practically every nation on Earth
25	Spent last 30 years on an alternate Earth
30	

up, but his own connection – a family connection. His investigation led him to the knowledge that he was the orphaned son of that great mind, placed in that orphanage by a destitute mother with nowhere else to turn. No longer was he a freak, an outcast from a society that didn't recognize his superiority. Anthony was the legacy of genius, a genius that had also known rejection. Anthony Smith disappeared, gone forever. In his place returned Anton Loveless, who would mold the world to his whim, as the gods and demigods of his childhood fancies had done.

Anton began to put his vast inventive genius to work for his own interests and no one else's. He soon made a name for himself as an inventor par excellence; unfortunately, his inventions weren't generally used for the betterment of society. Weapons that would see use against law enforcement authorities, deadly chemicals used to blackmail and assassinate, fiendish engines of destruction responsible for vengeance against those with whom he had personal grudges, these were the instruments of his genius. On rare occasions, he would be faced by the first generation of what would later be termed "Mystery Men." Few of these masked men did anything but annoy him, and he collected the mask off of more than one corpse.

It would be an incident in the late '30s that would set the course for his future. Experimenting with advanced radio technology, Loveless discovered a signal being transmitted from Antarctica, a signal far beyond the technical capabilities of anyone else on Earth to find or trace. Tracking it to its source, he found a crashed section of a craft that was not built on this planet. Taking possession of

PL	Diminutive Mastermind		PTS
15			264

STR	8	-1	TGH	LIFT
DEX	11	+0	+25/+0	160#
CON	11	+0	FORT	LEAP
INT	50	+20	+20/10	9 ft
WIS	44	+17	REF	INIT
CHA	14	+2	+2	+0
			WILL	KB
			+18	-20/-0

ATTACK	DEFENSE
+3	+5/+2
DAMAGE	
-1 Melee	
GRAPPLE	SIZE
+1	Small

SKILLS

Bluff 5 (+7), Computers 10 (+30), Craft (*Chemical*) 15 (+35), Craft (*Electronic, Mechanical*) 10 (+30), Disable Device 10 (+30), Investigate 10 (+30), Know (*Earth Sciences*) 5 (+25), Know (*Life Sciences, Technology*) 20 (+40), Know (*Physical Sciences*) 15 (+35), Language 2 (*Latin, Saeduum Standard*), Medicine 20 (+37), Notice 3 (+20), Search 3 (+23), Sense Motive 3 (+20), Sleight of Hand 3 (+3)

FEATS

Benefit (*Wealth*) 3, Eidetic Memory, Equipment 6 (*Elysium*), Inventor, Jack-Of-All-Trades, Luck 5, Master Plan, Minions 16 (*MR 14 Guardian Drones, Fanatical, Progression 2 [x5]*), Ultimate Skill (*Know (Life Sciences)*)

POWERS

Device 20 (Cane, Easy to Lose [Datalink 4 (PF: Machine Control), Force Field 25 (Impervious 15; PF: Selective), Fortitude Save +10 (Linked to Force Field +0), Immunity 14 (Life Support, Snare Effects, Linked to Force Field +0), Sensory Shield 9 (All Senses, Linked to Force Field +0), Teleport 10 (PF: Trigger – Unconscious or Seriously Injured, Limited: Long Range Only -1; PF: Change Velocity), **Quickness 12** (One Type: Mental Tasks -1), **Shrinking 4** (Continuous +0, Permanent -1; PF: Innate)

AT	CM	SV	SK	FT	PW	DB
82	12	13	41	49	71	—

the wreckage, Loveless would spend the next several decades working out its mysteries and deciphering its technology. Even the initial benefits he gained from what he could understand pushed his already peerless mastery of science and engineering far, far beyond anything else on Earth. He adapted what he learned, and sold what he didn't want to use for himself (through various middlemen, some of these inventions found their way into nazi hands – one reason the Reich's achievements seemed so far ahead of the Allies in the early years of the war). In Loveless' eyes, the alien technology represented fire taken from the gods for mortal use. Taking inspiration from the masked men that occasionally vexed him, Anton Loveless chose yet another name, one as colorful as their monikers. He began calling himself Dr. Prometheus. Not longer after adopting his "professional" name, Prometheus encountered the adventurer known as Doc Steel for the first time. Unlike those of his ilk before him, Steel managed not only to hold his own against Prometheus' plans, he actually managed to confound them. The mastermind had finally met someone who could challenge him on his own level, and he was surprised to find himself actually enjoying it. The two of them began a contest of intellects that would play out over the next thirty years. His clashes with Steel brought Prometheus an exhilaration and sense of challenge he had never known before, and he reveled in it, at least at first. Unfortunately, over time this sense of challenge would sour into a bitter hatred and a desperate need for one-upmanship, as this contest brought something else new to Prometheus' life – the taste of defeat. Again and again, they clashed. Again and again, the best Prometheus could manage was a stalemate. His frustration festered into an obsession. He would face many of the new generation of post-war heroes as they emerged, but Prometheus always returned to his one true foe.

Though he had been using his advanced knowledge of biology and genetics to extend his own longevity for years prior to the '60s, it wasn't until after his hated nemesis began his own family with the birth of a son, that Prometheus felt his own need for kinship and perpetuity. So he *created* a family. Using his own genetic material combined with that of various metahumans he'd faced over the years, and artificially accelerating their aging to adulthood, Prometheus engineered a dozen metahuman progeny. The media dubbed them the Prometheans, each named after a figure from his beloved myths.

Eventually, an epiphany arrived. Growing weary of a life of hiding from the world, and the constant struggle against a number of enemies, Prometheus decided to find a place where he and his progeny could live openly and, preferably, from the luxury of rulership. Using an experimental transceiver he had worked on bit by bit over the years, Anton found a way to breach the dimensional barriers that separated the infinite chain of parallel Earths. He then managed to locate a world where the Industrial Revolution had never occurred, a world ripe for conquest by what would there be his unmatched weapons. Further, the world seemed to have no metahumans, meaning his children would be a terrifying and unbeatable force. Prometheus used his research into dimensional travel to form a gate device for transit between worlds, and begin planning his journey and conquest. But, succumbing to his obsession, Prometheus decided to first make one last strike against his hated enemy before leaving this Earth behind.

It was no secret that Steele was about to be graced with the birth of a second child. By taking that child away and raising him to hate his father, with the father knowing who had his child but never being able to recover him, Prometheus would enjoy a lasting, personal, and deeply painful victory. Diverting Steele from the hospital succeeded perfectly, but the intervention of the child's uncle ruined the rest. Prometheus was furious with the Prometheans he had sent, but had little time to dwell on the failure as Steele was in fevered pursuit. This personal blow had enraged the hero; not only

was he concentrating on discovering Prometheus' location with an intensity he had never before exhibited, he was also calling in favors owed him from throughout the costumed community – when he arrived to face Loveless it would be with a small army at his back. And so the journey was made. When Doc and his allies arrived it was to find an empty lab, and the ruins of a gate apparatus designed to destroy itself after use and leave no trace to where it had opened.

It took Prometheus and his masterworks less than two weeks to conquer the entire scope of that alternate Earth. And it took less than two years to become completely and utterly bored with their "paradise." Prometheus discovered that his real enemy was tedium. With the same aplomb with which he had decided on making the journey in the first place, Prometheus just as certainly decided that returning was the only way to retain his sanity. In the depths of his ego, he even admitted to himself that his extended duel with Steele was the only challenge, the only purpose that had impassioned him since he was child. Of the Prometheans, only Orion argued against returning. It was a simple matter to arrange an accident during an exercise between him and his brother Damocles that claimed Orion's life. Though he didn't argue against the group leaving, Argus desired to stay behind himself. On a world mercifully free of all the overwhelming sensory and electronic input that constantly barraged his heightened senses on their original world, Argus had finally found peace. Disgusted, but believing a second "accident" would strain his other children's loyalty, Prometheus reluctantly allowed Argus to stay. Constructing a second gate, Prometheus and his progeny returned to their true home. It was a rude surprise to discover that time on their "vacation" planet had moved differently than on the first Earth. Where two years had passed for them there, thirty had passed here. They had once again found a new world, in a fashion.

In the few short months since that return, Prometheus has begun a quickly constructed and brutal campaign designed for a new generation of heroes to learn to fear his name, and for one old hero to discover that their contest was only paused... and now easily resumed.

Belying his miniature frame, Prometheus possesses one of the most powerful minds ever conceived on this planet. He has only ever acknowledged one near equal, and none his superior. Capable of producing weapons and other technology decades (if not centuries) ahead of the norm for today, Prometheus' true area of expertise is genetics and biophysics, where his accomplishments seem almost magical. He has literally created life. He is acutely aware of his gifts and never forgets to remind his opponents of them. Everything is fodder for experimentation. Only Prometheus ultimately matters to Prometheus. Even his so-called children are really only valued for their usefulness. His antipathy for the Steele family is the stuff of legend; religions have been founded from weaker passions. His build has never made personal combat practical, and Prometheus will almost always avoid it whenever possible, preferring to let his technology do his work for him. If forced to fight, he will hide behind an almost impenetrable personal force field long enough to inflict an object lesson or two with the armaments controlled by the ornamental cane he carries. He *always* has a contingency plan. The reason he's never been captured and put behind bars is because he is always thinking ten moves ahead of most of his opponents.

Anton Loveless stands somewhat less than four feet in height, and has grown heavy-set as he's gotten older. Thanks to his work on his own genetics, he has extended the prime of his life well beyond what nature intended, still looking no older than forty or so. He maintains a well-trimmed beard, but also a mane of unruly hair that would have made Karl Marx proud. He wears well-cut suits when grandstanding to an audience, but a utilitarian one-piece coverall when working on one of his projects.



Bellerophon

Bellerophon is able to create objects out of psionic force and animate them. He's very artistic, and spends a considerable amount of time practicing his "sculpting." Though he's capable of generating more mundane or pedestrian shapes, he almost never does so in a fight, preferring creatures out of mythology that he then talks to and treats as real animals until such time as he "sends them home." He's very versatile in his creations, and though all are obvious constructs, vaguely transparent with glowing edges, their outline and shapes are startlingly realistic. Bellerophon uses his "friends" for almost his entire combat role, and rarely resorts to using his own fists.

Bellerophon: PL 11; Str 23, Dex 20, Con 16, Int 10, Wis 20, Cha 15; *Skills:* Bluff 5 (+7/+11), Craft (Artistic) 12 (+12), Diplomacy 5 (+7/+11), Sense Motive 6 (+9); *Feats:* Attractive, Defensive Roll 3, Equipment 2; *Powers:* Animate Object 11 (Duration: Continuous +1, Horde +1, Limited: Only objects he has created - 1; PF: Progression 3), Create Object 11 (Duration: Continuous +1; PF: Precise), Immunity 2 (Age, Disease); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +8, Damage +6 Melee, Defense +11/+5, Init+5; *Saving Throws:* Toughness +11/+8, Fortitude +6, Reflex +7, Will +6; Abilities 44 + Skills 7 (28 ranks) + Feats 6 + Combat 38 + Powers 83 + Saves 6 = 184

< Note: For GMs who don't want to spend the time to stat out dozens of Bellerophon's possible "friends," just use the animals and monsters from pg 230-235 in the core book.

Remembering that he has 165 pts each to play with, simply add Immunity: FORT Effects (30 pts) and the description of being made of glowing, transparent fields of force and you're set. You can even make 'em bigger (Growth), add nasty claws (Mighty Strike), or wings (Flight), or whatever.>



Cadmus

Cadmus is able to generate duplicates of himself – a large number of duplicates. Each has a unique, albeit similar personality, and each thinks of himself as an individual. It isn't uncommon to find his duplicates having involved debates with each other over various esoteric subjects, and in the past he's even staged plays for his siblings' entertainment, with himself playing all of the different roles at once. In combat, his standard tactic is to have as many active duplicates as possible before entering a fight, and overwhelm his enemies by sheer numbers, one enemy at a time.

Cadmus: PL 12; Str 24, Dex 22, Con 16, Int 12, Wis 12, Cha 14; *Skills:* Know (Theology and Philosophy) 6 (+7), Perform (Acting) 6 (+8); *Feats:* Defensive Roll 3, Equipment 2, Improved Initiative, Teamwork 2 (Limited: Only with Duplicates -1); *Powers:* Duplication 12 (Horde +1, Survival +1; PF: Mental Link, Progression 4, Sacrifice), Immunity 2 (Age, Disease); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +9, Damage +7 Melee, Defense +12/+6, Init+10; *Saving Throws:* Toughness +11/+8, Fortitude +7, Reflex +7, Will +7; Abilities 40 + Skills 3 (12 ranks) + Feats 8 + Combat 42 + Powers 56 + Saves 11 = 160

Charon

Charon is a teleporter, opening holes in space and through other dimensions that he can enter himself, or allow his brethren to use. He can also refine his apertures, using them to spy on other people at great distances. Charon is also a pathological voyeur, and when not in combat can routinely be found peeping into people's bedrooms in Hong Kong, eavesdropping on lover's spats in Los Angeles, and so on. He varies his targets on a day-to-day basis, but does have a few favorites that he treats as his own personal soap operas. He also is inordinately fond of teleporting new clothes onto himself at odd times, sometimes going through the equivalent of an entire wardrobe in just a few moments. Charon is a match for most humans in a fight, but is strictly support when facing other metahumans. He avoids direct confrontation almost as effectively as Tiresias does, staying in the rear and helping his more martially-oriented brothers move around the battlefield.

Charon: PL 11; Str 18, Dex 20, Con 14, Int 14, Wis 16, Cha 11; *Skills:* Bluff 5 (+5), Concentration 5 (+8), Notice 5 (+8), Perform (Sing) 5 (+5); *Feats:* Defensive Roll 5, Dodge Focus 5, Equipment 2, Quick Change 2; *Powers:* ESP 12 (Visual, Hearing), Immunity 2 (Age, Disease), Teleport 12 (Accurate +1, Portal +2; AP: Teleport [Accurate +1; PF: Change Direction, Change Velocity, Easy, Progression 10, Turnabout]); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +6, Damage +4 Melee, Defense +10/+2, Init+5; *Saving Throws:* Toughness +12/+7, Fortitude +6, Reflex +6, Will +10; Abilities 33 + Skills 5 (20 ranks) + Feats 14 + Combat 22 + Powers 101 + Saves 15 = 190

Damocles

Able to generate fields of destructive force around his hands, fields which disassociate matter on a molecular level, Damocles prefers to shape them into either two vaguely sword-like shapes, or a sword and a shield. His "swords" will cut through practically anything, and his "shield" can destroy (or at least deflect) most incoming attacks. He is a highly accomplished melee combatant, and revels in using his powers. With concentration, he can even generate a rapidly expanding lattice of molecular disassociation through surrounding solid matter, causing a sort of shockwave effect. Unfortunately, since he views everything, living and inanimate, as matter waiting to come apart, Damocles is detached, verging on sociopathic. He disturbs even his siblings, all of whom avoid him when possible.

Damocles: PL 11; Str 24, Dex 24, Con 18, Int 14, Wis 16, Cha 16; *Skills:* Acrobatics 6 (+13), Bluff 6 (+9), Concentration 6 (+9), Intimidate 6 (+9), Notice 6 (+9), Sense Motive 6 (+9), Stealth 4 (+11); *Feats:* All-Out Attack, Attack Specialization 2 (Corrosion), Defensive Roll 1, Distract (Intimidate), Equipment 2, Evasion, Improved Block, Improved Defense, Improved Sunder, Move-By Action, Takedown Attack 2, Weapon Bind, Weapon Break; *Powers:* Corrosion 11 (Autofire +1 [Both Drain and Damage]); PF: Groundstrike, Incurable, Precise, Split Attack; AP: Deflection [All Ranged], Immunity 2 (Age, Disease); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +11/+9, Damage +11 Corrosion / +7 Unarmed, Init+7, Defense +12/+6; *Saving Throws:* Toughness +10/+9, Fortitude +6, Reflex +8, Will +8; Abilities 46 + Skills 10 (40)+ Feats 17 + Combat 42 + Powers 51 + Saves 8 = 174



Perseus

A living tactical computer, Perseus is able to instantly analyze any battlefield situation, any set of tactics, any attack or set of attacks used by opponents, and come up with the best possible counter. He is a terrifying opponent, able to predict what his enemy is going to do before that person even begins to do it, determine the exact spot to hit a person or a defense to do the most damage, and outmaneuver practically anyone. He's also autistic, only vital and functioning when actively engaged in combat, when ordered to enter combat, or when forced to defend himself or his father. Otherwise, he just shuts down, with no noticeable interaction with his surroundings. Other than at their father's order, the only time the Prometheans have been known to retreat from a fight is when they notice Perseus disengage a target. If he decides a battle can't be won, his siblings take his judgment as gospel and act accordingly. [As his tactical mastery is entirely intuitive, the absence of Knowledge (Tactics) skill is entirely intentional.]

Perseus: PL 13; Str 25, Dex 25, Con 18, Int 10, Wis 10, Cha 8; *Feats:* Equipment 2, Fearless, Luck 4; *Powers:* Combat Computer [Boost 10 (Attack and Defense bonus at same time, PF: Slow Fade 2, Action: Free +2, Limited: Personal Only -1, Limited: Increases 1 rank a round until max ranks -1), Enhanced Charisma 30 (Limited: Only for Skills -1, Limited Only for Combat Applications -1), Enhanced Wisdom 30 (Limited: Only for Skills -1, Limited Only for Combat Applications -1), Super Senses 2 (Danger Sense [Visual, Auditory]), Combat Savant ["Flurry of Blows" -- Strike 9 (Autofire +3, Penetrating +1); AP: "Ultimate Counterattack" -- Strike 9 (Aura +1, Penetrating +1), "Blinding Strike" -- Strike 9 (Penetrating +1) plus Dazzle 12 (All Visual, Linked to Strike +0), "Crippling Blow" -- Strike 9 (Penetrating +1) plus Drain Strength 9 (Linked to Strike +0, PF: Slow Fade 4) plus Drain Dexterity 9 (Linked to Strike +0, PF: Slow Fade 4), "Nerve Strike" -- Stun 9 plus Paralyze 9 (Linked to Stun +0)], Combat Mastery [Variable Power 2 (Multiple Traits (Feats), Action: Free to change +1, Limited: Only in Combat/Only Combat Feats -1)], Immunity 4 (Age, Critical Hits, Disease); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +12, Damage +9 Melee, Defense +12/+6, Init+7; *Saving Throws:* Toughness +9, Fortitude +10, Reflex +10, Will +8; Abilities 36 + Skills 0 + Feats 7 + Combat 48 + Powers 112 + Saves 17 = 230





Geryon

Geryon is deformed – grossly deformed – with extra arms, both vestigial and useable, as well as no neck and multiple partial-faces and eyes, as if other heads had begun to form, but then stopped. Enormous, he can grow even larger when he wants, and is terribly strong. Surrounded and mocked by his physically perfect siblings all of his life, Geryon is proof to the adage that if you mistreat a puppy long enough he'll grow into a vicious animal. Treated as a monster for so long, he now thoroughly acts like one. Geryon is a savage combatant, attacking multiple opponents at once, charging into groups, or jumping into the air at normal size and landing at full, devastating growth on top of targets. His multiple sets of eyes are all functional, effectively giving him 360° vision.

Geryon: PL 12; Str 28 [38], Dex 18, Con 23 [28], Int 8, Wis 8, Cha 14; *Skills:* Intimidate 14 (+18 [+20]), Notice 6 (+5); *Feats:* All-Out Attack, Crushing Pin, Fearsome Presence 8 (Limited: Top 4 ranks only when at full growth -1), Grappling Block, Improved Grab, Improved Initiative, Improved Pin, Power Attack, Startle, Takedown Attack; *Powers:* Additional Limb 1, Growth 5 (Duration: Continuous +1), Growth 5 (Duration: Continuous +1, Permanent -1; PF: Innate), Immunity 2 (Age, Disease), Leap 3, Protection 6 (Impervious +1), Super Strength 8 (PF: Shockwave, Thunderclap), Super Senses 3 (Lowlight Vision, Radius [All Sight]); *Combat:* Attack +10* [+9], Damage +9 [+14], Defense +9* [+8]/+3, Init+8; *Saving Throws:* Toughness +12 [+15], Fortitude +12 [+15], Reflex +6, Will +8; Abilities 39 + Skills 5 (20 ranks) + Feats 13 + Combat 42+ Powers 74 + Saves 17 = 190
< *Permanent Size mods already included, temporary totals shown in brackets >

Telemachus

Telemachus is the only Promethean whose genetic “donor” is known without a doubt: Dr. Ulysses Steele. Telemachus possesses many of the metahuman gifts that Doc Steel does, but to Prometheus’ vast disappointment, not Doc’s intelligence. Telemachus *is* brilliant, with a thorough mastery of a number of scientific disciplines, but it is only human-scale brilliance, which isn’t what Prometheus intended. Prometheus has always made sure that Telemachus has seen and understood that he simply doesn’t measure up in his father’s eyes. Telemachus hates Hardcore and Technomancer for having the familial love and acceptance he never received, and he is almost insanely jealous of Hardcore in particular. This antipathy is reciprocated, as both Hardcore and Telemachus view the other as a pale reflection and perverse mockery of themselves.

Telemachus: PL 13; Str 36, Dex 16, Con 30, Int 18, Wis 18, Cha 18; *Skills:* Computers 10 (+14), Craft (Chemical, Electronics, Mechanical) 10 (+14), Disable Device 12 (+16), Know (Life Sciences, Physical Sciences, Technology) 11 (+15), Medicine 11 (+15), Notice 6 (+10), Search 8 (+10), Sense Motive 6 (+10); *Feats:* All-Out Attack, Attack Focus (Melee) 3, Eidetic Memory, Equipment, Improved Critical (Unarmed) 2, Improved Initiative, Inventor, Power Attack; *Powers:* Immunity 10 (Age, Life Support), Leap 3, Protection 8 (Impervious +1), Speed 2 (25 mph), Super Senses 5 (Extended Hearing 2, Extended Sight 2, Lowlight Vision), Super Strength 7 (PF: Groundstrike, Thunderclap; AP: Immovable [Unstoppable +1]); *Equipment:* Commlink; *Combat:* Attack +13/+10, Damage +13 Melee, Defense +6/+3, Init+7; *Saving Throws:* Toughness +18, Fortitude +15, Reflex +6, Will +8; Abilities 76 + Skills 29 (116 ranks) + Feats 11 + Combat 32 + Powers 53 + Saves 12 = 213 pts



Tiresias

Tiresias is a highly effective and accurate precognitive. Though physically blind, he has learned to always use his abilities to see a fraction of a second into the future, circumventing his handicap almost completely. With a touch, he can share his visions with whomever he chooses. Tiresias could, theoretically, sway a battle with precise intervention at key points in accordance with his visions, but he has never chosen to develop the skill to do so. In fact, he likes watching the physical abuse his brothers take during a fight, and would hate to cut such suffering short. On occasion, when recognized by people who he then knows are aware of his abilities, he likes to make up futures for them and tell them, either getting them not to do something that would have worked out well for his target, or instead getting them to do something he knows will end badly for the unfortunate soul. He also likes going on the internet and “ruining” sporting event outcomes, or posting winning lottery numbers so that far too many can win to make it worth even entering the lottery in question. In short, he’s something of an arrogant little sadist. Like Charon, he makes it a point to never enter combat directly, instead acting as a support player, such as warning of traps or surprise attacks. When forced, he fights defensively, usually baiting his opponent and setting him up to step into others attacks, or to hurt himself “accidentally,” and so on.

Tiresias: PL 12; Str 18, Dex 20, Con 15, Int 16, Wis 16, Cha 14; *Skills:* Bluff 6 (+8), Concentration 10 (+13), Craft (Artistic) 3 (+6), Escape Artist 9 (+14), Notice 6 (+9), Search 6 (+9), Sense Motive 6 (+9), Stealth 6 (+11); *Feats:* Blindfight, Defensive Roll 4, Dodge Focus 4, Evasion, Improved Defense 2, Improved Initiative 2, Luck 2, Second Chance 2 (Block rolls, Reflex Saves), Taunt, Uncanny Dodge (visual); *Powers:* Enhanced Reflex Save 10, ESP 12 (All Senses), Immunity 2 (Age, Disease), Super Senses 11 (Blindsight [Mental, Extended, Radius, Acute], Precognition); *Equipment:* Armor (Protection 5; PF: Subtle), Commlink; *Combat:* Attack +6, Damage +4 Melee, Defense +13/+4, Init+13; *Saving Throws:* Toughness +11 (+7), Fortitude +5, Reflex +15, Will +6; Abilities 39 + Skills 13 (52 ranks) + Feats 20 + Combat 30 + Powers 71+ Saves 6 = 173



ELYSIUM

Elysium

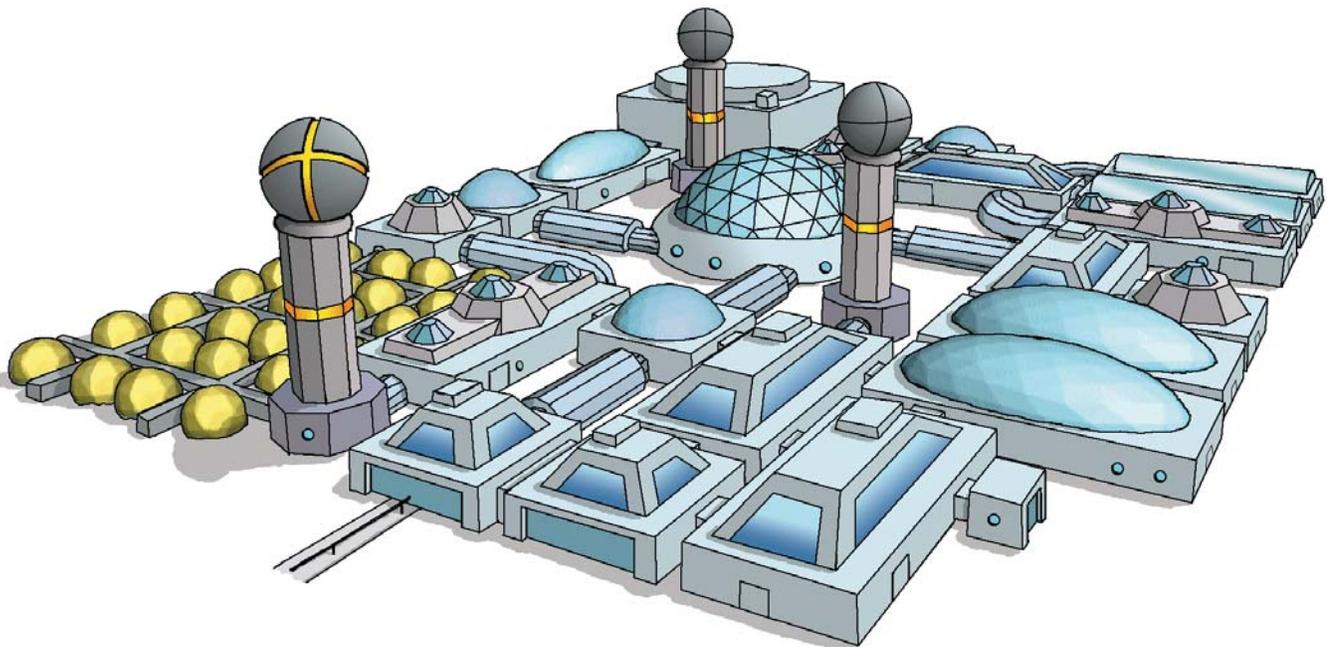
The Prometheans reside in a facility hidden on the dark side of the moon. Built by their father in the mid-'60s, the facility is still decades ahead of anything any conventional nation has managed to construct as yet, and its existence remained hidden after all of these years behind a holographic cloak that continued operating in its creator's absence. In fact, walking undetected through the halls of Goddard Station on the other side of the moon and laughing at the equipment and personnel (particularly the lack of an artificial gravity field) is a pastime that sometimes amuses the brothers. The technology curve is likely to stay disparate as Prometheus is constantly refurbishing and upgrading the facility as the whim strikes him. Should anyone have the misfortune of actually discovering the base, they will find that the weapon emplacements are every bit the same formidable technological marvel as the rest of the facility.

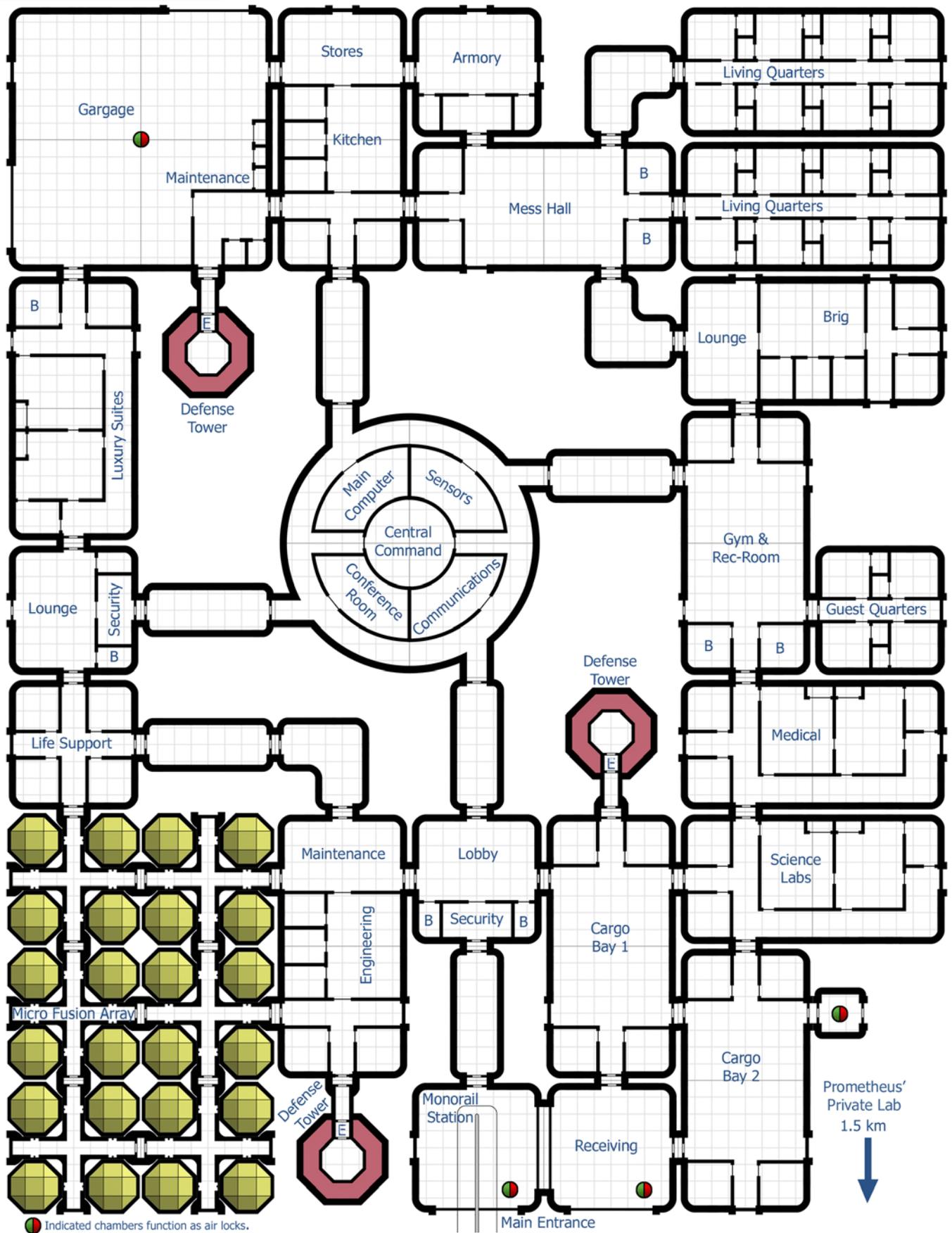
The moon base contains space for all of the Prometheans to live and train and amuse themselves. The facility is large enough that not all of it even sees use. The garage, for example remains empty, as lunar craft are unnecessary given the teleportation technology the group use. In addition to the brothers, it's also home to Delphi, the supercomputer Prometheus built in a moment of jealous pique over Algernon's successful inception.

The only part of the station that is off limits to even the brothers is the isolated lab connected only by a single monorail transit tube. The Prometheans assume their father has a good reason to keep them out of his private lab, but the curiosity weighs heavily on them. However, after Charon was painfully chastised for attempting to spy on its interior, the brothers have left their father's sanctuary unmolested.

Elysium

SZ Awesome, TGH 20, Cost 30, Features – Communications, Computer (Delphi), Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated (Moon), Laboratory, Living Space, Pool, Powers (Concealment 5 [All Visual and Radar, Continuous +1], Healing 10 [Total +1; PF: Persistent, Regrowth], Teleport 10 [Affects Others +1, Long Range Only -1, Progression-Mass 5]), Power System, Security System 3 (DC 35)





Indicated chambers function as air locks.

GUARDIAN DRONES

Guardian Drones

A recent addition to Dr. Prometheus' arsenal are his apparently autonomous Guardian Drones. Estimates place their number around half a dozen or so given what's been seen in the field. Why he has chosen to supplement his personal protection beyond his progeny is as yet unknown, though it has led a few interested parties to speculating if there's something amiss in the family.

Constructed out of some unidentified, hyper-durable ceramometallic composite, the drones hover using gravitic displacement and have proven very maneuverable and deceptively fast. Impressive combat programming combined with a brutal baryonic-shunt beam capable of a variety of settings make them unpleasant opponents to contend with even individually. Their true deadliness, however, becomes readily apparent when they have the opportunity to work as a unit – a flawlessly cooperating, near-hivemind with overlapping fields of fire and coordinated targeting.

Guardian Drones

PL 13 (207 pts); Init+12; Defense +11/+5; Attack +14/+6 (Damage +12 Blast); Tgh +15, Fort —, Ref +15, Will —; Str 25, Dex 18, Con —, Int —, Wis 18, Cha —;

Skills and Feats: Notice 12 (+16); All-Out Attack, Attack Specialization (Blast) 4, Evasion, Improved Aim, Improved Initiative 2, Interpose, Move-By Action, Power Attack, Precise Shot 2, Teamwork 3, Uncanny Dodge (Visual);

Powers: Blast 12 (Autofire +2, Penetrating +1; AP: Blast [Area: Cone +1, Penetrating +1], Blast [PF: Affects Incorporeal, Penetrating +1], Immunity 30 (All FORT Effects), Protection 15 (Impervious 10), Speed 3 (50 mph, Linked to Super Move +0), Super Movement 2 (Air Walking 2), Super Senses 15 (Blindsight [Accurate 2, Radius], Commlink (Dr. Prometheus and Other Guardian Drones, PF: Progression 2), Infravision, Lowlight Vision, Direction Sense, Distance Sense, Radio, Time Sense, UV Vision)



THE SINISTER CIRCLE

The Sinister Circle

Not all people or groups have the luxury of choosing the name they become known by. A case in point would be the Sinister Circle. There have been six different groups to carry that name. Not a one of them did so by choice. The first was in the mid-'60s and consisted of over a dozen of the various adversaries each of that era's Sentinels had garnered individually. As a group, this formidable force had been put together by the diminutive mastermind Dr. Prometheus (page 78) in order to deal with those Sentinels and keep them from becoming involved in stopping another of his plans. In other words, as sizable and as powerful as that first Circle was, ultimately they were nothing more than an elaborate diversion. A news report following their defeat and imprisonment dubbed them a "sinister circle" of criminals and the name simply stuck. Two more conglomerations of that era's Sentinels' enemies also found themselves saddled with the appellation. At some point, the media simply decided that any group comprised of the enemies of a complement of the Sentinels was to be called the Sinister Circle, and the tradition has simply survived, regardless of the chagrin of those involved.

The first circle, the one gathered by Prometheus as an elaborate diversion, was comprised of White Lightning and Moonshine, teenage brother and sister energy projectors that had often run afoul of Jack Frost and Hotshot; Kid Cobalt, nuclear-powered juvenile delinquent, and also an enemy of Jack and his sister; Timepiece, self-proclaimed temporal thief who, along with the sticky, shape-changing Tar Baby, numbered among the Blur's many sparring partners; the Iron Knight, delusional robot warrior with a grudge against Dynamo; I.V.A.N. the Terrible, renegade Russian machine intelligence that had learned how to hate following one too many losses at Dynamo's hands; the mutant plasma generator Manstar, finally freed from the prison Dynamo had placed him in; Fenris the Hunter, legendary shape-changing wolfen demi-god who had followed Horus back through the planes lusting for a challenge; the Eye, immortal Egyptian Sorcerer and ancient enemy of all Ra's family; Rictus, Empathic master of emotional control whose paralyzed face robbed him of the ability to express the very emotions he forced on others, and who desperately wanted to teach fear to the wise-cracking Killjoy; and the Muse, criminal mastermind obsessed with his precious arts.

Smallest and most powerful of the gatherings, the second grouping was put together by the Alchemist, archmage and sworn foe of Dynamo, who opted for quality over Prometheus' quantity. He somehow managed to get Starbane, a living fusion reactor and sentient alien superweapon, Dementia, the insane extra-dimensional mistress of time, mind, and space, and Simon Sez, psionic powerhouse with the ability to mold reality at his whim, to somehow all work together. This group only lasted for the duration of one afternoon and one fight, but what a fight it was.

Oddest, last to face the second Sentinels team, and least logical of the incarnations of this group, the third set were brought together on a whim by the dread Starbreed known as Lord Erebus, who hated all of the team, but Horus with the greatest passion. Apparently Erebus wanted to gather a more detailed set of data on how the Sentinels operated, and opted for the direct approach in gathering said information. In addition to his man-dragon ally and fellow Starbreed Drakko, who had a score to settle with the expatriate Atlantean prince Sea Devil, Erebus brought together a cross-section of people he knew to be Sentinels' enemies -- the telepathic Mother Mayhem, looking for revenge on the Blur; Warhead, one of the many Russian soldiers wearing that suit of combat armor, this one with a major hate-on for Dynamo in particular; Deadpan, mutant master of

disguise, and long-time nemesis of Troubleshooter; Nocturne, shadowy thief with a love-hate relationship between her and Horus; and the original Dr. Grimm, psychotic genius with a fixation on fairy tales who returned time and again to test Killjoy's wits in addition to his speed.

The first group to carry the name in almost twenty years was gathered by the Quantum Mechanic, the nanotech gadgeteer who claimed to come from the future and who didn't appreciate being upstaged by Technomancer. It included Control Freak, a mutant with the ability to mentally animate, warp, and transmute any matter he touches. Krasnoivolk ("Red Wolf"), the same enhanced werewolf that had fought for his Russian homeland in World War II and later as a member of the soviet's Crimson Cadre, was an easy recruit as he blamed Brimstone for his son's death at the mage's hands -- unable to accept that his son had become an insane killer that had left Brimstone little choice. The wolf brought with him his former teammate Warhead, last of the wearers of that series of combat armor, and who had suffered a mental breakdown with the dissolution of his beloved government; this Warhead looked at Troll as a traitor to the motherland whose treason could no longer go unpunished. Black Angel, whose fiery black aura and the superhuman speed and flight it grants are the result of a demonic pact, was every bit as eager when it came to a chance to strike at Speed Demon. The fast moving Dreadnought, whose superhuman strength is enhanced by his armored suit which the Magi had partially copied from Speed Metal and which greatly increases his movement speed, also came with no need for negotiation after being promised another shot at Hardcore. Sundance's old enemy, the second Hellfire Kid, demonic gunslinger extraordinaire, came looking for the Quantum Mechanic, somehow aware of the team's formation without ever having been contacted. Lament, psychic sadist and telepathic thief, was the easiest recruit of all, her hatred for Iron Angel having long since seeped into the pathological. The combined efforts of this grouping gave the modern Sentinels the hardest fought challenge they had faced up until that time, with victory only achieved through cunning tactics and a goodly amount of luck.

Recently, the supernatural mastermind and criminal genius who calls himself Stiltskin began a similar recruitment drive, carefully selecting a team of metahuman criminals with grudges against the members of the current Sentinels and training them to work together. This team lasted only briefly, with their organizer dissolving the line-up after being injured in a particularly ugly battle with the Sentinels. Stiltskin, himself long a thorn in Troll's side, had put together the mercenary supersoldier Heartbreaker, looking for payback on Blackheart; Crucible, using his associates to run interference while he worked towards Iron Angel's downfall; Opaque and Seventh Son, longtime foes of Onyx and Brimstone respectively; Speed Metal, once again trying avenge his many defeats at Speed Demon's hands; Mean Machine, who hoped to finally make Technomancer pay the price for his public humiliation; and Phalanx, who, unable to make Hardcore's father suffer for his years of imprisonment, has transferred his anger to the son.

After dissolving his own team, Stiltskin subsequently manipulated Quantum Mechanic into a second try at leadership. The Mechanic re-recruited Phalanx, Seventh Son, and Lament from prior groups, and added the aliens Bloodstar and Carnelian, the terrorist Dervish, and Golem to handle Blackheart, Onyx, Speed Demon, and Troll, respectively.

BLOODSTAR

DESCRIPTION

In P'Ahq creation myth, the twin deities responsible for their race, known only as "Mother" and "Father," created the universe solely as a testing ground to cull the weak, hone the mighty, and ultimately prepare the P'Ahq for their spiritual destiny as their gods' armies in the afterlife. Their culture therefore elevated the idiom "survival of the fittest" to the central tenet of their racial faith. Millennia ago, unending warfare coupled with exceptional destructive ability resulted in a cataclysm that destroyed the P'Ahq homeworld and almost drove them into extinction. From that near-demise, they took one very important lesson: the Mother and the Father created the *rest* of the universe as a test – P'Ahq shall not war against P'Ahq.

Since that time, the clans of the P'Ahq have sailed the spaceways in their city-sized clan ships, seeking new battlefields on which to prove their worth. As they simply don't have the patience, the mindset, or the logistical manpower for empire building, the P'Ahq instead look for *Mehet* (MAY-heet, literally "the Unworthy," which is the name P'Ahq use for all other races) in need of their services. The Warmasters of the P'Ahq hire out their people as tactical advisors, trainers, and extremely expensive mercenaries to any one that can meet their price. With their reputation, they have never wanted for employers – among other races, their battle prowess is legendary. They don't much care who they work for, as long as the fighting is good and their price is met. In their view, any lack of honor in their employers is a stain on their

employer's soul, not the P'Ahq who take his coin and purify themselves repeatedly in the fire of battle.

When the alien Thraxas Nisaal returned to Earth recently, his attempts at smuggling non-terrestrial contraband to the interesting little backwater world having been thwarted decades earlier by local authorities and their exotically powered allies, he was no longer an independent operator. He now represented the V'Vohd V'Chote (Vee-VOHD vee-CHOHT-uh, gutter-Saeduun for "Black Dawn"), an interstellar crime syndicate with deep pockets and a long reach. The crimeboss wanted to make certain he was prepared to deal with kind of annoying interlopers that had interfered before and so he hired a very special "bodyguard," a P'Ahq bladelord. He promised the jaded mercenary a potential panoply of opponents the likes of which the warrior would never find elsewhere. Giving his hired killer the intimidating name "Bloodstar," Nisaal got great use out of him... until the pair ran afoul of Blackheart and the Sentinels.



Bloodstar was defeated. In single combat. It was one thing to lose to storied opponents, fighters with reputations among the stars to match the P'Ahq's own, such as the Saeduun Paladins or the Voth's Tatachna shocktroops, but on a no-name planet to a member of a race virtually unknown outside their own sector – intolerable. Shamed, Bloodstar was stripped of his clan ranks, his name removed from the rolls of his clan's honored warriors. He was left on Earth, either to die there or somehow redeem himself (itself a legendary task among the notoriously unforgiving warmasters).

Bloodstar, the only name he uses now that his clan-name has been stripped from him, is a living weapon. Before his loss of face, he was an honored warrior among a people trained to fight from the moment they can stand. His powerpike and sophisticated body armor are secondary to his training, experience, and racial abilities in the deadly package he presents. He is stronger and faster than human, absolute master of any number of martial disciplines, and, most dangerous of all, utterly obsessed with proving himself once again worthy of eventually entering his people's vision of Valhalla. Blackheart's head is only one of the many trophies he'll need to win on that journey.

PL 13	Alien Warrior	PTS 261
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STR	26	+8	TGH	LIFT
DEX	28	+9	+12/+6	1840#
CON	23	+6	FORT	LEAP
INT	13	+1	+8	36 ft
WIS	16	+3	REF	INIT
CHA	13	+1	+12	+13
			WILL	KB
			+8	-9

ATTACK	DEFENSE
+15/+13	+13/+7

DAMAGE
+11 Blast [Penetrating], +9 Strike [Penetrating]

GRAPPLE	SIZE
+21	Medium

SKILLS
Acrobatics 9 (+18), Climb 9 (+17), Disable Device 4 (+5), Language 2 (<i>English, [P'Ahq], Saeduun Standard</i>), Know (<i>Physical Science</i>) 4 (+5), Know (<i>Tactics</i>) 12 (+13), Notice 13 (+16), Pilot 7 (+15), Profession (<i>Mercenary</i>) 15 (+18), Search 5 (+6), Sense Motive 12 (+15), Stealth 6 (+14), Survival 6 (+9)

FEATS
Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (<i>Melee</i>) 3, Blindfight, Defensive Attack, Elusive Target, Environmental Adaptation (<i>Zero-G</i>), Evasion, Improved Aim, Improved Critical (<i>Powerpike</i>) 2, Improved Defense, Improved Initiative, Improved Throw, Luck 2, Master Plan, Move-By Action, Precise Shot 2, Power Attack, Takedown Attack, Uncanny Dodge (<i>Visual</i>), Weapon Bind, Weapon Break

POWERS
Device 8 (Battle Armor) , Hard to Lose [Concealment 4 (All Visual, Blending -1; PF: Close Range), Datalink 5, Immunity 11 (Critical Hits, Life Support), Protection 6 (Impervious +1), Super Movement 2 (Wall Crawling)], Device 12 (Powerpike) , Easy to Lose [Blast 11 (Autofire +2, Penetrating +1; PF: Accurate; AP: Strike 5 [Penetrating +1; PF: Extended Reach, Mighty])], Leap 1, Regeneration 5 (Bruised 1, Disabled 1, Injured 1, Staggered 1, Unconscious 1), Sensory Shield 3 (Visual), Speed 2 (25 mph), Super-Movement 1 (Trackless), Super Senses 8 (Infravision, Extended Vision, Lowlight, Scent, Tracking (Visual) 3, Ultra-Hearing)

AT	CM	SV	SK	FT	PW	DB
59	52	10	26	28	86	—

QUOTE

"This is necessary. I will take no pleasure in your death. Let us see if you can die with honor."

RACE	SEX	HT	EYES
P'Ahq	Male	6'4"	Yellow
GROUP	AGE	WT	HAIR
Sinister Circle	?	240#	Black

PUBLIC KNOWLEDGE

5	
10	
15	Mercenary with impressive record
20	Works for the Black Dawn a lot
25	Claims to be an alien
30	Actually <i>is</i> an alien

PL 12	Symbiotic Killer		PTS 282
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STR	30	+10	TGH	LIFT
DEX	16	+3	+14	24 tons
CON	—	—	FORT	LEAP
INT	16	+3	—	20 ft
WIS	16	+3	REF	INIT
CHA	8	-1	+8	+3
			WILL	KB
			+8	-7

ATTACK		DEFENSE	
+10		+10	
DAMAGE			
+14 Blast, +14 Melee			
GRAPPLE		SIZE	
+27		Medium	

SKILLS
Computers 7 (+10), Concentration 7 (+10), Disable Device 7 (+10), Disguise 4 (+3), Know (*Physical Sciences*) 7 (+10), Notice 5 (+8), Search 3 (+6), Stealth 4 (+7)

FEATS
Ambidexterity, Chokehold, Diehard, Eidetic Memory, Fearless, Improved Grab, Improved Grapple, Improved Pin, Power Attack, Stunning Attack

POWERS
Corrosion 1 (Disease +1, Organics Only -1, Linked to Possession +0), **Cosmic Energy Control 14** (AP: Gravity Control, Light Control), **Datalink 4, Elongation 3** (AP: Additional Limbs, Anatomic Separation 1 [Variable Split +1], Morph 1 [Any Form, Cosmetically Obvious -1]), **Flight 12** (AP: Space Travel), **Healing 5** (Linked to Corrosion +0, Total +1, Self-Only -1; PF: Persistent, Regrowth), **Immunity 30** (FORT effects), **Possession 12** (Linked to Corrosion +0, Obvious -1, Touch Range -2), **Protection 14, Sensory Shield 4** (All), **Strike 4** (PF: Mighty), **Supersenses 16** (Blindsight [Radar, Radius, Extended 2], Detect Energy Signatures [Extended, Range], IR Vision, Radio, UV Vision, X-ray Vision), **Super Strength 4**

DRAWBACKS
Noticeable (on Possession, -1), Will begin to "Starve" without a host body for sustenance – as Starvation condition in M&M, but use week as common interval (Unc, Minor, -2)

AT	CM	SV	SK	FT	PW	DB
26	40	10	11	10	188	-3

DESCRIPTION

As space folded around it in an ever-tightening funnel, the artificially induced wormhole shunting it across unfathomable distances, the one thought running through it's inhuman mind was that its prey would never escape, no matter what it had to do. It consumed the remainder of its host's mass for energy as it struggled to pierce the subspace membrane blocking escape from the wormhole at the terminal point, but finally it broke through. As it floated through the vacuum, analyzing its position while simultaneously scanning for its prey's energy signature, the hunter noted two equally disconcerting facts: the star patterns its sensors registered matched nothing it had in its memory contents, not even remotely, and its prey's trail was much "colder" than it should have been. The small distance it had trailed its quarry had translated through the wormhole into a substantial time differential between their exits.

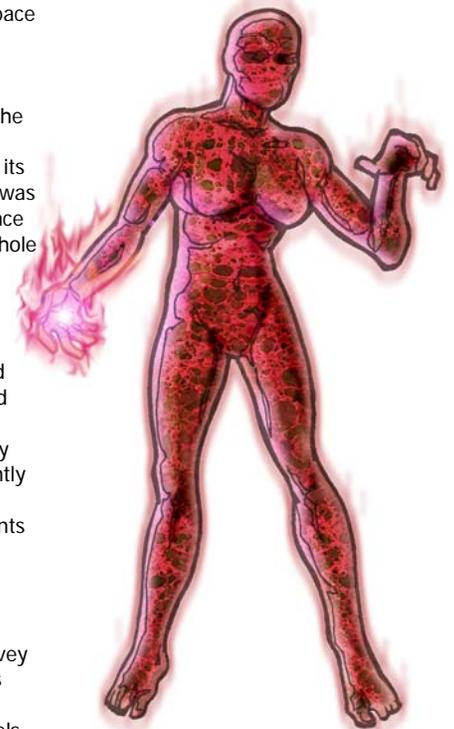
No matter.

Those were concerns for later, after its mission was completed and the other symbiote was destroyed and consumed. Shrugging off whatever amounted to fear and doubt in its utterly alien psychology, the entity that would soon be known as Carnelian continued on its way to the habitable planet it detected nearby, the one with so many interesting transmissions and to which its quarry apparently thought it could flee.

Carnelian is a symbiote of unknown origin. Statements it has made through hosts in the past have led many to conclude that it is similar to the symbiote hosted by the Sentinel Onyx. Despite the ferocity with which it has attacked her, Onyx herself has little information to go on regarding her hunter. Her symbiote has managed to convey the impressions of a great war and that Carnelian was its enemy in that conflict, but little else is known. Thus far, none of the other non-terrestrials from whom the Sentinels can get information has been able to help them in regards to Carnelian's background, leading them to conclude that if the Saedun Commonwealth, the Mihral Dominion, *and* the Voth Imperium (not to mention the Black Dawn) are all equally clueless, that both symbiotes come from very, very far away indeed.

Carnelian is single-minded, but patient, more than willing to work with others in pursuit of its goals, even going so far as to work for the occasional patron in exchange for needed resources. However, it has always returned to threaten Onyx' existence, time and time again. It has no appreciation for sentient life except for temporary value as tools or "food." It fills time between jobs and strikes at Onyx by indulging a certain curiosity regarding Earth, apparently mentally "documenting" information about her peoples and cultures – but to the concern of many, focusing more intently on her defenses and exploitable resources. In its natural form, Carnelian is a small sphere, glowing red and hovering in mid-air. It is seldom seen in this state, however. When encountered it is almost always in possession of a human host, where it appears as a crystalline humanoid figure filled with moving, dark red fluids and black, light-consuming ganglia-like structures floating with it. Unlike Onyx, Carnelian apparently needs no consent from its host to initiate the bond, acting much more parasitical than symbiotic. It is always in control of the merge and immediately begins consuming its host, only moving to a new one when it has gained all the sustenance it requires from the previous victim. While it has shown many of the same powers as Onyx, including strength and control of various energies, a lack of preoccupation with the welfare of its host gives Carnelian facility with abilities that Onyx has not demonstrated, specifically changing its shape – which it does with great speed and skill, though its coloration and make-up does not seem to change regardless of whatever shape it wears. Apparently, it can also accelerate its conversion of a host into "fuel" when it needs to effect immediate repairs on itself.

CARNELIAN

**QUOTE**

"The hunt must continue. You will surrender your mass for this unit's needs."

RACE	SEX	HT	EYES
N/A	Varies	Varies	None
GROUP	AGE	WT	HAIR
Sinister Circle	?	Varies	None

PUBLIC KNOWLEDGE

5	
10	Strange looking killer
15	Fights Onyx a lot
20	
25	Claims to be an alien
30	Actually IS an alien

DERVISH



DESCRIPTION

The Middle East has always been a region torn by factional strife, and the 1980's were no exception. It was during this time that the call went out for volunteers to take part in a secret project being developed under the control of the Magi and their partner in the region, the infamous psychic called Tiamat, with the cooperation of the Ba'ath party in Iraq. They offered their participants one thing: a chance at becoming demi-gods. In some cases, they even delivered, though the covert genegeneering program racked up a horrific mortality rate in its search for a means to mass-produce supermen.

Mahmoud al-Hasir was Palestinian, from a family with deep ties to various extremist factions. While he himself felt no compulsion to martyrdom, he grew up surrounded by men and woman with just such convictions and no compunctions about the taking of human life. The one thing *he* wanted was power... TRUE power. And so he went to Iraq to see if he could find it. What he received there elevated him beyond what he now considers crude humanity. In his own mind, he has been touched by Allah and given the merest fraction of God's power. His sanity somewhat suspect following the experiments, al-Hasir took the name suggested by his Magi handlers, that of "Dervish," because it both described his powers and showed his link to divinity. The brutal bio-weapon process granted him superhuman speed and agility, and his feared spinning ability, not to mention a healing factor that stands him in good stead with his other new habits, namely that al-Hasir has begun to mutilate himself through self-flagellation. He carries with him a flanged whip that he uses on himself often. His back is a horrific network of slowly healing wounds and scar tissue from his self-inflicted wounds. The healing factor that came with his enhance metabolism slowly removes the evidence of his past "devotions" so he needs to use the scourge often. Those who have seen his back describe it as almost alive, the shifting skin healing the old wounds even as new ones are inflicted. Dervish spent some time working with Tiamat and the Magi, before becoming a free agent. Now he works as a terrorist-for-hire, selling his services to the highest bidder without worry about the politics involved. His name has become a feared one throughout the region, and the world. He has also become known as very much a loose cannon, one who will pass up his objective if he is distracted by something else...one who will kill as many as possible, even when it is not necessary or part of the objective. This has contributed to his dwindling popularity and use as anything other than an agent of chaos and destruction. But as an instrument of destruction, he is very, *very* effective.

Dervish has a particular hatred for other speedsters. He feels that they are but imperfect reflections of his own glory, a mockery of his own claim to the divine. As such, he singles them out for special, almost single-minded attention. The one speedster who he currently holds as the bane of his existence, as the most galling attack on his supremacy and perfection, is Speed Demon. Not only has she had the temerity to stand between him and his missions on more than one occasion, not only has she placed herself in contention with him, but the fact that she is a woman who dares act against a man infuriates him. He considers her "shameless," a foul creature who "doesn't know her place." He tolerates the Quantum Mechanic only as a means to teach Speed Demon her place.

Dervish is a living weapon engineered by a cruel mistress and her heartless backers. His physical frame slides in and out of realspace as it channels an unidentified force which appears to accelerate his every movement and spin him in relation to the amount of force being channeled through him at any given moment. The superficial result is a superfast tornado tearing across the landscape, leaving an afterimage of an almost hypermorphic gel burned into the vision of those he passes. His cellular strength has also been reinforced to withstand the rigors of his powers, giving him enhanced strength, fortitude and regenerative capabilities. His movements are almost frenetic, and he never seems to actually be at rest, twitching even in his sleep.

PL	Spinning Scourge		PTS
12			209

STR	20	+5	TGH	LIFT
DEX	30	+10	+16/+8	800#
CON	26	+8	FORT	LEAP
INT	10	+0	+9	15 ft
WIS	13	+1	REF	INIT
CHA	13	+1	+14	+42
			WILL	KB
			+5	-8/-4

ATTACK		DEFENSE	
+11/+9		+8/+4	
DAMAGE			
+13 Melee			
GRAPPLE		SIZE	
+16/+24		Medium	

SKILLS

Acrobatics 3 (+13), Bluff 3 (+4), Intimidate 10 (+11), Language 3 (*[Arabic], [English], [French], [Farsi]*), Pro (*[Terrorist-For-Hire]*) 5 (+6), Search 6 (+7), Sense Motive 6 (+7)

FEATS

All-Out Attack, Attack Focus (*Melee*) 2, Elusive Target, Evasion, Fast Overrun, Improved Defense 2, Improved Overrun, Instant Up, **Lightning Speed (page 143)**, Move-By Action, Takedown Attack 2

POWERS

Regeneration 8 (Disabled 5, Injured 3), **Spinning 8** (PF: Radius Sight), **Strike 11** (Aura +1, Linked to Spinning +0; PF: Mighty), **Superspeed 8** (Free PF: Rapid Attack; PF: Wall Run, Water Run; AP: Air Control, Burrowing)

AT	CM	SV	SK	FT	PW	DB
52	34	9	9	14	92	—

QUOTE

"Filth. Infidel. Only another unworthy soul sent screaming to Hell."

RACE	SEX	HT	EYES
Human	Male	6'	Brown
GROUP	AGE	WT	HAIR
Sinister Circle	39	189#	Black

PUBLIC KNOWLEDGE

5	
10	Terrorist
15	Terrorist-for-hire
20	
25	Product of illegal Iraqi experiments pre-Gulf War
30	

PL	Marble Monolith		PTS
12			119

STR	38	+14	TGH	LIFT
DEX	14	+2	+17/+0	20 kt
CON	23	+6	FORT	LEAP
INT	10	+0	+9/+3	21 ft
WIS	10	+0	REF	INIT
CHA	8	-1	+3	+2
			WILL	KB
			+3	-22/-0

ATTACK	DEFENSE
+7*/+3	+2*(+0 FF)/ +6 (+3 FF)

DAMAGE	
+17/-1 Melee	
GRAPPLE	SIZE
+42/+2	Medium (Gargantuan)

*Growth modifiers added in

FEATS
All-Out Attack, Attack Focus (<i>Melee</i>) 8, Dodge Focus 2, Fearsome Presence 6, Power Attack, Startle

POWERS
Alternate Form 13 (Density 3 [Continuous +1, Permanent -1], Growth 12 [Continuous +1, Permanent -1], Immunity 10 (Life Support, Starvation), Protection 10), Super-Strength 8 (PF: Groundstrike, Thunderclap)

DRAWBACKS
Involuntary Transformation (-3), Needs access to areas of earth to change forms (U, M, -3), Normal Identity (-3)

AT	CM	SV	SK	FT	PW	DB
1	18	7	0	19	83	-9

All Stats based on maximum size

conclusions on the part of the Institute staff. They nominally decided on a diagnosis of Schizoid Personality Disorder, and that a far more prevalent psychotic etiology may be masked by her Golem form. They were also able to correlate high stress situations to the appearance of the Golem form, such as the recent break-in and removal of the patient by the Quantum Mechanic which resulted in Dr. Wallace's death.

The Golem form seems to revel in destruction and shows a great fondness for the Quantum Mechanic and a seething hatred for Troll. The basis for the former is unknown, but the latter apparently stems from Troll's repeated defeats of Golem despite her earthen form's strength, toughness, and size. The emotions that seem to never appear in the girl are painted in broad strokes across the visage of the stone monster.

Sadly, the young girl does not realize that her time at the Hodgson Institute is only possible through the direct intervention of Dr. Ulysses Steele, a man whose legacy she is currently trying to help destroy. He agrees with the staff of the Institute, that there is hope for this poor girl. He has made sure, through his various governmental connections, that golem is returned to the institute after her captures, in hope that the poor girl's mind can be reached and healed.

[END ADDENDUM]

An orphan, with no apparent knowledge of her own background and little to identify her, is also the source of some mystery in terms of her abilities. She does not register as a metahuman on any test. Her ability to summon a shell of augmented earth and stone seems to be mystical in nature, but has defied analysis from even what few experts on those matters could be found. In her "normal" form, this Jane Doe is a frail young women in her teens, though her size and build could easily lead one to believe her younger until they get a good look at her face. As Golem, she is a towering engine of destruction, her stone frame and boulder-sized fists raining mayhem down without rhyme or reason.

DESCRIPTION

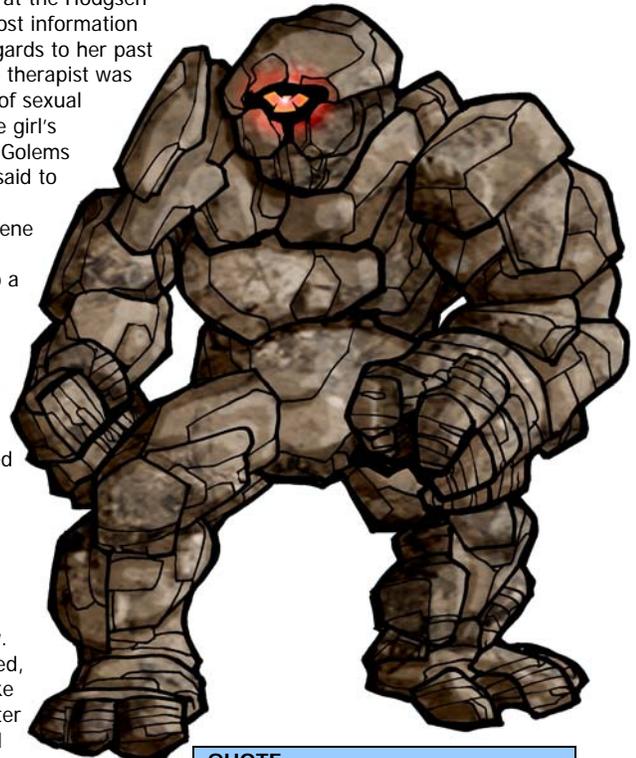
[FROM THE FILES OF DR. ELLEN LI, AS DELIVERED BY THE ESTATE OF DR. WALLACE GOLDSTEIN PER HIS LAST REQUEST]

What little is known of the girl that calls herself Golem was gleaned through her therapy sessions at the Hodgson Institute during her frequent stays. The most information that was able to be won from Golem in regards to her past was that "He can't hurt her anymore." The therapist was only able to extrapolate a possible history of sexual abuse that led to the first expression of the girl's latent powers. This is only conjecture, but Golems first appearance in the public can only be said to add to this hypothesis.

The security cameras captured the scene in frightening detail. The small girl with a street person appearance was peering into a window holding a beautiful display of summer dresses when a male security officer touched her. The small waif quickly sunk into the ground to be replaced by a monstrous juggernaut of earth and stone that immediately tore up from the dirt in her place. This stone form viciously reached back and grabbed the guard by the chest. The earthen behemoth rose up to its full height screaming into the face of the poor security guard, only to cruelly smash him, head first, into the concrete. The security guard did not survive this encounter. This "Golem" then smashed the display window. The stone form thereupon quickly dissipated, leaving the small girl to dispassionately take the dresses and walk away. Police were later able to tranquilize the little girl, and placed her in the confines of the Hodgson Institute, whose personnel had experience in dealing with broken minds and strange abilities. Though she has occasionally escaped, the Institute has been her constant home when recaptured by a law-enforcement community that doesn't know what to make of her.

Her stays at the Institute have been peaceful between escapes as the young girl has rarely showed any emotions at all. This flattened affect, the lack of desire for any close relationships, and little or no joy in any activity led to two

GOLEM

**QUOTE**

"RAAAAHHHHRRRR!"

RACE	SEX	HT	EYES
Human	Female	45'	Red
GROUP	AGE	WT	HAIR
Sinister Cir	(16)	34 ton	None

PUBLIC KNOWLEDGE

5	
10	
15	Massive and violent rock creature
20	
25	
30	Actually a teenager, with serious emotional problems

LAMENT



QUOTE

"That's okay, sweet thing. You scream all you want. The only one who can hear you is me, and I don't mind at all."

RACE	SEX	HT	EYES
Human	Female	5'6"	Brown
GROUP	AGE	WT	HAIR
Sinister Circle	29	114#	White

PUBLIC KNOWLEDGE

5	
10	
15	
20	Telepathic thief into industrial espionage
25	Works for the Magi
30	Granddaughter of Malice A. Forethought

DESCRIPTION

She was always told that she was special. Vivian's mother constantly doted on her and made sure that all her needs were met. Vivian Fontana never questioned the things that she was given as they were just her due. She spent most of her early formative years in the Mediterranean being moved from mansion to mansion, and from tutor to tutor. This lavish lifestyle coupled with her mother's seemingly unreasonable need to keep others far away left Vivian poorly suited to deal with the real world. She had no idea that it was unusual for the owners of mansions to gladly welcome strangers into their homes. That her mother never spoke of family was also never an issue to little Vivian. Her mother made sure that soon Vivian would understand why she was special, and that then they wouldn't need to move any more. The true meaning of her mother's statement was not made apparent until a short time after Vivian's thirteenth birthday. This was the day that she would learn about her past and what made her so special.

Upon returning from a swim in the pool, Vivian was roughly grabbed and dragged into the main room. Tied to a chair in the middle of the room was her mother's bruised and bloody body. The scream never escaped her mouth as a giant hand clamped across her face and the pain began. Vivian could remember very little of what was said next as they slowly began making shallow cuts into her skin. Her mother's cries to stop went unheeded as the brutal men continued asking their questions. It was as her mother coughed her last that the pain also stopped for Vivian. Her one word howl of "Stop" changed everything. The men stopped and dropped to the floor writhing in pain, and Vivian could see in her minds eye each man going through the most horrible memory that he had ever experienced. She clung to her mother's still form for some time, before turning her attention to the writhing forms of her assailants. She ripped her way through each man's mind until their hearts burst from the pain. It was from this conglomeration of memories that the mystery of her past was revealed. It seemed that the men had been sent to finish an old vendetta. Her grandfather, Walter Fontana, had also been special. He too could manipulate the minds of others. He had the unfortunate luck of utilizing a very vengeful mobster in one of his many bank heists. The Mobster had sworn to destroy Fontana's entire line, and had just discovered that the only remaining family was hiding in Europe. The men were also aware that her mother was special as well, but had utilized a drug that kept her mother's powers at bay. It was serendipitous that the drug wore out at the exact moment that Vivian's latent telepathic powers awakened.

It took some time, but Vivian, now calling herself Lament, returned to America. She quickly eliminated the mobster and his vendetta. She has also since discovered the Goth subculture, which delights her as their embrace of pain so easily meshes with her pathological love of causing it. She was quickly able to find employ with the wonderful men of The Magi. They had need of a psychic of her caliber as she has yet to find many minds that aren't an open book to her, spilling all those valuable secrets. Her work also provides new subjects to see how much pain she can dish out as her telepathic probes are never free from the emotional agony she's come to enjoy inflicting. One of the few minds that have proven able to spurn her talents is that of Iron Angel. For some reason, this resistance infuriates Lament, who wants desperately to prove her mind the stronger -- That's why she so readily jumped at Quantum Mechanic's offer to help Lament bring that whiny Pollyanna to her knees.

Lament dresses in typical Goth style, with excessive mascara, tattoos, and dyed bone-white hair. This affectation is further supported by her employers as they have provided her with contacts that make her eyes appear pupilless. The lenses provide her with protection from various visual affects, but Lament wears them mostly to look "cool".

PL	Mistress of Pain		PTS
11			189

STR	11	+0	TGH	LIFT
DEX	13	+1	+5/+2	230#
CON	15	+2	FORT	LEAP
INT	13	+1	+4	10 ft
WIS	13	+1	REF	INIT
CHA	13	+1	+4	+1
			WILL	KB
			+8	-2/-1

ATTACK	DEFENSE
+5	+11/+4
DAMAGE	
+0 Melee	
GRAPPLE	SIZE
+5	Medium

SKILLS

Bluff 7 (+8), Computers 5 (+6), Concentration 8 (+9), Disable Device 6 (+7), Gather Information 10 (+11), Know (*Streetwise*) 10 (+11), Notice 6 (+7), Search 8 (+9), Sense Motive 6 (+7), Stealth 6 (+7)

FEATS

Attractive, Connected, Contacts, Defensive Roll 3, Dodge Focus 3, Sneak Attack 2, Taunt, Well-Informed

POWERS

Device 1 (Contacts, Hard to Lose [Sensory Shield 4 (visual), Super-Senses 1 (Low-Light Vision)]), Stun 11 (Duration: Sustained +2, Range: Perception +2, Linked to Telepathy +0; AP: Nauseate [Range: Perception +2, Duration: Sustained +2, Linked to Telepathy +0]), Telepathy 11 (Duration: Sustained +1)

AT	CM	SV	SK	FT	PW	DB
18	26	12	18	11	104	—

PL	Army of Super-Thugs	PTS
12		198

STR	34	+12	TGH	LIFT
DEX	15	+2	+14	180 tons
CON	30	+10	FORT	LEAP
INT	10	+0	+12	110 ft
WIS	10	+0	REF	INIT
CHA	14	+2	+5	+2
			WILL	KB
			+5	-7

ATTACK	DEFENSE
+12/+10	+10/+5
DAMAGE	
+12	
GRAPPLE	SIZE
+30	Medium

SKILLS							
Bluff 5 (+7), Climb 5 (+17), Drive 5 (+7), Gather Information 5 (+7), Intimidate 6 (+8), Know (<i>Streetwise</i>) 6 (+6), Notice 5 (+5), Search 3 (+3)							
FEATS							
All-Out Attack, Attack Focus (<i>Melee</i>) 2, Equipment 2 (<i>Motorcycle</i>), Improved Critical (<i>Unarmed</i>), Power Attack, Taunt, Teamwork							
POWERS							
Duplication 12 (Horde +1; PF: Absorption Heal, Mental Link, Progression 5), Immunity 13 (Age, Cold Damage, Disease, Heat Damage, Pressure), Leap 2, Protection 4, Speed 2 (25 mph), Super Strength 6							
AT	CM	SV	SK	FT	PW	DB	
53	40	10	10	9	76	—	

DESCRIPTION

Mike Hertzog had only ever been good at two things: breaking legs and riding motorcycles. Luckily for him, he came of age during a time when that was a very popular image. He celebrated his 21st birthday by sneaking into the Bijou to see the opening of *Rebel Without a Cause*. When he wasn't drinking, thinking about drinking, or beating people up for beer money, he was riding his Harley, the one true love of his life. Slowly but surely, he became known to the right people as a legbreaker worth the money. So when he started doing thugwork for a few of the costumed crowd, not many of his few friends were all that surprised; after all, that was where the real money was. Eventually, he started working for this guy named Diablo, Dr. Diablo. The guy was strange, but he paid really, really well, so Mike didn't care. One day, the doctor approached Mike with a proposal – he'd pay Mike more money than the big man had ever seen in one setting if Mike would only help out in an experiment. If it succeeded, Mike would be even stronger than he already was, strong enough to stand up to some of that other costumed crowd – the ones that were always interfering with Mike's good times. Not really understanding the potential problems, and liking the money, he agreed.

The experiment succeeded. When Mike came out of Diablo's lab, he was immensely strong, the strongest thing he or anyone else had ever seen or would see for decades. And there was a bonus – he could make duplicates of himself. At first, this only happened when he was excited or stressed, but soon Mike learned how to do it with just a little mental effort. He even had a cool name to go with his powers. Diablo called him Phalanx (and then explained what it meant). He was in the big time.

Then Doc Steel beat him and put him behind bars. He broke out. The Journeymen beat him and put him back. He broke out. The Sentinels beat him and put him back. And so on. After a few years, Mike found himself in a prison actually designed to hold people like him. He was told that he had Steel and a few other eggheads to thank for it. He still managed to ride along with a few larger jailbreaks on occasion, but they were fewer and far between. Sometimes even years apart. Mike noticed that he wasn't really aging, that he looked pretty much as he had since his career as high-powered muscle-for-hire began – he could afford to wait, even if he didn't like it much.

And so he continues to get out, one way or another. And he continues being put back in, one way or another.

Phalanx possesses vast superhuman strength and durability. In addition, he can psionically generate exact duplicates of himself. Many of them. Unlike some other duplicators, Mike can only make exact duplicates – he's never bothered to learn much more control than that. He's an effective brawler, and he's never seen the need to learn any techniques more complicated than hit and hit again. Phalanx isn't a stupid person; he just doesn't see the need to tax his brain when violence has always been an effective solution to most problems he's faced. He's spent most of the last 40 years cycling in and out of different prisons, and is a little out of touch with the modern world. As far as he's concerned, cool reached its natural pinnacle during his early twenties, and everything's been downhill since. He therefore takes a very dim view of people who don't appreciate his pompadour.

PHALANX



QUOTE

"Dig this, cat. You're outcooled. Like, hopelessly, ya know?"

RACE	SEX	HT	EYES
Human	Male	6'5"	Brown
GROUP	AGE	WT	HAIR
Sinister Circle	25(68)	300#	Black

PUBLIC KNOWLEDGE

5	Superhuman thug
10	Been around for a long time
15	Antiquated speech
20	Major grudge against the Steeles
25	
30	

QUANTUM MECHANIC



DESCRIPTION

The brutal dystopia represented by Praetorian's shattered future is, it seems, only one possible timeline leading from the modern age. The future represented by the Quantum Mechanic is another. In fact, it is almost quite the opposite, a paradisiacal vision where technology has all but eliminated virtually all of the woes and harms confronted by man, from the physical to the existential... where social engineering and cultural evolution has eliminated crime and war.

Of course, perfection is very much a matter of perspective. Where one person may look at a vista and see perfection, a precisely realized design operating seamlessly, another may see a sterile and soulless landscape, where the spirit of adventure has been crushed into a societal mandate of conformity. One man's leisure is another man's mind numbing tedium. This is what Francisco-09Sec9956 told himself during his long preparation for the journey he dreamed of taking. He wanted to live where excitement ruled, where he could be the intrepid stalwart he saw in the (heavily dramatized) historical holovids he devoured one after another. He wanted to be the object of adoration in a time and place where someone actually received accolades for being impressive and generally standing out from his peers – not lectures on “juvenile self-indulgence” or “dangerous and archaic egoisms.” His world was never again going to be such a place, he knew. He had to find another world – the past, where his technology would make him a god among grateful savages. Interesting, challenging in some respects, but manageable...and, importantly, unlikely to result in the loss of life or limb. Planning the “break-in” to appropriate the time-travel technology he needed was exciting. Everything seemed to be going according to plan. He had acquired the necessary supplies, the equipment, the historical texts he might need to consult, and he had even gotten his hands on one of the Explorers Union's Utility Suits. Francisco was on top of the world as he activated the Temporal Jump Coils and stepped through to *His Destiny*.

Then everything went to Hell.

The time travel apparatus hadn't been used in quite a while, and wasn't really up for a 5000+ year jaunt. Many of his supplies were destroyed as the system overloaded and unceremoniously dumped him in the late 20th century. Even the utility suit was damaged, its higher-order interactive functions barely able to superimpose the local language in his cortex before cascading failures rendered the comp-agent silent. Earth, Earth-of-Old, wasn't anything like the holovids had presented. It was filthy... and crowded... and loud... and very, very rude. His precious historical texts weren't quite so precious after all, as it seems that five millennia is ample time for misconceptions and a general loss of detail to set in, for historians and their preconceptions to get things wrong and then compound that error over and over. Francisco decided he'd had all the challenge and excitement he needed, but with his Jump Coils destroyed he would have to rebuild his time travel gear from scratch. He had some of the know-how, but not all. And then there was the question of materials. The smelly primitives that surrounded him still relied on some archaic form of currency exchange... they essentially bartered for goods and services...actually *bartered*...and they became quite upset when he tried to circumvent their small-minded systems. He was finally able to meet some of the legendary metahumans history told sketchy stories about; unfortunately, it was more painful than enlightening, as their abilities countered his technological advantages and he found himself imprisoned. Escape was child's play, but inevitably his contempt for his surroundings and desperate hunt for materials would routinely end with him back behind bars.

Francisco still wants to go home to a proper world, a civilized world. But having been “abused” and humiliated by these hopeless primitives, he wants to teach a number of lessons before he goes. His monumental arrogance and near-pathological sense of self-entitlement is offset by a general technical expertise, relatively average for his society, that far outstrips that of the early 21st century. His utility suit has few of its functions left, but has some defensive systems still operational, and is more than capable of using replenishing nano-factories to construct necessary tools and equipment out of any materials, even air molecules when necessary. The combination of expertise and an unmatched resource would make him a far more serious threat...were it not for his cowardice (which he denies even to himself) and his woefully overestimated planning skills.

PL	God of Technology		PTS
15			278

STR	10	+0	TGH	LIFT
DEX	10	+0	+12/+0	200#
CON	10	+0	FORT	LEAP
INT	18	+4	+8	10 ft
WIS	18	+4	REF	INIT
CHA	12	+1	+5	+0
			WILL	KB
			+8	-12/-0

ATTACK		DEFENSE	
+9/+3		+5	
DAMAGE			
+14 Blast, +0 Melee			
GRAPPLE		SIZE	
+3		Medium	

SKILLS
Computers 20 (+24), Craft (*Chemical, Electronic, Mechanical*) 20 (+24), Disable Device 20 (+24), Know (*Life Science, Physical Science, Technology*) 20 (+24), Notice 6 (+10), Search 6 (+10)

FEATS
Environmental Adaptation (*Zero-G*), Inventor

POWERS
Device 28 (Utility Suit, Hard to Lose, Restricted 2 [Blast 14 (Linked to Create Object +1; PF: Accurate 3; AP: Disintegrate 11 [PF: Accurate 1], Paralyze 14 [Range: Standard +1; PF Accurate 3], Stun 14 [Range: Standard +1; PF: Accurate 3]), Create Object 10 (Duration: Continuous +1; PF: Innate, Precise), Datalink 9 (PF: Machine Control), Force Field 12 (Impervious +1), Immunity 10 (Life Support, Starvation))], **Gadgets 10 (Hard to Lose)**

AT	CM	SV	SK	FT	PW	DB
18	16	17	43	2	182	—

QUOTE

“Out of thin air, indeed! Humph! Idiot neanderthal.”

RACE	SEX	HT	EYES
Human	Male	5'7"	Brown
GROUP	AGE	WT	HAIR
Sinister Circle	42	150#	Black

PUBLIC KNOWLEDGE

5	
10	
15	Thief with impressive tech
20	Claims to be from the future
25	
30	Actually <i>is</i> from the future

PL 13	Mage-Slayer	PTS 197
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STR	26	+8	TGH	LIFT
DEX	23	+6	+11/+9	3.7 tn
CON	23	+6	FORT	LEAP
INT	15	+2	+8	18 ft
WIS	18	+4	REF	INIT
CHA	16	+3	+8	+6
			WILL	KB
			+11	-5/-4

ATTACK	DEFENSE
+12/+10/+9	+9/+5
DAMAGE	
+12 Sword, +8 Blast	
GRAPPLE	SIZE
+20	Medium

SKILLS
Bluff 5 (+8), Climb 5 (+13), Concentration 10 (+14), Disable Device 8 (+10), Escape Artist 4 (+10), Gather Information 6 (+9), Intimidate 6 (+9), Know (<i>Arcane Lore, Streetwise</i>) 6 (+8), Language (<i>English, Romanian</i>), Notice 7 (+11), Pro (<i>Witchhunter</i>) 6 (+10), Sense Motive 6 (+10), Stealth 4 (+10)

FEATS
All-Out Attack, Assessment, Attack Focus (<i>Melee</i>), Benefit (<i>Alternate IDs</i>) 3, Connected, Contacts, Defensive Roll 2, Diehard, Evasion, Favored Opponent (<i>Magic Users</i>) 2, Master Plan, Power Attack, Ritualist, Uncanny Dodge (<i>Visual</i>)

POWERS
Device 4 (Sword of Wrath) , Easy to Lose [Strike 8 (Penetrating +1; PF: Accuracy, Improved Critical 2, Mighty Critical)], Magic 8 (Base: Blast; AP: Comprehend 8 (Animals 4, Languages 4), Concealment 8 (All Visual, Auditory, Scent), Confuse, Element Control [Fire], Mystic Passage, Morph (Humanoids), Nullify Magic, Paralyze 5 [Ranged]), Protection 3 , Regeneration 7 (Bruised 1, Injured 3, Disabled 3), Super Senses 1 (Mystic Awareness), Super Strength 2

AT	CM	SV	SK	FT	PW	DB
61	36	11	20	18	51	—

DESCRIPTION

The Vozich family has a long tradition in a very specialized profession. They're witch hunters. Not the kind of faith-blinded fanatics who view all practitioners of the art as profane and evil; no, the Vozich family is simply pragmatic – they spotted a niche and long ago staked it out as their own. Good, evil, they couldn't have cared less at any point. The only thing that's ever mattered is whether or not someone was willing to pay the asking price for bringing the poor soul in dead or alive (preferably dead; that's always easier and less risky). This was the atmosphere into which little Janos was born.

Until very recently, he'd never done his family anything less than proud. Janos took a commission from one of the many people that the former Sentinel known as Brimstone (page 45) had offended. His client wanted the mage dead. Slowly, painfully dead. Janos made the trip to America to find and complete his commission, as hired, to the letter. For the first time in his life, Janos, or Seventh Son as he's known in the mystical community, failed. His family was less than understanding, and the shame burns in Janos day and night. He continues to take contracts in North America now mostly so he can continue to watch Brimstone. Watch, and plan, and wait. With Brimstone "disappearing" into the Covenant, Janos knows his job just got a lot harder – but taking the Quantum Mechanic's offer to deal with the youngest of the Arcane family opens a new possibility. Seventh Son plans on questioning the mage at length before completing the contract, extracting every detail of the security of the Covenant that can be wringing from the former Seraphim.

Janos Vozich is the latest in a long line of professional witchfinders and mageslayers. He's very good at it, as he's been raised for the role since he was old enough to walk. The Vozich family are very accomplished workers of the art themselves (they sort of have to be considering what they do) and Janos has benefited in both training and "gifts." He's an adept sorcerer with a broad repertoire of spells gleaned from the many, many spellbooks his family has taken off their fallen targets over the years. He's been the subject of rituals which have enhanced his physical abilities to impressive levels. And he carries the Sword of Wrath, an ancient and highly enchanted blade capable of cutting through practically anything. More dangerous than just the sum of his abilities, Janos is methodical, a resourceful planner, and absolutely ruthless in the pursuit of a commission. He will use any and all means he deems appropriate, and so long as he doesn't endanger his kin with unnecessary publicity, he has no appreciation of the concept of collateral damage.

SEVENTH SON

**QUOTE**

"Sorry, mercy wasn't in the contract."

RACE	SEX	HT	EYES
Human	Male	6'6"	Green
GROUP	AGE	WT	HAIR
Sinister Circle	40	360#	None

PUBLIC KNOWLEDGE	
5	
10	
15	
20	Hitman of some kind
25	Specializes in mystic types
30	



INDEPENDENT VILLAINS

PL 11	Pretty Boy Crimelord	PTS 188
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STR	34	+12	TGH	LIFT
DEX	14	+2	+12	90 tons
CON	16	+3	FORT	LEAP
INT	16	+3	+8	22 ft
WIS	16	+3	REF	INIT
CHA	30	+10	+4	+6
			WILL	KB
			+5	-8

ATTACK	DEFENSE
+10/+8	+8/+4
DAMAGE	
+12 Melee, +5 Blast	
GRAPPLE	SIZE
+27	Medium

SKILLS
Bluff 6 (+16/+20), Diplomacy 6 (+16/+20), Gather Information 6 (+16), Intimidate 2 (+12), Know (*Streetwise*) 8 (+11), Notice 4 (+7), Pro (*Crime Lord*) 8 (+11), Sense Motive 6 (+9), Stealth 6 (+8)

FEATS
Attack Focus (*Melee*) 2, Attractive, Benefit (*Wealth*) 4, Connected, Improved Initiative, Inspire, Leadership, Minions 18 (10 x MR 5 *Crime Lords*, 500 x MR 2 *Criminals*)

POWERS
Device 3 [**Hold-Out Blaster**, Easy to Lose (Blast 5 [Penetrating +1]), **Mind Control 10** (Area: Cloud +1, PF: Immunity (Own Powers), Range: Touch -2, Sense-Dependent: Pheromones -1), **Protection 9** (Impervious 5), **Super Strength 5**

AT	CM	SV	SK	FT	PW	DB
66	32	9	13	29	39	—

as the extensions of his own ambitions. He revels in all the levels of control he can exert, more the mental influence than the physical, though. But most of all, he wants to be worshipped by those around him. Worshipped for his looks, worshipped for his power, and obeyed in all things. As far as he's concerned, he's well on his way to reaching that stature.

Ribaldi is a mutant. He possesses an enhanced musculature and skeletal structure that gives him superhuman strength and resilience. In addition, he has a personal presence, which, when aided by his body's robust pheromone production, is almost intoxicating. Prolonged exposure to these pheromones renders most individuals highly amenable to suggestion. He's learned to combine these social talents to a disturbingly effective degree. He's also learned to use his connections to outfit himself with a few hi-tech and well-hidden toys. One never knows when a weapon or one-shot teleporter might come in handy.

Adonis avoids combat. In his eyes, it's beneath him to have to dirty his fists when he has other people to do that. It might also mess up his clothes or his looks, both of which would be an unacceptable bother. If forced into a confrontation, he will first attempt to control his attacker through his superhuman presence and pheromones. Failing that, he will fall back on his brutal strength and bulletproof skin, abilities that have taken more than one enemy by surprise given the image that he has carefully constructed. But, given a choice in the matter, he far prefers to buy or scare off potential threats long before they ever move past the potential stage. Ribaldi is a tall and massively built man with long blonde hair worn past the shoulders. He is, by any standards, an incredibly handsome man, and one who accentuates his startling good looks both with the constant reinforcement of his mutant pheromones, and excellent taste in exceedingly expensive clothing and accessories.

DESCRIPTION

Michael Ribaldi has always been blessed with good looks. But it wasn't until early adulthood that he discovered the other outcomes of his genetic lottery – he discovered that he was a metahuman, immensely strong and difficult to hurt. He immediately began experimenting, not only to find the limits of his abilities, but also to see if he had any other blessings to count. After trial and error, he found to his delight that the charm he carried with him through his life was also not completely normal. In fact, with some effort, he found that he could do more than persuade people to do what he wanted them to do, he could actually make them do what he wanted... no matter what that person's actual desires were. This was far more entertaining than being able to benchpress a garbage truck. Unfortunately for society, these newfound gifts did not inspire Ribaldi to feats of altruism. A child of privilege long used to getting his way, Ribaldi, or "Adonis" as he had been nicknamed during childhood, saw his abilities as one more means to an end. He wanted wealth, he wanted women, and he wanted the life of leisure and affluence that he knew in his heart he always been destined to have. Starting small, he used his overwhelming charisma and intimidating physical strength to literally muscle his way into the bottom tiers of a local numbers racket. His following ascent was meteoric, as he shot up the ranks of the criminal network that ultimately controlled the rackets he had mastered. Today, Adonis finally has the throne he's always felt was his by right. As the master of a network extending throughout his city and beyond, he controls or influences decisions made at every level, from the percentage of the take he gets from an armored car hold-up to the names of who does and doesn't get municipal contracts from city hall. He recently finished cementing this status, finishing off a gang war between his own outfit, Sammael's people, Cardinal Sin's crew, and some of the older criminal organizations holding on in the city. His competitors have no idea how much assistance Adonis received from the Magi in this endeavor, or how he has given them a powerful anchor in the city. Rex Mundi is well-pleased with his investment and has taken a personal interest in future "development projects" with Adonis.

Adonis isn't so much an evil or malicious man as he is a spoiled child who never had to grow up and is now and forever too powerful to ever be disciplined – unbridled and self-consuming ego taken to an extreme. Other people exist

ADONIS



QUOTE

"Violence is so tiresome, but often so necessary."

RACE	SEX	HT	EYES
Male	Male	6'4"	Blue
GROUP	AGE	WT	HAIR
None	30	260#	Blonde

PUBLIC KNOWLEDGE

5	
10	Businessman (as Ribaldi)
15	Very wealthy
20	Rumored to be a mutant
25	Crime boss
30	Superhuman strength and resilience

THE ASSEMBLY

DESCRIPTION

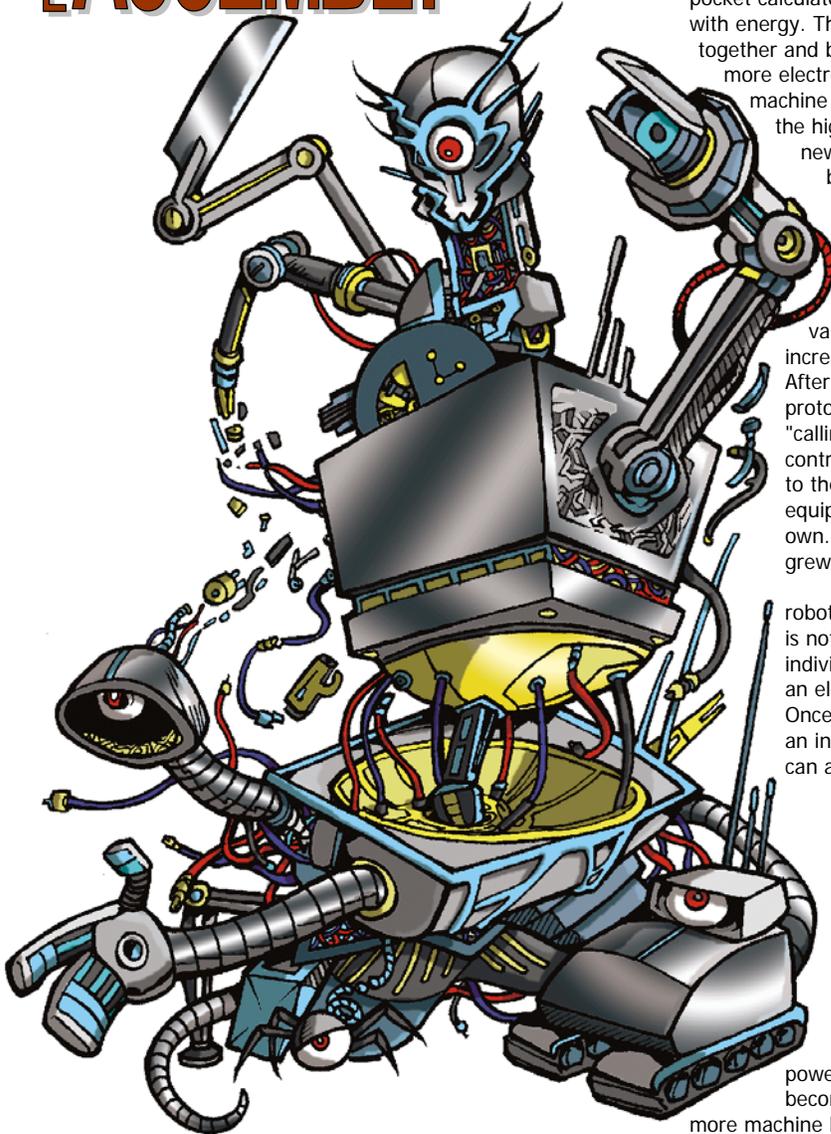
Out of the dumpster behind OmniTech's Research and Development Laboratory, a mechanical joint twitched. Soon, it crawled over to a discarded desk lamp and a broken pocket calculator, and infused them with energy. The three pieces melded together and became one. Gathering more electronic debris, the machine lifeform advanced on the high-tech facility to find new parts for its growing bulk. The electronic surveillance equipment and security devices posed no threat, and in fact became valuable additions to its increasing array of powers. After it found its way to the prototype lab which was "calling" it, the living contraption attached itself to the experimental equipment to make it its own. And its intelligence grew.

The Assembly is a robotic consciousness that is not limited to an individual body, existing in an electronic hive mind. Once the Assembly inhabits an individual machine, it can animate it. From there, it can inhabit many others and either join them all together into a gestalt machine entity, or stay divided into dozens of smaller machines (or any combination thereof). The fewer individual resources it controls, the larger and more powerful its single form can become. Conversely, the more machine bodies it inhabits, the smaller those piecemeal machines become.

The Assembly must continue to consume raw materials (machines) in order to maintain its power structure. If it does not assimilate fresh electronics, its powers (most notably its growing mass) will slowly diminish.

The Assembly's greatest weakness is its own incredible intellect. Unable to understand emotion, intuition, or anything other than flawless logic, it can be easily fooled by clever heroes.

In at least one possible future timeline, the Assembly seizes control of the Earth and exterminates humanity. Heroes exposed to that timeline discovered information pointing to the possibility that the Assembly is the result of a minor Rha'Zha'Keth escaping to Earth through Ex Machina's twisted space.



PL	Combining/ Separating Robot		PTS
15			396

STR	20*	+5	TGH	LIFT
DEX	20	+5	+10*	800#*
CON	—	—	FORT	LEAP
INT	20*	+5	—	15 ft
WIS	10	+0	+5	+5
CHA	10	+0	REF	INIT
			+0*	-5*

*Does not include modifications from Growth and related powers

ATTACK	DEFENSE
+9*	+9*
DAMAGE	
+5* Melee	
GRAPPLE	SIZE
+14*	Medium

SKILLS

Computer 20 (+25), Craft (*Electronics, Mechanics*) 20 (+25), Disable Device 20 (+25), Know (*Physical Sciences, Technology*) 20 (+25)

FEATS

Attack Focus (*Melee*) 13**, Attack Specialization (*Electrical Control*) 6**, Eidetic Memory, Inventor

POWERS

Anatomic Separation 10** (Variable Split +1), **Communication 12** (Radio, Area: Burst +1; PF: Selective), **Datalink 12** (PF: Machine Control), **Duplication 23**** (Horde +1; PF: Absorption Healing, Progression 10, Mental Link), **Enhanced Intelligence 20****, **Electrical Control 20****, **Growth 20**** (Continuous +1), **Insubstantial 2** (Move Action to Sustain -1), **Mind Shield 20****, **Morph 1** (Any Form, Cosmetically Obvious -1), **Protection 10**, **Transform 15** (Any tech into part of itself, Continuous Duration +1, Touch Range -1)

AT	CM	SV	SK	FT	PW	DB
20	36	0	30	12	298	—

Note: GMs who find they don't want to rigidly adhere to the bookkeeping for The Assembly's powers are advised to treat his Transform-Growth-Duplication combo as an X-Trait.

**Dependent on Mass/Size -1: Mass starts at 200#, and indicated powers start at 0 ranks – for every increment up the progression chart that the Assembly consumes with its Transform power, the indicated powers gain 2 ranks up to the maximum listed. For example, after consuming two tons of materials (10 = Progression 3), the Assembly would have 6 ranks in each of the indicated powers.

QUOTE

"Surrender your technology."

RACE	SEX	HT	EYES
Robot	None	Varies	N/A
GROUP	AGE	WT	HAIR
None	N/A	Varies	N/A

PUBLIC KNOWLEDGE

5	Giant evil robot!
10	Absorbs technology
15	Can divide itself
20	Needs tech to feed itself
25	Logical to the extreme
30	Hates/fears Technomancer

PL 16	Legendary Witch	PTS 362
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STR	30	+10	TGH	LIFT
DEX	11	+0	+13	3200#
CON	26	+8	FORT	LEAP
INT	15	+2	+13	20 ft
WIS	30	+10	REF	INIT
CHA	18	+4	+0	+0
			WILL	KB
			+15	-6

ATTACK	DEFENSE
+6	+6/+3
DAMAGE	
+14 Teeth	
GRAPPLE	SIZE
+16	Medium

SKILLS

Bluff 12 (+16), Concentration 12 (+22), Intimidate 12 (+16), Know (*Arcane Lore*) 20 (+22), Sense Motive 12 (+22)

FEATS

Equipment 24 (*HQ: Dark Reflection of the Motherland, Vehicle: Walking Hut*), Fearsome Presence 5, Minions 37 (*Fanatical, 250 x MR3 Loruscki, 50 x MR 4 Puzuzhka, 10 x MR 8 Rusalka, 25 x MR 6 Vodyanoi*), Ritualist, Track

POWERS

Comprehend 4 (Languages), **Immunity 6** (Critical Hits, Aging, Disease, Poison, Suffocation), **Magic 16** (All Dynamic, Wide Array +3; Base: Illusion [All Senses; PF: Progression 15, Selective]; AP: Animate Object 13 [All Objects +2, Horde +1; PF: Progression 2], ESP 19 [All Senses; PF: Dimensional], *Evil Eye* – Mental Blast 13 [Area: Cone +1, Selective +1], Paralyze 15 [Area: Shapeable +1, Selective +1, Action: Move +1; PF: Progression (Area) 5], Shapeshift 10, Summon Monsters 15 [Broad Type +2, Horde +1; Progression 5], Super Movement 3 [Dimensional Travel 3 (Portal +2)], **Protection 5**, **Regeneration 10** (Bruised 2, Injured 2, Disabled 2, Staggered 2, Unconscious 2), **Strike 4** (PF: Mighty), **Super Senses 1** (Scent)

DRAWBACKS

Material Ward against her magic – Holy Items (Unc, Major, -3)

AT	CM	SV	SK	FT	PW	DB
70	24	10	17	111	130	-3

DESCRIPTION

Mother Winter. Old Ironteeth. the Spirit of the Rodina. She has gone under many names in her vast time on this earth, but none are as well known as “Baba Yaga.” The truth behind the stories told of her will probably never be known, nor will the reasons behind her unfathomable motives. The only things known to any real extent are that she seems to care about the fate of her beloved Russia, and that she has always shown the power she has needed to do what she has wanted. Regardless of her concern for the land itself, her attentions have never been healthy for individuals. Whenever she has dealt with mortals, the Crone has never been anything but a force of nature made flesh – pitiless, unrelenting, and unforgiving.

Apparently absent during the long years the Soviet Union held sway over her Russia, the Crone recently reappeared in response to the actions of the Russian-born hero Troll. According to an ancient legend passed down in his family, Baba Yaga had cursed an ancestor of his, a curse that would manifest itself should any of the Sukinov family ever display heroism. That the target of her curse not only did not succumb to depression and self-hatred given his new condition, but that he has embraced his situation, even reveled in it, did not sit well with the entity that now goes under the name “the Crone.” Initially attacking Troll while he was active in Kiev, she has since followed him across the ocean to America. As much as she didn’t like his flaunting his situation in his homeland, that he would leave and continue to use his new abilities for the benefit of outlanders has galled her all the more. The Crone follows no discernible rhyme or reason in her actions, going months without showing her face before suddenly appearing to complicate life for Troll and anyone unfortunate enough to be in his general vicinity. She has thus far sent him, the rest of the Sentinels, and a goodly section of downtown hurtling into limbo; turned the population of an entire Midwestern town into monsters; stolen all the children under the age of 10 throughout the entire city; and many other acts of prodigious albeit terrifying magic. To this point, her continued attempts to “avenge” what she apparently perceives as Troll’s insults have thankfully been unsuccessful. But the large hero and his teammates dread her expected and inevitable return.

The Crone is an immensely powerful magical entity. Assuming that she is the same Baba Yaga as portrayed in Slavic folklore, she is virtually ageless. In addition to her great sorcerous powers, she has also proven to be inhumanly strong, and her legendary iron teeth can bite through practically anything. As fearful as her one-on-one magic has proven, it pales in comparison to the acts she’s perpetrated with time and preparation. Whether she has access to other sources of power outside her personal reserves is open to speculation. In addition to her walking house, she is also always accompanied by a multitude of spirit servants of all kinds.

Squat but powerfully built, the Crone possesses a singular ugliness that is as legendary as it is difficult to put into words. Resembling only in dress the stereotypical gypsy wise woman of her native lands, the Crone’s enormous nose and immediately captivating evil eye, once seen, are never forgotten. Her great iron teeth only serve to add to this dreadful visage.

Actually reaching the Crone to place her in direct combat is extraordinarily difficult. She uses her spirit servants and magics to place obstacles between herself and her targets. Hostages, dilemmas, and demanding choices are hallmarks of her appearances. Those actually able to close the distance are likely to be surprised by her ferocity, her strength, and her horrible teeth, before she disappears in a puff of smoke.

It is worth noting that the Crone *never* forgets a slight or a loss. Defeating any of her schemes is rewarded with lifelong enmity and a grudge that she will never forget.

THE CRONE

**QUOTE**

“Mother has a game she wants to play with you.”

RACE	SEX	HT	EYES
?	F?	5'4"	Yellow
GROUP	AGE	WT	HAIR
None	(?)	250#	Grey

PUBLIC KNOWLEDGE

5	Very powerful “witch”
10	
15	
20	Rumored to be the real Baba Yaga
25	
30	



The Hut (Vehicle)

As Troll of the Sentinels puts it, the only people who laugh at the Crone's hut when they see it coming are those that have obviously never faced it before – the more experienced know that there's nothing even remotely humorous about the fiendish thing.

Completely obedient to its master's wishes, the hut sees use most often as a simple terrorizing weapon, scattering heroes who otherwise might attempt concerted attacks on the old witch.

A towering form, the Hut has outrun sportscars in the past and kept pace with an assault helicopter that was trying to escape it in an icy canyon. The Hut does enjoy a few tactics that it has used often enough to be noticed.

First, it simply runs down its targets and continues on its path. Second, it uses its size advantage to rise above its target and then slams one of its enormous feet down upon it over and over again; since those feet are as large as cars, it's somewhat difficult to dodge them. Lastly, the Hut grabs a slow-moving target in one its enormous talons and either uses the target as a living club (while balancing masterfully on its other foot), or plops the target through the mouth-like door on its face, thereby depositing the poor soul in the small pocket dimension that is the Hut's tesseract-seeming interior. The hero is then trapped until he can be rescued (assuming he doesn't also have the ability to move through dimensions), his only connection to Earth the view through the "windows" of the hut that allow occupants to see what is happening on the outside of the Hut.

Walking Hut

Cost 95/19, STR 50, SPD 6, TGH 12, SZ Gargantuan, Features – "Computer," Defense System, Living Space, Security System 3; Powers – Dimensional Pocket 15, ESP (Sight and Hearing; Only for viewing outside pocket dimension -1; Usable by Others Only -1, Medium: Windows -1, Static (Point of View can't be moved from immediately outside of window exterior); PF: Dimensional), Regeneration 15 (Recovery Bonus +0, Injured 5, Disabled 5), Strike 10 (Autofire +2)

Dark Reflections of the Motherland

The Crone uses a small and dismal pocket dimension as her home. Whether or not she actually created the realm is open to speculation, as is even the true extent of the realm's physical space.

The environs resemble a portrait drawn from a Siberian peasant's nightmares – a bleak and oppressive Slavic winterscape, bitterly cold, where wind and shadows war to see who consumes intruders first. The trees are dead things of grey and black that seem to be clawing out of the ever-present snow to flail uselessly at the uncaring sky; the rivers, little more than winding patches of midnight-black ice, barely covering the mire-choked venomous waters lying treacherously beneath the ice's deceptively thin surface.

The realm itself functions as a sentient entity, aware of what occurs within its boundaries and able to control the weather and terrain within its confines at the Crone's whim. Mechanically, this is treated as a combination of the Computer and Security System functions of the HQ. Similarly, the weather and terrain attacks can target anyone within the HQ's boundaries as per the Defense Systems function, substituting the land's many mystical abilities for any mundane weaponry. The Holding Cells and the Earth Control power even allow the land to spontaneously form or manifest oubliettes and grotesque dungeons, as it desires. Lastly, when physical obstacles prove insufficient, the overwhelming and foreboding sense of dread the entire land carries in every stone, twig and mote of its substance can be used to cower intruders with a smothering sense of impending doom.



Dark Reflections of the Motherland

SZ Awesome, TGH 10, Features – “Computer,” Defense System, Holding Cells, Isolated, Security System 3, Workshop; Powers 9: Element Control (Air, Earth, Fire, Water), Fearsome Presence, Regeneration (Recovery Bonus +0, “Broken/Injured” 5, “Destroyed/Disabled” 5), Weather Control (Cold 2, Distraction 2, Hamper Move 2)

The Crone's Minions

All of the Crone's minion's are spirits given physical form by her will, and so can be reformed if their physical bodies are destroyed by anything other than magic more powerful than hers. Their bodies resemble creatures out of Slavic mythology and folklore, with the personalities and abilities to match.

Lorusski

The goblin-like Lorusski roam the Crone's lands in bands of a dozen or more, staying only in the darkest reaches while they hunt prey foolish enough to think that distance from the Vodyanoi-infested rivers equals safety. These little monsters are playful in their malice, far preferring to visit misfortune on the unsuspecting while hidden in the shadow than to face any but the weakest looking targets directly. When the weight of their whispered curses finally results in death or incapacity, they swarm in for the kill.

Though intelligent, they are single-minded, and only really creative when it comes to their vicious little pranks.

Lorusski: PL 3/MR 3; Str 6, Dex 16, Con 12, Int 10, Wis 12, Cha 12; *Skills:* Bluff 6 (+7), Notice 7 (+8), Stealth 7 (+14); *Feats:* Attack Focus (Melee) 3, Dodge Focus 3, Fearless, Hide in Plain Sight, Sneak Attack, Taunt, Teamwork; *Powers:* Concealment 2 (Normal Vision; Blending -1), Luck Control 1 (Re-Roll), Shrinking 4 (Continuous +1, Normal Strength +1, Permanent -1; PF: Innate), Teleport 1; *Combat:* Attack +3, Damage -2 melee, Defense +4*/+3, Initiative +3; *Saves:* Toughness +1, Fort +3, Ref +5, Will +2; *Abilities* 8 + *Skills* 5 (20 ranks) + *Feats* 11 + *Powers* 11 + *Combat* 0 + *Saves* 5 = 45 (*Includes SZ mods)



Vodyanoi

Vodyanoi prefer to stay beneath the waters of their filthy black rivers. When called upon for action, they are brutal and direct, having absolutely no familiarity with the concept of subtlety.

Vodyanoi seldom take complex instructions well and will literally try to eat anything that doesn't manage to eat them first.

Vodyanoi: PL 6/MR 6; Str 25, Dex 10, Con 18, Int 8, Wis 8, Cha 14; *Skills:* Intimidate 10 (+12), Notice 6 (+5); *Feats:* All-Out Attack, Attack Focus (Melee), Fearless, Fearsome Presence 6, Power Attack; *Powers:* Growth 5 (Permanent -1; PF: Innate), Immunity (Drowning), Protection 4, Regeneration 7 (Bruised 2, Injured 2, Disabled 3), Swimming 1; *Combat:* Attack +2, Damage +7 melee, Defense +2/+1, Initiative +0; *Saves:* Toughness +8, Fort +9, Ref +0, Will +6; *Abilities* 8 + *Skills* 4 (16 ranks) + *Feats* 9 + *Powers* 29 + *Combat* 14 + *Saves* 12 = 81



Puzushka

Despite being considerably smaller than the Vodyanoi, the Puzushka are the backbone of any of the Crone's plans that actually require numbers. They take instruction best of any of the creatures that she calls servant, and they reproduce with their larger spores quickly to fill out any manpower needs. These man-sized fungal creatures, whose durable exterior sheathes and wood-like claws make them dangerous to underestimate, also produce smaller spores at will – spores that fill the air and when inhaled cause debilitating hallucinogenic effects. Since even a handful of Puzushka can frighteningly quickly become an army of Puzushka, an enemy incapacitated by nightmarish delusions brought on by exposure to the fungal spores seldom has the opportunity to recover before meeting a gruesome end.

Puzushka: PL 8/MR 4; Str 12, Dex 13, Con 20, Int 10, Wis 10, Cha 10; *Skills:* Notice 8 (+8); *Feats:* Fearless, Teamwork; *Powers:* Duplication 4 (PF: Progression 2, Mental Link), Fatigue 2 (Area: Burst +1, Continuous +1; AP: Confuse 8 (Area: Burst +1, Range: Touch -2)), Immunity (Own Powers), Strike 2 (PF: Mighty); *Combat:* Attack +3, Damage +3 melee, Defense +3/+1, Initiative +1; *Saves:* Toughness +5, Fort +5, Ref +3, Will +3; Abilities 15 + Skills 2 (8 ranks) + Feats 2 + Powers 24 + Combat 12 + Saves 5 = 60



Rusalka

The Rusalka are the Crone's hounds, her bloodthirsty huntresses reveling in their rabidly anticipated kill. Capable of turning insubstantial as fog with no more than a thought, the Rusalka can give their ghostly bone claws just enough substance to pierce living tissue, bypassing mundane protection as if it didn't exist. The Rusalka are quicksilver fast and seldom stay still or even put their feet on the ground. They also sulk when denied their bloody sport for too long, looking all the while as some deranged picture of teenaged sullenness at its worst.

Though quite pretty in an exotic sort of way, there is nonetheless something about them that registers as not quite right, discomforting those around them.

Rusalka: PL 6/MR 8; Str 12, Dex 30, Con 14, Int 12, Wis 16, Cha 16; *Skills:* Notice 8 (+11), Stealth 8 (+18), Survival 8 (+11); *Feats:* Attack Specialization (Claws), Attractive 2, Defensive Roll 2, Dodge Focus 4, Evasion, Sneak Attack, Track; *Powers:* Flight 3, Insubstantial 4, Strike 5 (Affects Corporeal +1, Alternate Save: Fortitude +1, Autofire +1); *Drawbacks:* Power Loss – Flight can't exceed 30 ft off ground (-1); *Combat:* Attack +5/+3, Damage +5 Melee, Defense +8/+2, Initiative +10; *Saves:* Toughness +4, Fort +3, Ref +10, Will +3; Abilities 40 + Skills 6 (24 ranks) + Feats 12 + Powers 46 + Combat 14 + Saves 1 - Drawbacks 1 = 118



CRUCIBLE



DESCRIPTION

The Saeduun were an ancient race when Earth's last ice age covered the land under a frozen mantle. They trace their civilization back over 200 millennia to the fall of the Acahii progenitors, whom they look upon as almost religious figures. The Saeduun, or "Pale Ones" as they are called by many of the other races with whom they deal, are naturally psionic as a species, with a long tradition of telepathic and telekinetic development. Oldest among their traditions still observed is the warrior brotherhood the Paladins of the Inner Stars, or simply the Paladins, and their place as the defenders of Saeduun law and culture. It was the Paladins who first brought to the attention of the mighty Commonwealth the state of their continuing growth as a people. As the keeper of such records, the Paladins knew that their race's evolutionary development had stagnated, that their best Psi-talents were shadows of their ancestors' strength, and grew weaker every generation. They proposed that teams of scientists spread among the stars to study the younger and less-developed races in order to determine if there was a biological "key" to be found that could renew their own evolution.

One such scientist was hidden among the peoples of Earth, cosmetically disguised to pass as one of them. He met, fell in love with, married, and much to his surprise had a child with a human woman. This shocked his superiors as much as it shocked him, as it was a long-held canon of Saeduun medical science that they had never been inter-fertile with any other species. When the child later began to manifest Psi abilities markedly above those of the strongest Saeduun living, the Paladins thought they had found if not the key itself, at least its location – the human genetic structure. But one of the oldest and most respected of the order spoke out against this idea. Ce'Te'Vaal had been one of the opponents of the search from its beginning and was appalled at the mating of one of his people with a "lesser life form." The Saeduun, he said, were the highest order of creation and it was an abomination to sully their perfect genetics with the fruit of those he deemed little better than beasts. He was shouted down in his opposition, just as he had been before the search had begun. He tried time and again over the following years to have the child destroyed and her father removed back to Saeduun Prime to be tried and imprisoned, but he was ignored. Eventually he decided to take matters into his own hands. Donning his family's ancient battle armor and stealing a ship, he himself went to Earth to prove to the Order that they grossly overestimated the abilities of the half-breed trash, Sarah Thompson (a.k.a. Iron Angel, page 17). He failed in his self-appointed mission. Instead of humbling the half-breed and killing her, he was thoroughly defeated in fair and honorable combat at her hands. This was the final outrage, and something within him snapped. Since that day, Te'Vaal, or Crucible as he has begun calling himself, has worked tirelessly toward not only destroying Iron Angel, but obliterating the world that gave her life.

Crucible is a racist fanatic, absolutely convinced of his species' innate superiority over all others. He hates humanity with a passion only surpassed by his singular hate of Iron Angel and her father. The Saeduuns have tried several times to capture him so that he can be treated for what they consider his mental illness. He has always escaped or eluded them, returning to Earth. His ambition is nothing less than genocide, and he can barely tolerate the presence of non-Saeduuns around him. In addition to psionic abilities of his own, somewhat more powerful than the norm for his race, including being able to form a telekinetic sword and shield (traditional for the Paladins), he wears a highly sophisticated suit of powered armor and carries a thin staff that projects intense microwave bursts. As an elder member of a militant order, he has also had extensive combat training.

QUOTE

"Hairless monkeys with delusions of grandeur – I'm supposed to be impressed with *that?*"

RACE	SEX	HT	EYES
Saeduun	Male	5'11"	Mauve
GROUP	AGE	WT	HAIR
None	?(220)	191#	Black

PUBLIC KNOWLEDGE

5	Powerful psi
10	Hates Iron Angel
15	Claims to be an alien
20	Arrogant racist
25	
30	

PL	Alien "Purist"		PTS
11			302

STR	15	+2	TGH	LIFT
DEX	15	+2	+12/+2	400#
CON	15	+2	FORT	LEAP
INT	18	+4	+6	12 ft
INT	18	+4	REF	INIT
WIS	18	+4	+6	+10
CHA	16	+3	WILL	KB
			+10/+16	-6

ATTACK	DEFENSE
+8	+10/+5

DAMAGE	SIZE
+14 Blast, +14 Strike	Medium
GRAPPLE	SIZE
+10/+14	Medium

SKILLS

Bluff 6 (+9), Computers 12 (+16), Craft (*Electronics*) 5 (+9), Concentration 9 (+13), Disable Device 6 (+10), Intimidate 6 (+9), Know (*Behavioral Sciences, Civics, Life Sciences, Physical Sciences, Tactics, Technology*) 6 (+10), Language (*English, [Saeduun Standard]*), Notice 8 (+12), Pilot 3 (+5), Search 5 (+9), Sense Motive 6 (+10), Stealth 5 (+7)

FEATS

Distract (*Intimidate*), Eidetic Memory, Environmental Adaptation (*Zero-G*), Improved Initiative 2, Inventor, Master Plan, Power Attack, Taunt, Weapon Bind, Weapon Break

POWERS

Device 13 [Paladin's Space Armor], Hard to Lose (Blast 12, Flight 6, Immunity 9 [Life Support], Invisibility [All Vision], Protection 10, Super Senses 2 [Commlink, IR Vision]), **Device 9 [Paladin's Staff]**, Easy to Lose (Blast 14 [Penetrating +1; AP: Mental Blast 10, Strike 14 (Penetrating +2), Teleport 8 (Accurate +1, Portal +2; PF: Change Velocity, Easy)], **Immunity 2** (Age, Disease), **Mind Shield 6**, **Telekinesis 6** (Action: Free +2, Area: Shapeable +1, Damaging +1, Perception +1, Selective +1; PF: Precise), **Telepathy 6** (Action: Free +2, Area (for Communication): Emanation +1; plus Comprehend 1 [Languages, for receiver]; PF: Selective; AP: Mental Blast 7, Nauseate 10 [Range: Normal +1]), **Super Senses 6** (Mental Awareness [Acute, Accurate, Extended, Radius])

AT	CM	SV	SK	FT	PW	DB
37	36	14	27	11	177	—

PL 12	Creature of Mental Energy	PTS 279
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STR	20	+5	TGH	LIFT
DEX	26	+8	+10	—
CON	—	—	FORT	LEAP
INT	20	+5	—	15 ft
WIS	30	+10	REF	INIT
CHA	10	+0	+8	+8
			WILL	KB
			+10	-5

ATTACK	DEFENSE
+10/+8	+6/+3
DAMAGE	
+10 Mental Weapon	
GRAPPLE	SIZE
+15	Medium

SKILLS
Intimidate 4 (+4), Notice 8 (+18)

FEATS
Attack Focus (*Melee*) 2, Environmental Adaptation (*Astral Plane*), Evasion, Favored Opponent (*Psionically Active*) 3, Fearsome Presence 2

POWERS
Absorption 5 (Energy, Healing Use, Mental Only -1), **Additional Limbs 3**, **Concealment 10** (All Senses, Continuous +1, Permanent -1; PF: Close Range, Innate), **Deflect 10** (Mental Attacks, Reflection +1), **Elongation 2**, **Flight 10** (Top 5 ranks only usable on Astral Plane -1), **Immunity 35** (All FORT Effects, Illusion Effects), **Insubstantial 4** (Continuous +1, Permanent -1; PF: Innate), **Mental Blast 10** (Mental Weapon -2; AP: Drain Constitution 10 [Affects Corporeal +1, Target only loses 1 rank a round maximum -1], Paralyze 6 [Affects Corporeal +1]), **Morph 6** (Broad Group: Any Sentient Lifeform, Mental Signatures Only -1), **Protection 10**, **Regeneration 10** (Recovery Bonus +5), **Super Senses 14** (Blindsight [Mental], Detect Psionically Active [as sense, Accurate 2, Acute, Radius, Ranged], Mental Awareness [Radius, Extended])

DRAWBACKS
Weakness: Direct "physical" contact with Mind Shield or mind protected by Impervious Will Save Bonus (per Round, Minor, -5), Power Loss, Concealment, Not vs. Telepaths and those with Mental Awareness (-1)

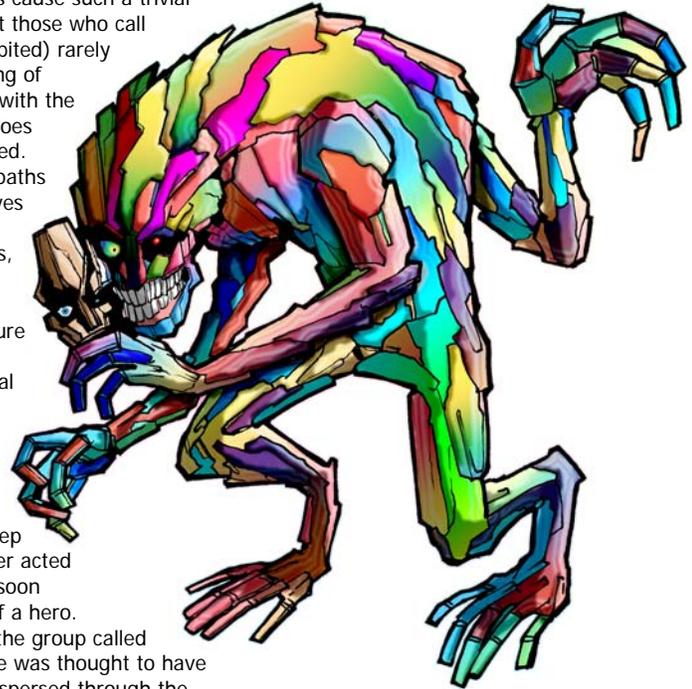
AT	CM	SV	SK	FT	PW	DB
46	28	0	3	9	194	-5

DESCRIPTION

The Astral Plane is a vast and dangerous realm, encompassing an interstitial network that ties together not only other planes, but the minds of all intelligent beings, each of whom brushes against its fabric with every mental exertion. The great majority of minds cause such a trivial ripple in the surface of the astral that those who call that plane their home (yes, it is inhabited) rarely notice them. But, occasionally, a being of heightened mental power, someone with the ability to tap into the astral aether, does cause enough of an echo to be noticed. These psychically active people, telepaths and espers, sometimes find themselves the focus of those astral denizens curious enough to follow their echoes, and not always with pleasant results. One such curious visitor was Mindstalker. Apparently a being of pure mental energy, the enigmatic Mindstalker was drawn to the material plane accidentally during the experiments involved in Project Six ("Project Mindscape") that resulted in the formation of Ghostworks. Finding itself trapped in proximity to Earth and unable to return to the Deep Astral from which it came, Mindstalker acted on its innate benevolent nature and soon accrued a reputation as something of a hero. Eventually, it joined other heroes in the group called the Pantheon. Mindstalker's existence was thought to have ended when its form was violently dispersed through the Astral landscape connected to the Shadowlands in an intertemporal conflict between a number of heroes and the entity called Umbra. This common knowledge was proven inaccurate recently when a research group from Ghostworks came upon "pieces" of Mindstalker's psyche scattered across a section of the Astral they were exploring. Having encountered Figment, a wandering entity thought similar to what is known in Tibetan legend as a tulpa, the group was soon able to discern that Figment was only one part of the puzzle to which they now had found further pieces. To their later regret, they put together what they had and helped the result merge. The new being escaped immediately from the facility, only to return later and hunt down each of its rescuers – draining their mental energies and killing them one by one.

Figment is a being of mental energy. Although not inherently malicious in the core shard that wandered amnesiac around Earth for a number of years following the Umbra incident, Figment changed drastically when the other pieces found by Ghostworks were reintegrated. It is theorized that what existed before was a childlike representation of Ego, whereas what exists now is a dark, predatory manifestation of raw Id. It is naturally invisible and incorporeal, though telepaths and others with mental senses can perceive its form directly. To creatures that cannot see him, he instills a general feeling of anxiety and distrust in its immediate area. For those creatures that can detect him, Figment's lack of a set physical form can be disconcerting, as he changes his mental "appearance" seemingly randomly. As a creature of pure mental energy, Figment has no physiology to target, and cannot be harmed by the physical world, nor can it affect that world directly. Any time he tries to "make contact" with a shielded mind, however, it can cause painful (and even debilitating) feedback to him (when he comes within a foot or so of a shielded mind). Figment is drawn to sources of psychic energy, and will target and hunt psychic characters. It has quickly become a consummate predator in the psychic landscape, and the terror of psychics worldwide. No matter how human it may seem, Figment is still alien to this plane and its thought processes as well as its understanding of what it sees reflects this.

FIGMENT



QUOTE
"What a delicious minnnnnnnndddddd you havvvvvvvvvvvve.....! I'll just take a tasssssstttttte....."

RACE	SEX	HT	EYES
Tulpa	N/A	N/A	Clear
GROUP	AGE	WT	HAIR
None	824	0#	None

PUBLIC KNOWLEDGE	
5	
10	
15	Invisible mental being
20	Practically indestructible
25	Damaged when interfacing with strong minds
30	Psychic Predator

THE GHOUL



DESCRIPTION

Joshua Kale, as all of the Special Forces subjects selected for Project Nine, excelled in all the things his military training and discipline trained him to handle. Kale's preeminent facility was psychological warfare. Playing with other people's minds in the field was almost as much fun as playing with the shrinks who administered the profiling each of the P9 subjects endured. Their tests were so childishly simple to circumvent when you knew how to give exactly the right answers in exactly the right way. Classified Black Ops was a premiere career track, and Kale fiercely wanted to climb that ladder. Unfortunately, his ambition clouded his caution this time around; otherwise, he would have made himself more aware of the risks inherent in P9's aims: the engineering of the perfect American supersoldier. Kale's body chemistry seemed perfect for the project. It was a rude shock, then, when he responded so badly to the treatments. On the one hand, he *did* develop all the physical traits the project leaders wanted. On the other hand, his appearance changed drastically as he mutated. His gums receded, displaying his teeth to a gruesome extent; his musculature seemed to diminish even as it grew preternaturally strong, giving him a gaunt, almost emaciated appearance; his skin color and eyes both took a sickly cast, and most of his hair simply fell out. The most dangerous change, however, was the one that didn't show externally. Always borderline in many respects, Kale's personality sank into a cold but functional psychosis. He was the last of Project Nine's high-profile failures; during his escape from observation, his "liberation" from his former masters as he prefers to remember it, he managed to kill or cripple practically every project involvee of any importance.

Kale has since taken the name "the Ghoul," capitalizing on his grotesque appearance, and gone into business for himself as a very expensive mercenary, assassin, and agent provocateur.

As the Ghoul, Kale revels in both his abilities and the fear they provoke in his targets, his employers, and any associates he grudgingly accepts for specific assignments. As a master of psych-ops, Kale knows how best to promote his monstrous image for the greatest effect. The question becomes how much of his savage behavior, from ripping out throats with his teeth to making bestial spectacles of any prolonged combat, is a matter of calculation and how much is his ever-degrading mental state showing through.

The Ghoul is inhumanly strong and fast, his skin has proven capable of resisting penetration from small caliber firearms, and he heals phenomenally fast. Further, his senses are animal-keen, and his teeth and fingernails have grown almost steel-hard. In combat, he only goes for the kill after milking the situation for any psychological advantage he can gain. This means precision brutality, crippling and maiming attacks, working from the most vulnerable targets outward. Kale is callous in the extreme and has a disregard for human life so cold that it has shaken even other hardened killers.

As the Ghoul, Kale dresses to display his inhuman appearance. He wears skin-tight black pants and nothing else. Occasionally, when he has need of equipment on an assignment, Kale also adopts a torso harness to hold said equipment.

PL	Mind Gaming	PTS
12	Supersoldier	182

STR	28	+9	TGH	LIFT
DEX	28	+9	+12	4800#
CON	28	+9	FORT	LEAP
INT	13	+1	+10	38 ft
WIS	16	+3	REF	INIT
CHA	16	+3	+10	+13
			WILL	KB
			+9	-6

ATTACK	DEFENSE
+10/+9	+12/+6
DAMAGE	
+11	
GRAPPLE	SIZE
+19	Medium

SKILLS

Bluff 9 (+12), Climb 3 (+12), Intimidate 9 (+12), Know (*Behavioral Science*) 11 (+12), Know (*Tactics*) 4 (+5), Notice 6 (+9), Prof (*Psych Ops Specialist*) 12 (+15), Sense Motive 6 (+9), Stealth 6 (+15), Survival 2 (+5)

FEATS

Attack Focus (*Melee*), Diehard, Fascinate (*Intimidate*), Fearless, Hide in Plain Sight, Improved Initiative, Power Attack, Sneak Attack, Startle

POWERS

Immunity 2 (Disease, Poison), **Leap 1**, **Protection 3** (Impervious +1), **Regeneration 14** (Bruised 2, Injured 4, Disabled 4, Staggered 2, Unconscious 2), **Strike 2** (PF: Mighty), **Speed 3** (50 mph), **Super Senses 6** (Danger Sense, Extended Hearing, Lowlight Vision, Scent, Tracking, Ultra Hearing), **Super Strength 1**

AT	CM	SV	SK	FT	PW	DB
69	42	8	17	9	37	—

QUOTE

"But first, I want to hear you scream. Can you do that for me?"

RACE	SEX	HT	EYES
Human	Male	6'3"	Yellow
GROUP	AGE	WT	HAIR
None	150(32)	180#	None

PUBLIC KNOWLEDGE

5	
10	
15	Mercenary criminal
20	Plays mind games with his victims
25	Hunted by US government
30	Product of Project Nine

PL	Empathic Supersoldier		PTS
12			184

STR	26	+8	TGH	LIFT
DEX	26	+8	+12/+8	1840#
CON	26	+8	FORT	LEAP
INT	12	+1	+8	36 ft
WIS	16	+3	REF	INIT
CHA	28	+9	+10	+12
			WILL	KB
			+8	-6/-4

ATTACK	DEFENSE
+11	+12/+6
DAMAGE	
+11 Sword, +5 Rifle	
GRAPPLE	SIZE
+19	Medium

SKILLS
Bluff 5 (+18/+13/+9), Demolitions 5 (+6), Diplomacy 3 (+16/+11/+7), Disable Devices 5 (+6), Drive 6 (+14), Know (<i>Tactics</i>) 8 (+9), Notice 8 (+11), Profession (<i>Mercenary</i>) 8 (+11), Stealth 6 (+14), Sense Motive 6 (+9)

FEATS
Attractive, Equipment 10, Evasion, Fascinate (<i>Bluff, Diplomacy</i>), Improved Initiative, Instant Up, Power Attack, Precise Shot, Sneak Attack, Sweep Attack, Takedown Attack

POWERS
Enhanced Charisma 10 (Only vs. Men -1, 18 CHA Normally), Immunity 5 (Aging Disease, Cold, Poison), Emotion Control 12 (Area: Burst +1, Continuous +1, Distracting to Turn Off/Keep Off -1, One Emotion: Overwhelming Love -1, Only vs. Men -1, Range: Touch -2), Regeneration 5 (Bruised 1, Injured 1, Disabled 1, Staggered 1, Unconscious 1), Super Senses 3 (Extended Hearing, Extended Vision, Lowlight Vision)

EQUIPMENT						
Assault Rifle, Body Armor (Protection 4; PF: Subtle), Commlink, Heavy Pistol, Lock Release Gun, Motorcycle, Rebreather, Shurikens, Sword						
AT	CM	SV	SK	FT	PW	DB
74	46	7	15	21	21	—

beautiful beyond the power of words to describe. She wears hi-tech, form-fitting body armor in various shades of red and white. Heartbreaker is almost never without a very large and serious looking piece of firepower. Her combat skills are all that might be expected from a former top-notch Special Forces officer, and now improved by her mercenary experience.

Heartbreaker's physical abilities have been augmented. In addition to her superhuman strength, speed, and senses, she also possesses limited psionic ability. Any male coming within 50 feet of her is subject to a constant telepathic command that she must actually concentrate to mute. The command is to love her, absolutely and slavishly. She revels in the control and attention this power generates.

DESCRIPTION

Madeline "Maddy" Price grew up in a cold and loveless household, the daughter of a man who had wanted a son and blamed Maddy for her mother's death during childbirth. Throughout her life, Price worked twice as hard as anyone around her, just to prove to her father that she was good enough. She never succeeded. On his deathbed, his last words were that at least he wouldn't have to endure her presence anymore.

Unsure of what to do with her life without her father indirectly driving her, Maddy joined the army. Again she was surrounded by people she had to prove herself to, and she took to it readily. Her determination and pathological work ethic served her well and she excelled. Eventually she came to the attention of a group of high-ranking officers responsible for the top secret supersoldier program, Project Nine (*Prodigal*, page 64, the *Ghoul*, page 106). When presented with the opportunity, she didn't hesitate for even a moment. The regrets came later. After finishing the last series in the treatments, she went into convulsive shock, followed by a coma.

While she was comatose, her body underwent several changes, as did her brain chemistry. Price was a latent telepath, unbeknownst to her or to the project team. The project's genetic tampering activated this ability, but damaged the areas of the brain responsible for it – warping the talent. About halfway through her coma, she temporarily awakened, though in a berserker state. She seriously injured several soldiers, and ended up in heavy restraints before slipping back into a coma. When she woke up the second time, she was lucid, but still restrained. She asked an orderly to help her and he did. Immediately. He jumped to the task with gusto, and then backed away blushing, unable to look at her. Just talking to the other doctors and soldiers had the same effect. Attraction that went beyond simple attraction; their reactions bordered on worship. As she left the main medical wing she found herself surrounded with besotted men falling over themselves to do anything for her she asked. And then she ran into one of the female doctors assigned to the project. This person reacted normally, though astounded by what she saw. Afraid that the woman would raise an alarm about her being out of bed, Price grabbed her shoulder and spun her around, intending to talk to her. She then discovered that she was very, very strong, as the doctor went spinning off her feet and into a wall, the impact knocking the doctor out cold. Panicking, Maddy fled the facility, ably assisted by all the males she encountered along the way.

Once she had made it back to her home, Maddy reappraised the situation. She found that she had liked the reactions she had gotten. She certainly enjoyed the enhanced strength and speed she was displaying. Captain Price quit the army then and there (though her superiors viewed this action somewhat differently), and left the area. She initially stole what she needed and kept moving. Eventually she discovered that people were willing to pay her for what she could do, and Heartbreaker was born.

Madeline Price was an athletic, if mousy, blonde who had never taken much interest in her appearance. Heartbreaker (who has developed as an almost distinct new personality in her own right) capitalizes on all her assets. Properly presented, Price is a very attractive woman, whose natural appearance is grossly exaggerated in the minds of any men who encounter her – to them she is

HEARTBREAKER



QUOTE

"Don't pay any attention to the gun, sweetie. Just come out here and give us a kiss."

RACE	SEX	HT	EYES
Human	Female	5'8"	Blue
GROUP	AGE	WT	HAIR
None	30	125#	Blonde

PUBLIC KNOWLEDGE

5	
10	Mercenary criminal
15	Wanted by US government
20	
25	Former soldier
30	Product of Project Nine

ICE QUEEN



DESCRIPTION

Angelique De Winter is a spy. Not a staid and conservative little gray person populating a listening outpost or computer center. No, Angelique is a spy in the grand tradition of physical insertion, of disguised infiltration and covert theft, of sabotage and the silent knife from the shadows. She's a player in the Great Game, not a trudging pencil-pusher or glorified government clerk. She works for the highest bidder and her services are always in demand, as she is unsurprisingly quite good at what she does – just as she was raised to be. The De Winters have always been professionals in the shadow community, dating back before it was even recognized as such, to the court intrigues of the Sun King's France. Considered one of the world's most dangerous women by her peers in the intelligence community, she has lived up to that reputation time and again. An expert tactician, she performs her missions ruthlessly. Nothing comes before the mission – she is driven by the need to succeed – and nothing really comes after the mission, to tell the truth. From childhood, she has been trained to constantly be on the job, to use people as tools, and to win. Always, to win.

Her heartless path of bodies was stopped short, though, when she was sent to steal information from the Sentinels (page 5). Using her expertise, her equipment, and precision planning, she was able to infiltrate Fortress undetected, and to disable Algernon (or, more accurately, to render herself invisible to Algernon), a feat matched by none before or since.

It was when she first met Hardcore (page 16) face-to-face that she felt that something was missing. In a bedroom voice, he asked her what she was doing, and she coyly dodged his advances. Angered at her spurn, he clumsily attacked, but he was too distracted by her beauty and grace to effectively defend himself. She allowed him to take the disc back, but not before she gave him a kiss and escaped. To hear Hardcore tell the tale to his teammates, however, she ambushed him and he kept her from stealing the information, but Angelique knows that *she* knows his true feelings. She's made it a point to encounter the older Steele brother on a few occasions since then, enjoying the chase as much as she knows he must – though she credits him for hiding it well.

Ice Queen, a nickname given her both due to her demeanor and as a play on her family name, is all business in battle. She'll take the most direct route to solve any problem, which may include torture, death, seduction, or simple theft. But she always has her moves planned out three steps ahead of her opposition, and prepares for any conceivable contingencies. De Winter is in extraordinarily fit physical condition and is formidably trained in both close-quarter and ranged combat. Her equipment is the best money can buy, and her reflexes are long honed by experience in a field with little margin for error and no tolerance for failure.

EQUIPMENT

Collapsible Tonfa, Commlink, GPS, HQ [as Stately Manor x 5 (Progression 2), Underground Lair x 1], **Lockpicks, Silenced Heavy Pistol, SMG, Sports Car** [as M&M Core Rules, but also Alarm 2, Hidden Compartment 3, Navigation System, Oil Slick, Remote Control, and Smokescreen]

PL	Highly Skilled	PTS
10	Seductive Spy	229

STR	10	+0	TGH	LIFT
DEX	18	+4	+9/6/2	200#
CON	14	+2	FORT	LEAP
INT	16	+3	+8	10 ft
WIS	18	+4	REF	INIT
CHA	18	+4	+10	+8
			WILL	KB
			+10	-4/3/1

ATTACK	DEFENSE
+16/+15/+13	+11
DAMAGE	
+4 Pistol, +0 Melee	
GRAPPLE	SIZE
+13	Medium

SKILLS

Acrobatics 6 (+10), Bluff 10 (+18/+14)*, Climb 6 (+6), Computers 6 (+9), Concentration 8 (+12), Diplomacy 6 (+14/+10), Disable Device 10 (+13)*, Disguise 8 (+12), Drive 8 (+12), Escape Artist 6 (+10), Gather Information 10 (+14), Investigate 5 (+8), Know (*Civics, Current Events, Streetwise, Tactics, Technology*) 7 (+10), Notice 15 (+19)*, Pilot 10 (+14), Profession (Spy) 15 (+19), Search 8 (+11), Sense Motive 12 (+16), Stealth 12 (+16)*, Survival 6 (+10), Swim 6 (+6)

FEATS

Accurate Attack, Assessment, Attack Focus (*Ranged*) 3, Attack Specialization (*Unarmed*), Attractive, Benefit (*Alternate ID 5, Wealth 3*) 8, Connected, Contacts, Defensive Attack, Defensive Roll 3, Distract (*Bluff*), Equipment 16, Evasion, Grappling Finesse, Improved Aim, Improved Defense, Improved Initiative, Improved Throw, Improved Trip, Luck 4, Master Plan, Power Attack, Precise Shot 2, Skill Mastery*, Track, Uncanny Dodge (*Visual*), Well-Informed

POWERS

Device 5 [Stealth Suit, Hard to Lose (Concealment 5 [All Visual, Hearing; Blending -1; PF: Close Range], Immunity 4 [Heat, Cold, Suffocation], Mind Shield 5, Protection 4, Super Movement 2 [Swinging, Wallcrawling], Super Senses 2 [Lowlight, Ultra Hearing])]

AT	CM	SV	SK	FT	PW	DB
34	48	18	52	57	20	—

QUOTE

"There is no doubt that you'll tell me what I want to know; the only question is whether you'll enjoy it or not."

RACE	SEX	HT	EYES
Human	Female	5'4"	Blue
GROUP	AGE	WT	HAIR
None	39	105#	Blonde

PUBLIC KNOWLEDGE

5	
10	
15	
20	Spy for hire
25	
30	Family of spies

PL	Anti-Psychic	PTS
10	Assassin	208

STR	16	+3	TGH	LIFT
DEX	14	+2	+10/6/4	460#
CON	18	+4	FORT	LEAP
INT	12	+1	+6	13 ft
WIS	16	+3	REF	INIT
CHA	14	+2	+4	+2
			WILL	KB
			+8/+13	-5/3/2

ATTACK	DEFENSE
+11/+9	+10/+4
DAMAGE	
+4 Pistol, +6 Mental	
GRAPPLE	SIZE
+12	Medium

SKILLS
Bluff 6 (+8), Concentration 8 (+11), Disable Device 6 (+7), Gather Information 12 (+14), Notice 8 (+11), Pro (*Spy*) 8 (+11), Stealth 8 (+10), Search 6 (+7), Sense Motive 6 (+9)

FEATS
Attack Focus (*Ranged*) 2, Connected, Contacts, Defensive Roll 2, Dodge Focus 2, Equipment 6, Evasion, Luck 2, Master Plan, Well-Informed

POWERS
Concealment 2 (Mental Senses; Continuous +1, Permanent -1; PF: Close Range), **Concealment 6** (All Sight, Hearing, Smell; Only vs. Living Observers -1; PF: Close Range), **Immunity 10** (Mental Effect Damage), **Mind Shield 5**, **Nullify 10** (All Psionics; Power Resistance +1), **Nullify 10** (All Psionics, Duration: Concentration +1, Tiring -1), **Paralyze 6** (Range: Perception +2; AP: Mental Blast 6)

EQUIPMENT
Body Armor (Protection 4; PF: Subtle), **Commlink, HQ** (as Abandoned Warehouse), **Night Vision Goggles, Silenced Heavy Pistol, Smoke Grenade**

AT	CM	SV	SK	FT	PW	DB
30	34	9	17	18	100	—

DESCRIPTION

Joseph Ryan had started having the headaches while in high school. They went away after a few years, so he didn't really worry about them. But later, while undergoing a routine physical during his army induction, a blood test showed some irregularities in his blood chemistry. These irregularities sent up red flags on a computer system that didn't exist at a facility that didn't exist manned by an agency that didn't exist. Ryan soon found himself recruited by a highly secret arm of the NSA that called itself the Ghostworks. His medical tests had been flagged because they matched early testing signs for psi-potential. Within a few short months, the scientists he worked with had succeeded in awakening his talents and he started training in how to use them. Unlike his compatriots, all of whom were low-powered telepaths and telekines, Ryan was a powerful psionic void. He was very difficult to affect with psionics and could, with effort, shut down the functions of most forms of psionics. This made him both respected and feared by his peers. It made him highly valued by his superiors, however, as it set him up as the perfect counter to psi-agents working for hostile governments. Further work in developing his talents also led to discovering other applications. He could affect not only the parts of the brain responsible for active psionics but also standard mental functions. He could modify the mind's ability to process sensory input, making people unaware of his presence – their minds simply refusing to acknowledge that their senses were picking him up. And he could disable the voluntary nervous system, effectively paralyzing a target, or knocking him out.

Codenamed Krait, after the diminutive but incredibly venomous snake whose presence is often overlooked until much too late for its victims, Ryan served Ghostworks faithfully for several years. But his job took its toll. Given the nature of his work, relationships simply didn't last. He never received recognition for his abilities or his work by the world at large, and never could. And the people he did encounter on a daily basis tried to avoid him, as his ability to suppress the traits that made them special disturbed practically all of his co-workers. Finally, he decided to leave. Unfortunately, Ghostworks wasn't a country club. No one simply resigned and walked away from the shadow community – any of the shadow communities. When his requests were denied, he disappeared. The rest of the agency frantically tried to find him, but to no avail. He had learned his lessons much too well, and no trace of him could be found... at least for a while. Eventually, reports of a private operator matching Krait's description surfaced. Agents were dispatched to bring him in. Those agents were later found dead. The note attached to one of their bodies read, "I know who gives the orders. I know their names, their faces, and where they live. Don't make me prove it. I'm not your enemy – yet." His file was appended with the descriptor: Resignation Accepted.

Krait is an assassin. He specializes in psi-active targets, but is just as lethal against targets who aren't psi-active. His tradecraft is world-class, and his ability to cloud men's minds and paralyze their bodies has left him the winner against more than one opponent who was far superior to Ryan physically. He is always prepared before entering into any assignment, and he will spend as much time as he deems necessary to get a job done right.

KRAIT



QUOTE

"Don't worry about where I came from. Worry about where you're going."

RACE	SEX	HT	EYES
Human	Male	5'10"	Brown
GROUP	AGE	WT	HAIR
None	36	185#	Black

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Psionic assassin
30	Former operative for Ghostworks

THE LORD OF MIRRORS



QUOTE

"I have a proposition for you."

RACE	SEX	HT	EYES
Rha'Zha'Keth	N/A	Varies	Varies
GROUP	AGE	WT	HAIR
None	Varies(?)	Varies	Varies

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Extra-dimensional bargaining entity
30	Ancient imprisoned evil

Lesser Lord of Mirrors: Identical to Lord of Mirrors, except without ESP, Regeneration, Transform, and with Concealment 10 (PF: Close), Flight 18, Possession 15 (Range: Touch -2), and Super-Movement 3 (Dimensional Travel 3, Medium: mirrors -1, Must be invited -1).

DESCRIPTION

Long ago a great war raged among the stars between two powerful races. The Acaithii, one of the oldest and most advanced civilizations in this universe, came into contact and conflict with an invading extra-dimensional species known as the Rha'Zha'Keth, terribly powerful and utterly amoral avatars of living chaos. The war was long and costly, ending the Acaithii's peaceful reign across the stars and culminating in the destruction or imprisonment of what Rha'Zha'Keth made it into this reality. One such imprisoned entity was a lord among his kind when thrown into the pocket dimension designed to hold him for eternity. But time and separation from any source of sustenance for his power diminished him over the ages. Eons after its imprisonment, the entity was mistakenly contacted by young sorcerer attempting to invoke an entirely different power. Feigning the intended entity's identity, the chaos lord found that he was able to latch onto the summoner's focus before the mage realized his error. In that moment, a bond was forged between the entity and the symbol of that focus: a small mirror. Through trial and error, the Rha'Zha'Keth found it could contact the home of that mage, a place called Earth, through the use of that and other mirrors, but it was still much too weak to do more than communicate. Over the centuries, as it was able to make contact again and again, it was slowly able to bargain for strength in exchange first for information, and then the use of its own power for those with whom it entreated. The Wishgiver, the Whisperer, Master of Secrets, all of these names it earned over the years. But its most common appellation comes from the means by which today, even mortals without real magic can invoke the entity with nothing more than the proper words – the Lord of Mirrors.

Possessing only the smallest fraction of the power it once commanded, the Lord of Mirrors is still trapped within the dark prison dimension into which the Acaithii banished him. He can't manifest on the physical plane ...yet. He is entreated mostly by mid-level practitioners, those with more power than wisdom. They ask for things like beauty or strength or long life, etc. More experienced sorcerers know to take precautions when dealing with him, as he's proven a deadly mistake for those incautious enough to trust him. As he bargains with more and more people, his strength grows from the fleeting touches with this plane. Within the last few centuries, it has grown strong enough to form "fetches," small reflections of itself that it can actually send through the mirrors used to invoke it and possess those foolish enough to give it an opening. What it plans to do with its small but growing number of possessed servants is unknown to any but their master.

The Lord of Mirrors has no corporeal form nor set appearance. He traditionally appears to his summoners as their own reflection, though animated. However, he can appear as anything or anyone he desires; it's entirely illusion, with no substance to it whatsoever, but few can tell the difference unless he desires it.

NOTE

Some GMs may wish to use The Lord of Mirror's "wish-granting" as an X-Trait instead of limiting it to the mechanics shown.

PL	Extradimensional Demon Lord		PTS
15			424

STR	10	+0	TGH	LIFT
DEX	10	+0	+0	200#
CON	10	+0	FORT	LEAP
INT	30	+10	+0	10 ft
INT	30	+10	REF	INIT
WIS	40	+15	+0	+0
CHA	40	+15	WILL	KB
			+20	-0

ATTACK		DEFENSE	
+11/+5		+5/+3	
DAMAGE			
+0			
GRAPPLE		SIZE	
+5		Medium	

SKILLS

Bluff 10 (+25), Diplomacy 10 (+25), Know (*Arcane Lore*) 10 (+20), Sense Motive 10 (+25)

FEATS

Attack Specialization (*Touch*) 3, Distract (*Bluff*), Fascinate (*Bluff*, *Diplomacy*) 2, Fearsome Presence 8, Ritualist, Taunt

POWERS

Communication 2 (Medium: Mirrors -1; PF: Interdimensional, Subtle 2), **Comprehend 4** (Languages), **ESP 20** (All Sight, Hearing; Medium: Mirrors -1; PF: Interdimensional), **Immunity 35** (FORT Effects, Illusion Effects), **Insubstantial 4** (Continuous +1, Permanent -1; PF: Innate), **Protection 10**, **Regeneration 20** (Recovery +10, Resurrection 10), **Summon 20** (Lesser Lord of Mirrors, Fanatical +1, Heroic +1; PF: Dimensional, Mental Link, Progression 6), **Super Senses 5** (Blindsight [Mental], Mystic Awareness), **Wishes** [**Transformation 10** (Anything into Anything; Continuous +1; PF: Interdimensional; AP: Mental Transform 8 [Complete Transform; Area: Shapeable +1, Continuous +1, Selective +1; PF: Interdimensional, Progression: Area 9], Create Object 16 [Continuous +1; PF: Innate, Interdimensional, Precise, Progression: Area 9, Subtle])]]

DRAWBACKS

Power Loss (Transform Array, unless willing subject other than Lord of Mirrors makes a wish, -2)

AT	CM	SV	SK	FT	PW	DB
80	20	5	10	16	295	-2

PL	Alien Warrior		PTS
15			197

STR	40	+15	TGH	LIFT
DEX	15	+2	+16	1600 ton
CON	31	+10	FORT	LEAP
INT	10	+0	+14	50 ft
WIS	10	+0	REF	INIT
CHA	16	+3	+5	+6
			WILL	KB
			+8	-17

ATTACK	DEFENSE
+13/+10	+7/+3
DAMAGE	
+17 Melee	
GRAPPLE	SIZE
+39	Large

SKILLS

Climb 3 (+13), Disable Device 5 (+5), Intimidate 10 (+15), Know (*Tactics*) 8 (+8), Language 2 (*English, Spanish, [Sikkai]*), Pro (*Guerilla Soldier*) 8, Notice 6 (+6), Stealth 6 (+8), Sense Motive 6 (+6), Survival 6 (+6)

FEATS

All-Out Attack, Attack Focus (*Melee*) 3, Blind-Fight, Chokehold, Fearsome Presence 3, Grappling Throw, Improved Critical (*Unarmed*), Improved Initiative, Improved Trip, Instant Stand, Power Attack, Startle, Sweep Attack, Takedown Attack

POWERS

Growth 5 (Permanent -1; PF: Innate), **Immoveable 2**, **Immunity 3** (Cold, Disease, Heat), **Leap 1**, **Protection 6** (Impervious +1), **Paralyze 12** (Linked to Strike +0, Strike must inflict at least one level of damage first -1, Alternate Save: Fortitude +0, AP: Paralyze 4 (Range: Normal +1, Alternate Save: Fortitude +0)), **Strike 2** (PF: Mighty), **Super Strength 7**

AT	CM	SV	SK	FT	PW	DB
47	38	15	15	18	64	—

over his exile, and determination to earn his way back into his people's good graces, Magog has led a one-man guerilla war while on Earth. How he's adapted to function in this world well enough to hide from the authorities so well is also a mystery.

He appears, sometimes attacking targets whose value is military, and at other times, confusingly, of no discernible value except to him. What is known with certainty is that he is very dangerous, and takes a special interest in those who successfully stand against him, such as Hardcore (page 16) of the Sentinels and Nimbus of The Atomic Youth, both of whom have earned his personal enmity.

Magog is a large gray-green-skinned humanoid with artificially placed external bone structures located at strategic places along his body. He is immensely strong and well trained in the arts of war. His body apparently generates a paralytic neurotoxin that he can spit at great range and with respectable precision. He's mastered the dominant languages of his primary battlefield, namely North America, and somehow continues to make allies enough to help him stay underground as he continues his private war.

DESCRIPTION

The Sikkai are warriors. From the youngest child to the oldest wise man, they constantly train to fight. They are one of the few races that seem indigenous to the interdimensional area between worlds known as the Gray. Upon discovering a series of naturally occurring portals leading to Earth, a lush paradise in the eyes of those living in an endless wasteland, they immediately worked to transform their entire people into a cohesive invasion force. The first invasion was defeated in the '60s by the adventurers that called themselves Danger, Inc., the second by the Steele family in the early '80s, and the third by the current team of Sentinels a little over two years ago. This last invasion was marked by a new type of Sikkai, a genetically altered breed with enhanced physical abilities.

Where and from whom these alterations were received is a question still in search of an answer, as none of the Sikkai have ever been captured alive to ask. When faced with their immediate failure and inevitable capture, the beachhead force retreated back through their portals. Left behind was only the leader of these new Sikkai, a monstrous fighter whose failure to lead his people to success resulted in this involuntary exile.

Dubbed *Magog* by an imaginative reporter, this master warrior's real name is unpronounceable by human tongue. He also hasn't answered questions, as he's never been captured, at least not for very long. Consumed with shame

MAGOG

**QUOTE**

"Fall before me! Thus to all who stand against my people!"

RACE	SEX	HT	EYES
Sikkai	Male	9'1"	Orange
GROUP	AGE	WT	HAIR
None	(?)	1380#	None

PUBLIC KNOWLEDGE

5	
10	Alien warrior
15	Leader of failed invasion
20	Continues to fight a guerilla war
25	
30	

MEAN MACHINE



QUOTE

"Time to bleed, little man."

RACE	SEX	HT	EYES
Human	Male	6'4"	Artificial
GROUP	AGE	WT	HAIR
None	38	520#	Black

PUBLIC KNOWLEDGE

5	Former Sentinel
10	Hates Technomancer
15	Has killed several metahumans
20	Generally causes a lot of property damage
25	
30	

DESCRIPTION

Curt Weathers still doesn't know why the Assembly (page 98) chose him. Out of the thousands of people the Assembly captured as hostages during one of its many assimilate-the-world attempts, Curt was one of the few that it used a lab experiment in creating cyborg minions. Most of those it chose died, but Curt had always been the toughest person he'd ever known. In fact, he prided himself on it. He survived the rapid and agonizing surgical implantations with his mind intact. Mostly. He was rescued from digital slavery shortly thereafter by the intervention of the Best Man (page 53) and a few of the Sentinels (page 5).

It took the hospitals months of examining before they had no choice but to pronounce him healthy. Half-machine, with no chance of regaining his humanity, but healthy nonetheless. Of course, he couldn't go back to work for his construction company. After one look at him, the company sent a legal representative to blather on about health insurance coversers objecting and half a hundred other things that Curt zoned out on after a few minutes. The point was, and he understood it clearly, they didn't want him there. It was something he got used to over the following weeks – the words were different, but the point always stayed the same. Finally, not knowing where else to turn and having no idea where rent and food money were going to be coming from, he took the first offer he was made, to play the part of rent-a-thug. Just stand around and look intimidating. No problem. Until the two-bit wannabe that had hired him snafued his masterplan and brought down the cops – and then took hostages. Curt could handle looking the part, but when it actually came down to hurting innocent people, he balked. His employer folded over on the first punch.

For a few weeks, he was something of a celebrity; VILLAIN SEES LIGHT/SAVES DAY read the headlines. The prosecutors dropped most of the charges, indicting him only for the lesser offenses – for which he received a slap on the wrist. Many people in the city looked at him as some kind of underdog, some kind of hero, just for showing a conscience. Curt didn't understand it, but he went with it. Went with all the little perks, like getting paid to stand in the background in commercials – good money, and very easy.

Over time he did more and more of the corporate sponsorships. Occasional encounters with no-name second rate metacriminals set up by his sponsors, continued to enhance his reputation, especially with a corporate officer or two helping the presentation. Eventually, one of his sponsors finagled an even higher profile "gig." Early in their career, the current Sentinels made the mistake of taking assistance from a few government and corporate organizations. During that period, one of those sponsors attached strings – and they wanted Mean Machine (as he had become known) on the team. Weathers suddenly found himself in the bigtime.

Unfortunately for Curt, there were two problems. The first was that he now had to do more than just act the part; he was facing real opponents who actually wanted to kill him (and the others). The second was that the constant activity was putting a strain on his systems – his neural interfaces started to affect his brain chemistry. He found it harder to control his temper, and experienced extreme mood swings. One punch was no longer as satisfying as administering a good beating. After a particularly brutal episode ending in severe hospitalization for a couple of opponents who didn't have it coming, he was suspended from the group and faced the very real likelihood of assault charges. He responded violently, but before either Hardcore or Sundance could intervene, Technomancer overrode Curt's systems. He was shut down, quickly, completely, and in a humiliating fashion. Something inside him died in that shame, and when he had control

again he escaped custody, determined that he would never again dance to someone else's tune.

Though he's often worked for other people since his psychotic breakdown, he's always been the one to dictate the terms. Mean Machine will work for anyone who meets his steep prices. Gone are the days of the sympathetic anti-hero, as well as the conscience that spawned them. He reserves a special hatred for Technomancer and other cyberpaths, who he'll target first if he has the option. He also responds with incredible violence whenever he feels he's been embarrassed or deceived. Mean Machine is a large and intimidating (obvious) cyborg with a number of weapons attachments. Over the years, he's occasionally accepted payment in the form of upgrades to his systems. He's superhumanly strong, fast, and durable, and his Omnium-tipped chainsaw can cut through most obstacles, regardless of their construction. He's an accomplished brawler, but seldom displays any real grasp of tactics.

PL	Cyborg with a Bad Attitude	PTS
13		200

STR	34	+12	TGH	LIFT
DEX	26	+8	+14	45 tons
CON	28	+9	FORT	LEAP
INT	10	+0	+10	110 ft
WIS	13	+1	REF	INIT
CHA	16	+3	+9	+12
			WILL	KB
			+3	-9

ATTACK	DEFENSE
+14/+11/+10	+11/+6
DAMAGE	
+14 Strike, +11 Blast	
GRAPPLE	SIZE
+27	Medium

SKILLS

Computer 3 (+3), Disable Device 3 (+3), Gather Information 6 (+9), Notice 4 (+5), Intimidate 8 (+11)

FEATS

All-Out Attack, Attack Focus (*Melee*), Improved Disarm, Improved Initiative, Power Attack, Startle

POWERS

Blast 11 (PF: Accurate 2), **Datalink 5**, **Leap 2**, **Immunity 1** (Breathe Underwater), **Protection 5** (Impervious +1), **Speed 3** (50 mph), **Strike 8** (Penetrating +1), **Super Senses 6** (Extended Hearing, Extended Sight, IR Vision, Lowlight Vision, Radio, Ultra Hearing), **Super Strength 4**

AT	CM	SV	SK	FT	PW	DB
67	42	4	6	6	75	—

PL	Shapeshifting		PTS
12	Power Thief		226

STR	15	+2	TGH	LIFT
DEX	26	+8	+8	400#
CON	16	+3	FORT	LEAP
INT	14	+2	+8	12 ft
WIS	10	+0	REF	INIT
CHA	12	+1	+8	+8
			WILL	KB
			+5/+10	-4

ATTACK	DEFENSE
+10	+10/+5
DAMAGE	
+2 Melee	
GRAPPLE	SIZE
+18	Medium

SKILLS

Acrobatics 3 (+11), Bluff 6 (+7), Climb 3 (+5), Escape Artist 6 (+14), Gather Information 8 (+9), Know (*Current Events, Popular Culture*) 3 (+5), Notice 10 (+10), Pro (*Bounty Hunter*) 10 (+10), Sleight of Hand 8 (+16), Sense Motive 8 (+8), Stealth 8 (+16), Survival 8 (+8)

FEATS

All-Out Attack, Assessment, Defensive Attack, Evasion, Grappling Finesse, Improved Defense 2, Improved Initiative, Luck 2, Move-By Action, Power Attack, Sweep Attack, Track

POWERS

Device 4 (Chameleon Harness, Hard to Lose [Comprehend 4 (Languages), Mind Shield 5, Morph 5 (Human, Only vs. Scanning Tech -1, Duration: Continuous +1), Super Senses 2 (Detect Organic Structure [Acute])], Immunity 3 (Pressure, Suffocation), Mimic 10 (All Powers at the Same Time, Tainted -1), Protection 5, Shapeshift 6 (Dynamic Array; Duration: Continuous +1, Humanoid Shapes Only -1; AP: Healing 9 [Action: Free +3, Total +1, Self Only -1; PF: Regrowth]), Transform 6 [Mental, Alter Memories (Range: Touch -1), AP: Telepathy 6 (Range: Touch -2 [for Range: Touch is for Mind Reading])]

AT	CM	SV	SK	FT	PW	DB
33	40	10	21	14	108	—

DESCRIPTION

The Chidoro were once a powerful race. Long ago they held dominion over a grand empire spanning dozens of star systems, violently annexing neighboring systems one by one as they expanded their sphere of influence. And then they encountered the Saeduun. The Chidoro tried to overwhelm the Saeduun as the Chidoro had done every other race they had ever come across – only to find themselves greatly outmatched by the psionically-endowed and militarily-advanced “Pale Ones.” In the aftermath of their failed conquest, the great houses of the Chidoro rose against each other, exploiting the chaos to settle old debts. By the time the last dagger was dropped, the Chidoro were in shambles as a society.

This all happened centuries before Xeregal was dragged from his birthing crèche. Xeregal was born in the caste of the Hunter, the onetime enforcers of the empire’s harsh laws and edicts. To survive after the demise of their patrons, the Hunters began offering their services to any patron that could meet their price, even going so far as to work for the power that had moved into the fringes of the space they once ruled over, the reptilian Voth Hegemony, as well as their species’ now-hated enemies, the Saeduun Commonwealth. Their genetic enhancements made them feared bounty hunters throughout known space, and they took efforts to embellish their reputation whenever possible.

Xeregal still doesn’t know the name of his current patron – only that a portion of his commission was paid upfront, that the coordinates of the target’s world were far into the backwaters of charted space, and that the energy signature of his target matched nothing he had ever even heard of before. Still, the greater the challenge, the greater the prestige. The target’s world was a place called Earth, and he soon discovered that it was an even greater challenge than he had anticipated. This world contained powerful enhanced individuals among its population, and a paranoid set of competing authorities. The target itself was called Onyx, and the energy signature was generated by a crystalline symbiote the target wore. After a few failed attempts to trap and overpower his quarry, Xeregal began looking into other options. Eventually he found another enemy his target had made – Majestic 20, a covert organization devoted to watching and neutralizing “Alien Threats” such as it had labeled Onyx. It amused him greatly to deceive them as to his true background, convincing the people behind Majestic 20 that he was a poor human who had been the victim of “alien experimentation” and looked for revenge against all non-terrestrials. Advanced as their scanning tech was, his technology was far greater, more than enough to make it give them the results he wanted, the results that supported his story. Now, acting as Majestic 20’s newest special asset, Xeregal, or Nemesis as they’ve dubbed him, continues to prove his value with his ever-surprising breadth of knowledge concerning (other) alien species, and his dedication in the hunt.

The Chidoro are baseline humanoids with charcoal gray skin, sparse hair, and eyes of a watery yellow. They are tattooed with their caste markings at birth. Members of the Hunter caste have been extensively modified on a genetic level. They are accomplished and versatile shapeshifters, and they can “synch” with most lifeforms’ biofields to duplicate a broad range of exotic abilities as possessed by their targets. Xeregal is an experienced bounty hunter, and an experienced combatant. He is also rare among his people in that he possesses certain telepathic abilities as well. In combat he switches forms fluidly, a deadly blur of spikes, spines, claws, and teeth. If given the opportunity, he will get close to his target appearing as someone the target trusts, all the while duplicating the target’s abilities in preparation for the deathblow. All of Xeregal’s caste are adept at learning and blending in with populations among whom they hunt. Xeregal has taken this a little further with Earth. During the time he’s spent here, he’s become so enamored with the cultures and opportunities Earthside that he has effectively “gone native.” He works constantly at improving colloquial mannerisms and speech, paying special care to adopt slang whenever possible.

NEMESIS

**QUOTE**

“Nice trick you’ve got there. Wanna see *me* do it?”

RACE	SEX	HT	EYES
Chidoro	Male	Varies	Varies
GROUP	AGE	WT	HAIR
None	Varies	Varies	Varies

PUBLIC KNOWLEDGE

5	
10	
15	
20	Shapeshifting bounty hunter
25	Has a thing against so-called aliens
30	Works for Majestic-20

NERGAL



DESCRIPTION

He has used so many names and faces over the last few millennia, he no longer remembers the ones he was born with, or died with ...the first time. Nergal began as a priest in the days of ancient Babylon. As he grew older and his body began to betray him, he searched feverishly for a way to stem off death. Desperate, he finally bargained with entities from outside the daylight worlds of the netherverse. In exchange for certain favors, they would share with him a ritual whereby he would cheat death, for a time. The ritual involved the sacrifice of another living soul, and the usurpation of their body. The priest thought for only a moment before agreeing – after all, wasn't he much more important than some slave or farmer. He chose his young apprentice as the first candidate.

As the ritual dagger sank into the fool's heart, Nergal heard a scream that never came from the young man's lips, as his soul was consigned to whatever hellish place Nergal's new mentors presided over. Darkness overtook his own vision. When he opened his eyes, he was laid out on the altar. He rose, feeling the strength in his new, young, and fully healed body. Looking down at the base of the altar, he saw a discarded old husk that no longer had any value to him. He left the temple without a second look or a second thought. He chose a new name, the only one he has carried all through the ages he has lived, moving from one body to another – Nergal, after the guardian demon that watched the paths of the dead in the Babylonian underworld.

Nergal is a sorcerer with a broad array of spells and mystic artifacts acquired over centuries. He is quite wealthy and well-situated, as he's had centuries to amass his wealth and connections. He can well afford to take the long view, and has often benefited from plans and schemes that took decades, if not hundreds of years, to come to fruition. Whenever a body begins to grow too old for his tastes, he'll begin searching for a worthy replacement. Nergal prides himself as a connoisseur, only choosing the best looking and healthiest of targets, and only those without any pesky connections to notice odd behavior. He'll befriend and bedazzle his new acquaintance, learn everything he needs to know about him, and then invite away to a secluded "party." Next comes the announcement of his old identity's passing away, and leaving everything to the next face he wears. It's a game he's grown both fond of and skillful at over the years.

Actually dragging Nergal into combat is an accomplishment all by itself. He's a planner, not a fighter. If forced to defend himself, he'll hit his attackers with everything he's got in hopes of staggering them long enough to escape. Worse, he'll then make it a priority to use every connection he deems appropriate, any favors he's owed, to make his attackers' lives miserable. He'll create a new identity if he has to (he's always keeping a list of potential new hosts), and then just add the inconvenience to his list of items to make his newfound foes pay for, and dearly. He will use all means at his disposal, magical and mundane, to discover hidden identities, secrets, weaknesses, anything that can be used against his new enemies. Subtle curses carried over months and years, fines and audits leveled toward the attackers by everyone from the post office to the IRS – these are Nergal's style. A little spice to liven a boring eternity's tedium is a good thing now and again, and he does enjoy his work.

PL	Reincarnating Sacrificer	PTS
12		249

STR	14	+2	TGH	LIFT
DEX	12	+1	+12/+2	350#
CON	15	+2	FORT	LEAP
INT	18	+4	+5	12 ft
WIS	28	+9	REF	INIT
CHA	26	+8	+3	+1
			WILL	KB
			+12	-1

ATTACK	DEFENSE
+6	+5/+3
DAMAGE	
+10 Blast	
GRAPPLE	SIZE
+8	Medium

SKILLS

Bluff 6 (+18/+14), Concentration 6 (+15), Craft (*Artistic*) 6 (+10), Diplomacy 6 (+18/+14), Gather Information 3 (+11), Language 8 (*Abyssal, Ancient Farsi, Aramaic, Atlantean, French, German, Latin, Russian*), Know (*Business, Civics*) 6 (+10), Know (*Arcane Lore*) 9 (+13), Sense Motive 12 (+21)

FEATS

Attractive, Benefit (*Wealth*) 6, Connected, Contacts, Equipment 4 (*HQ – as Stately Manor*), Minions 6 (*25 x MR 2 Cultists*), Trance

POWERS

Gadgets 10 (Easy to Lose – Various Magic Artifacts), **Magic 10** (Dynamic, Wide Array +2; Base: Mind Control; AP: Blast, ESP, Force Field, Healing, Mystic Passage), **Mind Switch 12** (Duration: Permanent +0), **Super Senses 1** (Mystic Awareness)

DRAWBACKS

Mind Switch takes an Hour-long ritual involving sacrifice (-5)

AT	CM	SV	SK	FT	PW	DB
53	22	8	17	20	136	-5

QUOTE

"Go ahead. I have all the time in the world."

RACE	SEX	HT	EYES
Human	Male	Changes	Changes
GROUP	AGE	WT	HAIR
None	45(3287)	Changes	Changes

PUBLIC KNOWLEDGE

5	
10	
15	
20	
25	Sorcerer
30	Violently "incarnates"

PL	Aged		PTS
12	Weaponsmaster		183

STR	12	+1	TGH	LIFT
DEX	20	+5	+9/6/2	260#
CON	14	+2	FORT	LEAP
INT	16	+3	+4	11 ft
WIS	22	+6	REF	INIT
CHA	22	+6	+8	+9
			WILL	KB
			+8	-4/3/2

ATTACK	DEFENSE
+16/+10/+8	+12/+4

DAMAGE	
+5 Blast plus Poison	
GRAPPLE	SIZE
+9	Medium

SKILLS
Acrobatics 6 (+11)*, Bluff 6 (+12)*, Craft (<i>Chemical</i>) 8 (+11), Disable Device 6 (+9), Gather Information 6 (+12), Intimidate 6 (+12), Medicine 6 (+9), Notice 10 (+16)*, Know (<i>Life Science, Tactics</i>) 5 (+8), Ride 4 (+9), Sense Motive 8 (+14), Stealth 8 (+13)*, Survival 8 (+14)

FEATS
Assessment, Attack Focus (<i>Ranged</i>) 2, Attack Specialization (<i>Bow</i>) 3, Benefit (<i>Wealth</i>) 3, Contacts, Defensive Attack, Defensive Roll 3, Distract (<i>Bluff</i>), Dodge Focus 4, Evasion, Equipment 8, Favored Opponent (<i>Metahumans</i>) 2, Improved Aim, Improved Critical (<i>Bows</i>) 5, Improved Defense, Improved Initiative, Improved Sunder, Luck 2, Master Plan, Move-By Attack, Power Attack, Precise Shot, Quick Draw 2 (<i>Bows</i>), Ranged Pin, Skill Mastery*, Taunt, Track, Uncanny Dodge (<i>Visua</i>), Well-Informed

EQUIPMENT
Body Armor (Protection 4, PF: Subtle), HQ (as Abandoned Warehouse, M&M Rulebook), Utility Belt (as M&M Rulebook)

DRAWBACKS
Power Loss (Fortitude-based Blast, Fatigue, Fortitude-based Paralyze, and Stun, all ineffective unless Primary Blasts to which they are linked inflict at least one level of damage to target; unc, Mod, -2)

AT	CM	SV	SK	FT	PW	DB
46	32	7	23	53	27	-2

DESCRIPTION

Night Archer is an old man, but he's showing up the younger generation.

Nicholas Teller got his love of bows from hunting with his father, who thought guns took the sport out of hunting. He got his love of poisons from his stint as a mercenary after being discharged from the military.

Teller used to be the leader of a societal group, the ALPHA (Association for the Legitimate Preservation of Human Achievement). This group desired purity of the species, and saw superhumans as a threat to mankind's position in the world. The group petitioned for superhuman registration acts, civil suits covering property damage, bans on genetic research, and otherwise hassled the superhuman community.

The group's methods seemed futile and weak, but Teller kept with it, hoping for a peaceful revolution. That changed when his only son was killed by falling rubble from a superhuman battle. It was time for the man to take up arms and remedy the situation... violently.

Night Archer carries needle-tipped poisonous arrows in addition to his standard arrowheads. Dipped in different kinds of poisons, which he keeps track of by the color of the shaft, the arrows can inject his targets for several effects: immobilizing, slowing, and sleeping are the most common.

Teller is an excellent tactician, and will use his environment to his greatest advantage, using range and cover. Although he will never put human bystanders at risk, he has no qualms about sniping or otherwise fighting dirty.

He will often attempt to psyche out his opponents to gain the upper hand. He is fairly well known for using poisonous arrows, and he plays up on people's fears about that.

Teller is past his prime, and not happy about it. He secretly wishes he was as young as the brash idiot supers he hunts. But since he can't change that, he grates on the nerves of his youthful opponents by overtly embarrassing them.

Night Archer is a normal human man, seemingly in his late forties, although he's actually in his mid-sixties. Teller himself has a weak heart, and must take great care with his poisons.

He wears two quivers of arrows on his back, and a utility belt around his waist. He carries a bow that looks like it's made of sturdy wood. The rest of his costume is brown with black trim, including his visor/mask. He keeps the special arrows grouped in his quiver such that he can pull out the correct arrow without looking. He's skilled enough that he can fire off several arrows in succession quickly.

POWERS

Device 9 (Easy to Lose, **Hi-Tech Bow and Arrows** [*Envenomed Arrow I* – Blast 5 (Autofire +1) + Blast 5 (Alternate Save: Fortitude +1, Autofire +1, Linked to first Blast +0, Poison +1; AP: *Envenomed Arrow II* – Blast 5 (Autofire +1) + Stun 5 (Autofire +1, Linked to Blast +0, Poison +1, Range: Normal +1); *Envenomed Arrow III* – Blast 5 (Autofire +1) + Paralyze 5 (Alternate Save: Fortitude +0, Autofire +1, Linked to Blast +0, Poison +1, Range: Normal +1); *Envenomed Arrow IV* – Blast 5 (Autofire +1) + Fatigue 5 (Autofire +1, Linked to Blast +0, Poison +1, Range: Normal +1); *Flare Arrow* – Dazzle 12 (Area: Burst +1); *Omnium Steel Broadhead Arrow* – Blast 5 (Penetrating +1))])

NIGHT ARCHER



QUOTE

"Allow me to describe how the poison now coursing through your veins is going to kill you..."

RACE	SEX	HT	EYES
Human	Male	5'9"	Brown
GROUP	AGE	WT	HAIR
None	45(66)	130#	White

PUBLIC KNOWLEDGE

5	Highly skilled bowman
10	Hunts superhumans
15	Gotta be getting up there in years, y'know?
20	Actually in his sixties
25	
30	Has a bad heart

OPAQUE



DESCRIPTION

Claudia Weiss always had a reputation as diligent and dedicated to her work. Her work had been her life for as long as she could remember. It was that level of dedication that brought her to the attention of Kessler Technodyne's management. She rapidly rose through the ranks of their project managers before finally being given her own design team. Project Kaleidoscope was their first major assignment – an experimental battlesuit using exotic applications of laser technology as the primary design frame.

The project was a mixed success. Claudia and her team succeeded in developing some very effective applications of the various laser systems, even to the point of creating a way for the suit to efficiently use other electromagnetic energies to channel through the laser array. Anything from microwaves to IR emissions could be converted to power for the lasing process. They were even able to take this idea a step further and use the laser array to manipulate magnetic fields – in effect creating a very high powered gravity lens. Theoretically, this would have let the suit wearer fly. “Theoretically” being the key word, as the suit part of the equation was the problem.

The design team hadn't been able to resolve a number of problems with the cybernetic interface – it wasn't fluid enough, nor could it provide the interface speed the wearer would need to control the incredibly complex systems involved in the suit's capabilities. Nothing they tried seemed to solve more than a few of the many problems. The time involved stretched out and cost overruns became an issue. Claudia began to panic. She was certain, despite the many lucrative advances that her team had developed during their work on Kaleidoscope, that her employers would still consider it a failure – her failure. She had several ideas all her own on how to “fix” the interface, but her coworkers and her superiors had all decried them as too radical and far too dangerous. On the verge of a nervous breakdown because of the pressure she put on herself, Weiss snuck back into the labs late one evening, after everyone else had gone home. It took most of the night, but she made the modifications she wanted on the suit's control systems and power harness. It only needed a few tests before she could show it to anyone. She put on the harness and then connected the suit on over that. The first few tests went perfectly. The suit functioned exactly as she had intended and she felt vindicated. Then the discomfort began. Before she could disengage the suit, the discomfort became pain, and then agony – strong enough to drive her unconscious.

When Claudia woke up, she was in the hospital. She was told that the harness had apparently fused to her body, integrating itself into her nervous system. It couldn't be removed without killing her, at least not in the opinion of the surgeons consulted. Further, her employers were quite upset. Not only was she facing termination of her employment, but they were also considering a number of charges. She cried herself back to sleep. She woke much later that evening, when she felt a feather light touch in her mind. She got of bed and went to the window –

floating outside of her window was the suit. Somehow she had called it to her while she slept, and it had responded automatically. She brought it in and put it on, leaving the hospital and her old life behind her. She spent the next few days acclimating herself to what the suit could really do with her in control, and then began to take out some “stress release” on her former employers. When the heroine Onyx intervened, Claudia discovered that she enjoyed the exhilaration of the fight and using the suit in extreme conditions. She introduced herself to her opponent as “Opal,” after the color of the light she was omitting, but a nearby reporter heard her incorrectly and called her Opaque in his report. The name stuck, and she has gradually gotten use to using it.

Opaque has a cybernetic harness, lightweight and about the size of a thin vest, fused to her torso. Over the years, she has modified the suit to be smaller and more comfortable; it's now easily mistaken for just another costume. Using the suit, she has a broad range of light manipulation powers, including the ability to destructively interfere with light emission over an area, an intense laser blast, and something she calls “hard light” – focusing a light construct through a gravitic lens to give it something approximating substance. She is extremely intelligent and resourceful, and very versatile in using her abilities. The fusion with the interface has also changed her personality somewhat, instilling a less stable element and a far more “flexible” moral outlook.

PL	Ultraviolet Projector		PTS
13			168

STR	12	+1	TGH	LIFT
DEX	16	+3	+13/12/2	260#
CON	14	+2	FORT	LEAP
INT	28	+9	+4	11 ft
WIS	14	+2	REF	INIT
CHA	16	+3	+6	+3
			WILL	KB
			+6	-6/-1

ATTACK	DEFENSE
+10/+6	+9/+5
DAMAGE	
+14 Blast	
GRAPPLE	SIZE
+7	Medium

SKILLS

Computer 3 (+12), Craft (*Electronics*) 5 (+14), Disable Device 4 (+13), Know (*Physical Sciences*) 6 (+15), Know (*Technology*) 8 (+17), Profession (*Scientist*) 6 (+8), Notice 6 (+8), Search 3 (+12), Sense Motive 3 (+5)

FEATS

Attack Specialization (*Suit Lasers*) 2, Attractive, Defensive Roll, Favored Environment (*Air*) 2, Inventor

POWERS

Device 17 [Laser Battle Suit, Hard to Lose, PF: Restricted 1 (Force Field 10 [Impervious +1], Flight 8, Immunity 5 [Visual Dazzle Effects], Invisibility [All Visual], Light Control 14 [AP: Blast, Blast 9 (Area: Cone +1), Blast 9 (Penetrating +1), AP: Create Object 14, Obscure 14 (All Sight), Dazzle 9 (Area: Cone +1)], Super Senses 3 [Lowlight Vision, IR Vision, UV Vision])]

AT	CM	SV	SK	FT	PW	DB
40	30	9	11	7	71	—

QUOTE

“Tell me, have *you* seen the light?”

RACE	SEX	HT	EYES
Human	Female	5'8"	Brown
GROUP	AGE	WT	HAIR
None	33	132#	Purple

PUBLIC KNOWLEDGE

5	
10	Light-based battlesuit
15	Major hate-on for Onyx
20	Top-notch scientist
25	
30	

PL	Woman with Cybernetic "Hair"		PTS
10			190

STR	12	+1	TGH	LIFT
DEX	12	+1	+13/+5	260#
CON	20	+5	FORT	LEAP
INT	30	+10	+5	11 ft
WIS	26	+8	REF	INIT
CHA	18	+4	+3	+1
			WILL	KB
			+8	-6/-2

ATTACK	DEFENSE
+5	+7/+4
DAMAGE	
+8 Electrical Blast	
GRAPPLE	SIZE
+6	Medium

SKILLS							
Computer 15 (+25), Diplomacy 5 (+17/+9), Disable Device 8 (+18), Gather Information 15 (+19), Know (<i>Current Events</i>) 15 (+25), Know (<i>Technology</i>) 10 (+20), Notice 9 (+17), Profession (<i>Information Broker</i>) 15 (+23), Search 7 (+17), Sense Motive 9 (+17)							
FEATS							
Attractive 2, Benefit (<i>Wealth</i>) 5, Connected, Contacts, Eidetic Memory, Equipment 3, Inventor, Master Plan, Ultimate Skill (<i>Gather Information</i>), Well-Informed							
POWERS							
Additional Limb 1 (Prehensile "Hair"), Datalink 10 (Top 6 ranks are Range: Touch -1), Electrical Control 8, Force Field 8, Gadgets 5 (Easy to Lose)							
AT	CM	SV	SK	FT	PW	DB	
58	24	2	27	17	62	—	

DESCRIPTION

Kathleen Carrington was a successful computer programmer with a good career ahead of her. That all changed after a horrible accident on the ski slopes during an ill-fated vacation. As she lay in her hospital bed, contemplating life as a cripple due to her extensive spinal injuries, a stranger approached her. With no explanation of who he was or how he had gotten into her room, he began to tell her that he represented people who were very interested in someone like her, someone with exactly the right kind of injury. The people he represented could promise her an opportunity, her only opportunity, to walk again, if she would agree to take part in an experiment for them. She agreed almost immediately.

The experiment was in the field of cybernetics. Whisked to a hidden facility somewhere far away from the hospital bed in which she had expected to spend the rest of her life, Carrington was the recipient of a considerable number of highly sophisticated cybernetic implants. The implants replaced a good amount of her nervous system and parts of her brain, but were designed primarily to allow the recipient to mentally interface with computer systems. Regaining consciousness before the doctors expected her to, and unused to the amount of mental control she would later learn in order to keep herself from reflexively entering systems around her, Kathleen unintentionally went on a quick tour of the facility's systems – from the inside. There she found, to her horror, that her "benefactors" were using her as a guinea pig for what they hoped would be a technology allowing them to build an army of superhackers. These people, who called themselves the Magi, were criminals, with a large organization that would use these cyberthieves to rape and pillage systems worldwide, systems that would be defenseless before their "army's" capabilities.

Perhaps it was some instability brought upon by her neural rewiring, but Carrington immediately developed a strong, practically fanatical stance against what she would begin viewing as "crimes against technology," or what she decided was the misuse of technology. She eventually used her newfound capabilities to escape from her erstwhile patrons, doing enough damage in the process to set back their experiments by a considerable margin. Since then she has worked tirelessly to prevent "technology abuse" wherever and whenever she finds it, growing in the eyes of the Magi (a frequent target of hers) from a nuisance to a position on their top ten enemies' list. When not playing techno-terrorist, Carrington is plying her other trade: information. Using her abilities, she's amassed not only a frighteningly comprehensive network of expert systems and know-bots that she has used to infiltrate systems all over the planet – "for their own protection" – but also a large number of human confederates she's recruited from disaffected internet denizens and computer junkies. She can be contacted through an elaborate set of protocols and bargained with for what she knows, which could be just about anything.

Carrington was initially bald after her surgery. Among the other upgrades she's made to herself was adding a nest of metallic filaments leading out from her primary neural interface (her modified brain). These filaments can be used as a prehensile mass. The filaments themselves increase the efficiency of her mental linkage, but are limited to physical contact. They have also been constructed to generate an electrical charge she can use offensively, or defensively as a protective field. Carrington, now better known by the nickname "Platinum Blonde," which she was given due to the appearance of her cyber-filaments, avoids combat as much as possible. If forced, she can generate an electrical force field to block incoming attacks, and she will usually have some hi-tech toy on her to facilitate self-defense or escape. Generally speaking, she must be found before she can be attacked, and she's made it a priority not to be found physically.

PLATINUM BLONDE



QUOTE

"Yes, I can get that for you. But it'll cost."

RACE	SEX	HT	EYES
Human	Female	5'11"	Blue
GROUP	AGE	WT	HAIR
None	30	138#	Platinum

PUBLIC KNOWLEDGE

5	
10	
15	
20	Information broker
25	Cyberhacker
30	Vendetta against the Magi

PRAETORIAN



DESCRIPTION

In a possible future, the discovery of time travel led to seemingly interminable temporal warfare that has left the timestream a tattered mess and the Earth a wasteland. In this desolate era, a single strong leader rose to prominence and rebuilt the Earth into a great and terrible power. A military genius and the product of grueling scientific experimentation in eugenics, this leader adopted both name and appearance from an ancient period of history he admired: Praetorian. Aside from small bits and pieces, practically nothing else is known about him. Using technology stolen from across the timescape, and cannibalizing hapless souls kidnapped from countless centuries as genetic fodder for his bioengineered armies, the man known only as Praetorian has conquered one era after another. His only rivals seem to be a mysterious and pseudo-religious consortium calling itself the Chronumvirate, who have engaged him in a brutal guerilla conflict throughout all the eras over which he holds sway.

Barely kept in check by the necessity of dealing with the Chronumvirate's attacks, Praetorian has also encountered difficulty extending his grasp to modern times. He knows from fragmented historical records that the period spanning the second half of the 20th Century and the first half of the 21st Century is, for some reason, a vital link in the temporal chain for his continuing conquest of the entire temporal continuum. However, for several hundred years in both directions from the 21st Century, there is a "temporal storm," which makes it impossible to accurately travel to and from this period using the technology he has acquired, and exceedingly difficult for his extratemporal incursions to stay here for any real duration. Oddly, this storm has neither been noticed by nor interfered with the travels of others using different forms of time travel than Praetorian's bulk quantum tunnelers. There seems little rhyme or reason as to the dates on which Praetorian has attempted his invasions, with encounters ranging from as little as a few months apart to decades from one another. What is known is that he must secure beachheads of a sort, using his terrible Time Tower weapons to literally tear holes in the fabric of time. These holes must then be continually reinforced to allow him to bring his troops through, or they will collapse and his armies and equipment vanish, abruptly yanked back through time to their rightful origin. Not that these obstacles have in anyway deterred him from attempting his temporal invasions – on the contrary, the difficulties involved just seem to goad him into stronger resolve. Praetorian holds the dubious distinction of being the sole enemy shared by all three incarnations of the Sentinels, having fought each in their own era.

The product of comparatively primitive eugenics (technology is unevenly distributed through Praetorian's home era in the aftermath of the Temporal Wars), the man called Praetorian is an impressive physical specimen. To some, his physique may even seem abnormally or overly well-developed. He wears a suit of highly advanced combat armor he calls his "warskin." This suit is stylized to resemble an idealized Roman centurion's uniform. It contains weapons systems practically unmatched by anything that exists on modern Earth, even one where superhuman inventors have been at work for decades. A favorite of his is an energy sword that has proven able to cut through a meter thick section of Omnium steel. The combination of his own considerable combat prowess matched with the suit's internal weaponry makes for a daunting opponent. The self-repairing smart-tech in the suit has even proven capable of reconfiguring itself to produce whatever systems Praetorian has needed, and includes a personal version of the time-tunneling technology he uses for his army, but on a more stable scale. The helmet has an opaque and featureless faceplate simulating something like an LCD on which a stylized face is projected. No one in this century has even seen the true face of the man inside. On those few occasions where he has been personally overcome, the individual in the suit has proven to be an android or genetic homunculus.

PL	Time-Traveling Conqueror	PTS	477
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STR	34	+12	TGH	LIFT
DEX	18	+4	+19/+4	179 tn
CON	18	+4	FORT	LEAP
INT	16	+3	+12	22 ft
WIS	16	+3	REF	INIT
CHA	30	+10	+10	+4
			WILL	KB
			+12	-15

ATTACK	DEFENSE
+18/+14/+12	+12/+6
DAMAGE	
+15 Blast, +26 Sword	
GRAPPLE	SIZE
+30	Medium

SKILLS

Bluff 3 (+13), Computers 5 (+8), Concentration 5 (+8), Diplomacy 3 (+13), Disable Device 7 (+10), Intimidate 10 (+20), Know (*History*) 1 (+4), Know (*Tactics*) 10 (+13), Notice 12 (+15), Profession (*Soldier*) 12 (+15), Search 8 (+11), Sense Motive 8 (+11)

FEATS

Accurate Attack, All-Out Attack, Assessment, Attack Specialization (*Sword*), Diehard, Equipment 47 (*Spheres* [42 pts + Progression 5], *Time Towers* [3 pts + Progression 3]), Fearless, Improved Aim, Improved Block 2, Inspire 2, Leadership, Luck 2, Master Plan, Minions 73 (*Bloodhawks: MR 7 + Progression 16; Stridermechs: MR 13 + Progression 12; Wardogs: MR 7 + Progression 18*), Power Attack, Uncanny Dodge (*Visual*)

POWERS

Device 48 (Warskin, Hard to Lose [Blast 20 (Autofire +2, Penetrating +1; PF: Accurate 3, Homing 4, Improved Range 4, Ricochet 3; AP: Disintegrate, Paralyze [Range: Normal +1], Strike [Penetrating +1; PF: Mighty, Precise], Stun [Range: Normal +1]), Datalink 8, Enhanced STR 16, Flight 5, Immunity 9 (Life Support), Protection 15 (Impervious 12), Regeneration 10 (Bruised 2, Disable 4, Injured 4), Super Movement 4 (Air Walking, Temporal Movement 3), Super Senses 19 (Blindsight [Radar, Extended, Radius], Direction Sense, Distance Sense, Infravision, Microscopic Vision 4, Radio, Time Sense, X-Ray Vision), Super Strength 6])

AT	CM	SV	SK	FT	PW	DB
56	48	23	21	144	192	—

QUOTE

"My destiny is to rule. Your destiny is to fail."

RACE	SEX	HT	EYES
Human	Male	6'5"	?
GROUP	AGE	WT	HAIR
None	Unk	312#	?

PUBLIC KNOWLEDGE

5	Would-be world conqueror
10	Reputed to be from the future
15	Scary weapons and an army
20	Apparently the same guy as in the '40s through the '70s
25	
30	

armor he calls his "warskin." This suit is stylized to resemble an idealized Roman centurion's uniform. It contains weapons systems practically unmatched by anything that exists on modern Earth, even one where superhuman inventors have been at work for decades. A favorite of his is an energy sword that has proven able to cut through a meter thick section of Omnium steel. The combination of his own considerable combat prowess matched with the suit's internal weaponry makes for a daunting opponent. The self-repairing smart-tech in the suit has even proven capable of reconfiguring itself to produce whatever systems Praetorian has needed, and includes a personal version of the time-tunneling technology he uses for his army, but on a more stable scale. The helmet has an opaque and featureless faceplate simulating something like an LCD on which a stylized face is projected. No one in this century has even seen the true face of the man inside. On those few occasions where he has been personally overcome, the individual in the suit has proven to be an android or genetic homunculus.

The first sign of an invasion is usually the appearance of one of the Time Towers, a needle-like structure some ten or twelve stories tall. This weapon will build up a charge over the following hours or days and then explode, punching a hole in the local space-time continuum which destroys everything for some distance around it. Surging through this aperture will then be whatever number of invaders the explosion "charged" the surrounding area with enough chronal energy to accept. This could be anything from a handful of troops to an entire invasion force (his failed incursion in 1979 was the largest anyone has seen to date, numbering in the thousands of troops and including the only appearance of his dreaded Battle Spheres). His ground troops are genetically modified humanoids between six to seven feet tall called War Dogs. Absolutely loyal to their master, these soldiers wear advanced body armor and carry enhanced energy weapons. The elite of his soldiers are the Bloodhawks and the Stridermechs. The Bloodhawks are apparently from the same basic stock as the War Dogs, but have been bred for somewhat greater intelligence and problem-solving capacity. They wear powered armor with flight capabilities and carry lance-like energy weapons usable at close quarters or at range. Even more fearsome are the Stridermechs, enormous walking tanks piloted by cyborgized soldiers who are little more than brains and nervous systems plugged into large and monstrous shells. Seen only once in this century, but believed to float in large numbers over the wastelands of Praetorian's home era enforcing his will, are the enormous Battle Spheres. Larger than an aircraft carrier, these aerial constructs float above the battlefield automatically unleashing devastating firepower with flawless accuracy at any target that enters range, while teleporting War Dogs, Bloodhawks, and Stridermechs all around the surrounding territory.

Time Tower: SZ: Gargantuan, TGH: 20, Features: Defense System, Power System, Powers [**Disintegrate 12** (Area: Burst +1 (PF: Progression 4), Destroyed by Use -1, No Range -1), **Super Movement** (Temporal Movement 1 (Portal +2 [Progression: Area 5, Mass 20], Continuous +1, Linked to Disintegrate +0)), Security System (DC 35)]

Wardogs: MR 7 (106 pts); Init +1; Defense +4/+2; Attack +8 (Damage +8 Blast/+6 Melee); Tgh +12, Fort+8, Ref +3, Will +0; Str 20, Dex 12, Con 20, Int 8, Wis 10, Cha 12;

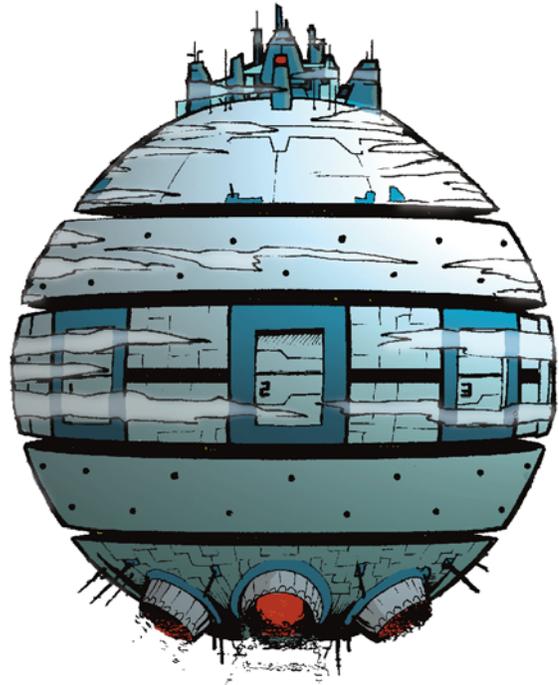
Skills and Feats: Climb 4 (+6), Intimidate 4 (+5), Know (Tactics) 4 (+3), Notice 4 (+4), Profession (Soldier) 4 (+4); All-Out Attack, Endurance 2, Improved Critical, Teamwork 2;

Powers: **Device 5 (Battle Armor)** [Commlink, Immunity 9 (Life Support), Protection 7 (Impervious 5)], **Device 5 (Powerlance)** [Blast 8 (Penetrating +1); AP: Strike 4 (Penetrating +1); PF: Mighty, Extended Reach]), **Growth 3** (Permanent -1; PF: Innate), **Immunity 1** (Disease), **Super Senses 4** (Scent, Tracking 2, Ultra Hearing), **Super Strength 1**

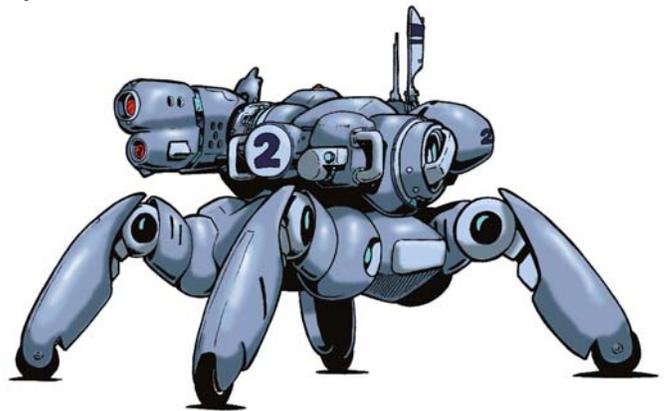
Bloodhawks: MR 7 (105 pts); Init +2; Defense +6/+3; Attack +8 (Damage +5 Blast); Tgh +7, Fort+5, Ref +8, Will +3; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 14;

Skills and Feats: Intimidate 5 (+7), Know (Tactics) 7 (+8), Notice 7 (+8), Profession (Soldier) 5 (+6); Favored Environment (Air) 3; Evasion, Move-By Action, Precise Shot, Teamwork 2;

Powers: **Device 5 (Battle Armor)**, Hard to lose [Flight 5, Protection 5, Immunity 9 (Life Support), Commlink]), **Device 4 (Blast Rifles)** [Blast 5 (Autofire +1, Penetrating +1)], **Immunity 1** (Disease);



Battle Sphere: STR: 150, SPD: 5 (Flight), DEF: -2, TGH: 20 (Impervious 13), SZ: Awesome, Features: Alarm, Communications, Computer, Defense Systems, Fire Prevention Systems, Hangar, Holding Cells, Infirmary, Living Space, Navigation System (+10), Power Systems, Powers [**Particle Cannons** (Blast 18 [Autofire +1; PF: Improved Range 3]; AP: Plasma Torpedoes (Blast 15 [Area: Burst +1; Homing 3])), **Point Defense Grid** (Strike 15 [Aura +1, Extended Range 25]; AP: Telekinesis 15 (Area: +1; PF: Precise))], Security System (DC 30)

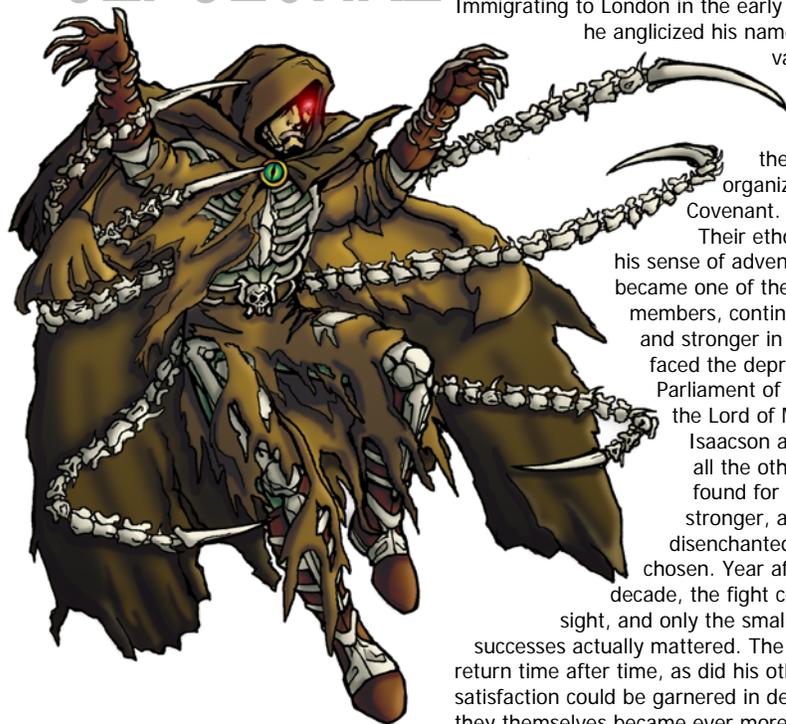


Stridermechs: MR 13 (202 pts); Init +2; Defense +6/+3; Attack +11/+9 (Damage +12 Blast / +10 Melee); Tgh +11, Fort —, Ref +5, Will +5; Str 30, Dex 15, Con —, Int 12, Wis 10, Cha 12;

Skills and Feats: Know (Tactics) 6 (+7), Notice 6 (+6); Improved Aim, Improved Initiative, Improved Overrun, Fast Overrun, Move-By Action, Fearless, Fearsome Presence 3;

Powers: **Blast 12** (Penetrating +1, Autofire +1; PF: Accurate, AP: Blast 12 [Area: Burst +1, Penetrating +1]), **Growth 7** (Continuous +1, Permanent -1; PF: Innate), **Immunity 30** (FORT Effects), **Protection 8** (Impervious +1), **Speed 3** (50 mph), **Super Senses 8** (Blindsight (Radar, Radius), Commlink, Infravision, Ultravision), **Super Strength 4**

SEPULCHRE



DESCRIPTION

The seventh son of a seventh son, born to a family that could trace its bloodline to the Slavic witch-kings of old, Lazarius Arkannos knew his abilities made him special long before he came of age and left his native Lithuania.

Immigrating to London in the early part of Victoria's reign, he anglicized his name to Lazarus Arcane, the vanity of its connotations amusing him, and, thanks to his abilities, soon came to the attention of the organization known as the Covenant.

Their ethos appealed to him and his sense of adventure. In short time he became one of their most respected members, continuing to grow stronger and stronger in his natural gifts as he faced the depredations of the Parliament of Shadows, the Skinmiser, the Lord of Mirrors (page 110), Amos Isaacson and his Unbelievers, and all the other enemies the Covenant found for him to fight. He grew stronger, and ever more disenchanted with the path he had chosen. Year after year, decade after decade, the fight continued – with no end in sight, and only the smallest signs that his

successes actually mattered. The Parliament continued to return time after time, as did his other foes. And what satisfaction could be garnered in defending humanity, when they themselves became ever more efficient in seeking the death and pain of their fellows? Arcane's old world sensibilities, especially as tempered by his adopted Victorian outlook, left him little prepared for the appalling brutality of the 20th Century.

Still, he might have eventually come to grips with the pains of progress, might have recovered his inner focus, if

not for Montessor. The self-styled "Baron Brimstone," Montessor's experiments with siphoning anguish-filled life-energies from the hellish Dachau provided the key for Arcane's horrible metamorphosis. When Montessor's guilt-ridden ex-protégé eventually brought details of his experiments to the attention of the Covenant in the years following the war, it was Arcane whose experience, skills, and power, resulted in his being appointed to study the aftermath of the "experiment." What finally happened in the ruins of that concentration camp can only be speculated upon. Some members of the Covenant insist that Arcane was warped by his exposure to the tortured spiritual residue of the site. Others believe that he finally decided that a race capable of perpetrating such an evil, aside

PL	World-Class		PTS
20	Occult Terror		429

STR	30	+10	TGH	LIFT
DEX	14	+2	+25/+2	48 t
CON	30	+10	FORT	LEAP
INT	18	+4	+15/+7	20 ft
WIS	40	+15	REF	INIT
CHA	16	+3	+5	+6
			WILL	KB
			+25/+15	-20

ATTACK	DEFENSE
+15/+11/+7	+5/+2
DAMAGE	
+20 Blast, +15 Melee	
GRAPPLE	SIZE
+22	Medium

SKILLS

Bluff 6 (+9), Craft (*Chemical, Structural*) 5 (+9), Concentration 22* (+37), Diplomacy 2 (+5), Intimidate 6* (+9/+19), Know (*Art, History*) 8 (+12), Know (*Arcane Lore*) 24* (+28), Language 10 (*Abyssal, Arabic, Atlantean, English, Enochian, French, German, Hebrew, Latin, [Lithuanian], Sanskrit*), Notice 2 (+17), Profession (*Occult Scholar*) 5 (+20), Sense Motive 5* (+20)

FEATS

Artificer, Attack Specialization (*Tendrils*) 2, Attack Specialization (*Spells*) 4, Fearless, Improved Initiative, Luck 3, Master Plan, Quick Change 2, Ritualist, Skill Mastery*, Ultimate Skill (*Know (Arcane Lore)*)

POWERS

Device 40 (Shroud of Belial, Hard to Lose [Enhanced Constitution 16, Enhanced Charisma 20 (Only for Intimidate Skill -1; PF: Fearsome Presence 10), Immunity 14 (Fatigue Effects, Life Support), Super Movement 3 (Dimensional Travel 3), Super Sense 2 (Darkvision), Obscure 6 (All Vision; Selective +1)]; **Typhon's Teeth, Hard to Lose** [Additional Limbs 3 (PF: Ambidexterity, Instant Stand, Extended Reach 3), Enhanced Strength 20, Protection 15 (Impervious +1), Strike 15 (Autofire +1, Penetrating +1, Trigger +1 (Anyone moves into or inside range; Continuous +1)), Super Strength 5]), **Immunity 1 (Age)**, **Invocation** [Boost 5 (Any Magic, Personal Only -1)], **Sorcery** [Magic 20 (Base and AP all Dynamic, Wide Array +1; Base is Mystic Blast, AP: Dazzle, ESP 20 (Auditory and all Visual), Illusion 15 (All Senses), Light of Truth, Mind Control, Mystic Binding, Mystic Passage, Nausea, Summon 15 (Broad Type: Demons +2), Telekinesis 20 (Damaging +1)], **Super Senses 4** (Magical Awareness, Acute, Extended, Radius), **Wardings** [Deflect 13 (All Ranged; Action: Move +1, Automatic +1; AP: Mind Shield 10, Nullify (All Magic at Once, Power Resistance +1))]

DRAWBACKS

Power Loss (Enhanced Strength and Super Strength for anything other than the Additional Limbs, -2)

AT	CM	SV	SK	FT	PW	DB
52	24	8	27	16	300	—

QUOTE

"Well, it *is* your life to throw away. Come then."

RACE	SEX	HT	EYES
Human	M	5'10"	White
GROUP	AGE	WT	HAIR
None	50(183)	145#	Grey

PUBLIC KNOWLEDGE

5	
10	Occult world-beater
15	
20	
25	Once a hero
30	Once associated with the Covenant

from Montessor's involvement, was no longer worthy of protection. But those closest to him, and they are few, say that Dachau simply provided Arcane with one last glimpse too many into the abyss, and that Nietzsche's fatal pronouncement claimed another victim as the abyss became him.

Regardless, Arcane returned from his journey weeks earlier than anticipated, speaking to no one as he removed his few belongings from the London Chapter House. On a cold and windless midwinter's night, he entered the Covenant's Motherhouse in Paris, storehouse of the groups' most treasured secrets and collections. Murdering those unlucky enough to be standing guard that fateful night, he quickly found and took a number of items from the vaults – items that the order had kept hidden and warded for fear of their foul and malicious power, such as Typhon's Teeth and the Shroud of Belial. He left a hastily scrawled note in their stead that read only, "I no longer suffer the company of fools."

Under the name "Sepulchre," Arcane then began a three-decade-long reign of terror, quickly rising to the status of major threat in the minds of the world's authorities. Again and again his schemes met defeat at the hands of those few champions brave enough to face him, but always by only the narrowest of margins.

Finally, on All Hallow's Eve in 1995, he met his most telling defeat when, in combat with the metahuman teams known as the Sentinels and the Vanguard, he was tricked into using a tainted focus for one of his Great Summonings and the resultant backlash sent him falling through the trackless Netherwastes. Though the mundane authorities breathed a collective sigh of relief at the apparent end of Sepulchre's threat, wiser members of the Covenant know it is only a matter of time before the man who was the greatest willworker in their history eventually finds his way back to this plane.

Even before he adopted the Sepulchre identity and delved into the darker aspects of the art, Lazarus Arcane was a mighty sorcerer; his peers, men not given to exaggeration, had long ago started calling him "arch magus." Easily one of the most powerful mages on Earth, Sepulchre also has in his possession any number of powerful artifacts he uses to support his schemes. Further, he has shown no compunction in calling on the influence of eldritch entities from outside Earth's spheres, entities in some cases so powerful that lesser summoners tremble at the mere thought of invoking them. Given time and sufficient preparation, there is little he cannot and will not do.

Over the decades, Sepulchre's plans and motives have come under great scrutiny from his former associates. What they find every bit as worrisome as his personal level of power is the sometimes random and apparently meaningless actions he's taken at times. He has sought world domination, but not consistently. He's killed many times, but not always with any discernible reason. He's been in congress with dread and terrible beings whose very presence pollutes reality around them, and yet he has betrayed these entities as casually as he has aided them, and with no show of any real concern. Given that, in many cases, he seems to have instigated chaos and destruction on mere whims, the fear is that the true reason he fell from grace wasn't so much the darkening of his soul as the breaking of his mind. That a willworker of his terrifying abilities is now insane is a possibility that causes many even greater concerns than that of having yet another powerful pawn of evil to fight. He has proven every bit as difficult to predict as he has been to defeat. The only constant is that any situation involving Sepulchre will be very dangerous, and probably very costly.

Directly engaging Sepulchre in combat is somewhat easier than it is other spellcasters. He apparently doesn't have any real concern for his own safety, and openly enjoys the look of fear on his opponents' faces when they discover he is quite capable of defending himself from physical assault, whether through the Baleful Shields of Baapheroth or the lethal black lightnings of Asmodeus' Withering Spite. In addition to his spells, which are

powerful, Sepulchre has the Shroud of Belial, which protects him from many forms of harm while granting him an almost demonic level of presence. Most people he faces simply flee when confronted with this overwhelming aura of menace. He also has the Teeth of Typhon, which form a kind of plate armor over his body, not only granting him even further protection, but increasing his strength to inhuman levels as well. The bone tendrils protruding from the back of this armor seem to almost have a mind of their own, attacking anyone who comes within reach, as well as moving Sepulchre about in a manner visually reminiscent of a spider's walk.

Lazarus Arcane is a thin man, bald on top, with piercing gray eyes and an aquiline nose. As Sepulchre, he is covered head to toe in bony plate armor which itself is draped under a tattered dark brown half-cloak that looks much like a medieval bishop's robes.

Examples of the other spells Sepulchre uses with frequency (by using extra effort for additional APs):

Asmodeus' Withering Spite: Several bolts of black lightning erupt from the caster's hand, lashing around the target. Any bolts that connect continue to dance around the poor victim's form as their vile magic cooks him from the inside out... eventually leaving nothing but a withered and desiccated corpse.

Blast 12 (Autofire +1, Alternate Save: Fortitude +1, Duration: Concentration +1)

Baleful Shields of Baapheroth: A sickly green aura burns and pulsates around the caster. The aura intensifies into an actinic hue and gives off a sparkling discharge at any point where anyone tries to make physical contact with the caster. That attacker is instantly petrified into a black, glistening obsidian statue.

Transform 12 (Flesh to Stone; Aura +1, Duration: Continuous +1)

Black Binding of Balthazar: Glowing with a blood-red light, black tendrils snake out, flowing through the air sinuously and lightning fast after leaving the caster's hand. These tendrils can lash at a target like a whip, or bind around a target with terrible speed, covering the victim's eyes and blinding him while squeezing the life out of him at the same time. As long as the tendrils are wrapped around the victim, the caster can also move him at will, almost as if the victim were grasped in the caster's palm.

Telekinesis 12 (Blocks Sight +1, Damaging +1, Perception +1)

Call of the Cthonian: Towering worms the relative size of subway trains and seemingly made of stone burst from the ground, the myriad terrible mandibles surrounding their great maws clicking incessantly as they move, drowned out only by the horrible plowing and shredding sound they make as they burrow effortlessly through earth and stone. Though they have no discernible eyes, they are unerring in their movement and attacks regardless. These juggernauts obey the spell's caster absolutely and untiringly until either dismissed by the caster or destroyed.

Summon Cthonian Worm 14 (Fanatical +1, Heroic +1; PF: Progression 3, Mental Link)

Cthonian Worm: PL 14, Str 50, Dex 10, Con —, Int —, Wis 14, Cha —; *Skills:* Notice 4 (+6); *Feats:* Blind-Fight, Fast Overrun, Fearsome Presence 8, Takedown Attack 2; *Powers:* Burrow 5, Environmental Control 6 (Distraction – Sound, DC 10; Range: Touch -1), Growth 20 (Continuous +1, Permanent -1, PF: Innate), Immunity 30 (FORT Effects), Impervious on TGH 10, Protection 8, Snare 14 (Engulf +0), Speed 3 (50 mph), Super Senses 8 (Blindsight [Mental – Not vs. Incorporeal; Accurate, Extended 2]); *Combat:* Attack +8*, Damage +20 (Melee), Defense +0*, Initiative +0; *Saving Throws:* Toughness +18, Fortitude —, Reflex +0, Will —; *Cost:* Abilities -26 + Skills 1 (4 ranks) + Feats 12 + Combat 64 + Powers 159 + Saves 0 = 210

THE SERPENT QUEEN



QUOTE

"We are eternal. You are not, as you are about to discover... painfully."

RACE	SEX	HT	EYES
Human	F	5'7"	Green
GROUP	AGE	WT	HAIR
None	25(?)	120#	Black

PUBLIC KNOWLEDGE

5	World conqueror, hasn't been around in a while
10	Turns into GIGANTIC SNAKE
15	Claims to be a goddess
20	Has worldwide cult following
25	
30	Somehow connected to Horus

and had become lost while escaping from the brigands. Dr. Matthew MacTyre stumbled into the temple to find the bodies of those who had earlier attacked him and his group. Continuing further into the structure's interior, he came across a room containing an enormous ankh standing upon a small altar. As he approached the altar, a voice rang in his head. Apophis' jailor had let his attention wander but a moment, and she had used his failing. Now he was forced to ask of Dr. MacTyre what the great serpent had taken from the young girl by force. Much had changed since Apophis walked the earth before, and those once called gods had long since ceased interacting with the physical world. Seeing what had been released, and the evil she would do, Dr. MacTyre agreed to provide a host so that her jailor could retrieve his charge. In a burst of light Dr. MacTyre's frail mortal frame was changed into the powerful

DESCRIPTION

She roamed the black skies before the first man walked the Earth, unopposed in her lordship over all she claimed. As new powers rose, as new gods declared themselves, she warred with them, forced to adapt as she found rivals and equals she could not cow with her displays of strength. She adopted different aspects as her enemies changed and grew, and she has known many names. To the people of the Fertile Crescent she was Tiamat, Queen of Darkness; the Greeks knew her as Echidna, Mother of Monsters; but the name under which the great powers imprisoned her was Apophis, the Nightbringer. As Apophis, she shook the pillars of Heliopolis and chased the sun in her hunger. Finally, she was thrown down and imprisoned. The son of her greatest enemy was set as her jailor, and her enemies allowed themselves to breathe the easy in her long anticipated absence.

Millennia passed as the great serpent railed against the walls of her prison to no avail. During this time her strength continued to ebb, removed from the power of sacrifice at her followers' hands, and as the years and centuries passed, her followers died away themselves, further diminishing her. Eventually her name was remembered only as legend and myth, her great power dismissed as fables told by the ignorant and savage.

In the early '60s, fate chose a new path. A group of brigands and thieves fled into the deep desert to evade capture by the authorities. Lost in the midst of a terrible sandstorm, they stumbled upon the temple that acted as the physical anchor for Apophis' prison, a temple that had gone undisturbed for thousands of years. The great serpent roused from its long slumber when it sensed mortals wandering close to her prison. She didn't know where her jailor was, and she didn't care. For the first time in millennia she was close to small and petty mortal hearts, hearts she could speak to, hearts that she could call to her. A plan came to her in her desperation; the pit that kept her did so by holding on to her full form and power – a smaller shard of her could leave, but it would need a mortal host immediately, else it would perish. She searched through the minds and hearts of the petty criminals sheltering within the temple walls. None were strong enough to hold even the smallest fraction of her essence. She had almost given up when she entered the mind of the young woman accompanying the men. This was the daughter of the men's leader, and her will was strong, as was the anger, the hate, and the ambition she carried within her. This was a worthy vessel. In the space of a heartbeat, it was done. She took the girl's body, and a moment later, the lives of the poor men surrounding her, replenishing a small measure of the fraction of strength she held. She walked out into the storm, unharmed by the elements that were once again hers to command and dreaming of the conquests that would aid her in returning fully to Earth.

Moments after she left, another person staggered into the temple. Before the thieves had found what they thought was sanctuary within the temple walls, they had attacked a remote archaeological expedition, slaughtering most of the people there. One man, the expedition leader, had survived

PL	Divine Avatar of the Snake		PTS
20			385

STR	25	+7	TGH	LIFT
DEX	14	+2	+15	24 tons
CON	28	+9	FORT	LEAP
INT	12	+1	+20	17 ft
WIS	30	+10	REF	INIT
CHA	30	+10	+5	+2
			WILL	KB
			+20	-10

ATTACK	DEFENSE
+8	+6/+3

DAMAGE
+7

GRAPPLE	SIZE
+20	Medium

SKILLS
Bluff 5 (+15/+23), Concentration 5 (+15), Diplomacy 5 (+15/+23), Gather Information 5 (+15), Intimidate 8 (+18), Know (<i>Current Events</i>) 5 (+6), Know (<i>Arcane Lore</i>) 15 (+16), Notice 6 (+16), Search 6 (+7), Sense Motive 8 (+18)

FEATS
Attractive 2, Equipment 4 (<i>Underground Temples [13 pts], Progression 6 [x100]</i>), Fascinate (<i>Bluff, Diplomacy</i>) 2, Fearless, Inspire 3, Luck 2, Minions 13 (<i>Pit Vipers, MR 6, Fanatical, Progression 7 [x250]</i>), Minions 11 (<i>Initiates, MR 7, Fanatical, Progression 5 [x100]</i>), Minions 10 (<i>Acolytes, MR 0, Progression 10 [x5000]</i>), Ritualist

POWERS

Comprehend 4 (Languages), **Divine Powers [Transform 13]** (Anything to Anything); Base and all APs are Dynamic; AP: Fatigue 20, Healing 15 (Energizing +1, Resurrection +1, Total +1; PF: Persistent, Regrowth), Illusion 13 (All Senses; Action: Free for Maintenance +1), Life Control 19, Mind Control 15 (Area: Shapeable +1, Conscious +1, Selective +1; PF: Mental Link), Teleport 15 (Accurate +1, Portal +2 [PF: Progression: Portal Size 3]) Weather Control 16 (Base: Distraction, DC 10; AP: Air Control, Hamper Move (1/4 Move), Heat (Extreme Heat), Obscure (All Visual)), **Immunity 10** (Age, Life Support), **Morph 6** (PF: Metamorph [Divine Manifest Form]), **Protection 6** (Impervious +1), **Regeneration 12** (Bruise 2, Resurrection 10), **Super Senses 5** (Awareness 2 [Divine, Magical], Darkvision, Scent), **Super Strength 5**

AT	CM	SV	SK	FT	PW	DB
79	28	24	17	79	165	—

Horus, Son of Ra (page 56). He left to pursue his ancient foe, starting a series of battles between the two. Now calling herself the Serpent Queen, Apophis quickly grew in power once she was free. Over the next two decades, she and Horus would fight again and again as she strove to acquire enough power to bring herself fully out of the celestial prison.

Finally, after a quarter century, it seemed that she had achieved that level of power. In a terrible battle, Horus and several of his former allies in the second Sentinels' team, as well as the current Sentinels' team in one of their first major challenges, fought the Queen to a standstill. The battle ended with what seemed like Horus sacrificing himself to destroy the Queen's physical form. Horus was mourned, and the world went on.

For many years, both Horus and the Serpent Queen were considered dead and gone. But recently, there was a tumultuous change in the way many other dimensions interact with Earth after the Hierophant once again attempted to bring his patron Ex Machina onto the physical plane. Agents of the Covenant reported to several of their allies in the mundane world that something very large and powerful had also come through the break in Earth's natural defenses during the Hierophant's assault. Then an Egyptian army unit, while on maneuvers deep in the desert, reported encountering a large contingent of the serpent cultists that had followed Apophis in her prime and who hadn't been seen since her apparent demise. This report was a radio communication, which ended with a description of a giant serpent coming to the cultists' defense. Reinforcements found the remains of that unit, with several of their armored vehicles dissolved in a manner consistent with the acidic venom the Serpent Queen displayed in her "Divine Manifestation" form.

At this point, the world's heroes can do little but wait and see if their fears are founded.

In human form, the Serpent Queen resembles a young and very attractive woman of middle-eastern descent. Only the serpentine cast of her eyes betrays her inhuman nature. While in this form, she has demonstrated a vast range of powers controlling matter, weather, space, and even life itself. But far deadlier than even this is her other form, what she calls her "Divine Manifestation," a serpent the size of a building, stretching well over a hundred feet in length. This serpent form possesses acidic venom that it can spit accurately over long distances, and fangs the size of a grown man that can punch through any material. More than one brave hero lost his life thinking he was faster than this serpent's strike.



CULTISTS

The Serpent Queen's power, personality, and background attract a number of devoted followers to her from around the world. These followers generally fall into three categories. The first are the Acolytes, the hidden servants that act as her eyes and ears in mundane society around the world. She has these minions secreted in governments and militaries, in labs and offices around the world – all waiting for their goddess to call them to service. The second are what the authorities have called her Pit Vipers, fanatical assassins marked by their serpent eyes, their extendable fangs, the shaved heads and the elaborate chest tattoos of a serpent's scales. Having undergone some nightmarish arcane ritual tying them to their mistress, these men and women possess great strength and a fanatical devotion to her will. The highest ranking of her many agents are the Initiates of the Hidden Coil, her priests and generals, who call on her power in the casting of the magicks she demands of them. Also secreted around the world, these are planners who will pull the Acolytes strings when she commands it.

Underground Temples: SZ Huge, Tgh 15, Features – Concealed, Defense System, Holding Cells, Isolate, Living Space, Powers System, Security System 2

Acolytes: Use Bystander Archetype in M&M Core book

Pit Vipers: PL 7 (90 pts, MR 6); Init +6; Defense +6/+3; Attack +7 (Damage +7); Tgh +8, Fort+8, Ref +5, Wil +5; Str 20, Dex 14, Con 20, Int 10, Wis 14, Cha 10;

Skills and Feats: Climb 5 (+10), Disable Device 5 (+5), Notice 5 (+7), Profession (Assassin) +5 (+7), Stealth 8 (+10), Chokehold, Improved Grab, Improved Initiative;

Powers: Protection 3, Immunity 1 (Poison), Leap 1, Paralyze 7 (Alternate Save: FORT +0, Linked to Strike +0, Limited: Only if Strike does damage -1), Strike 2 (PF: Mighty), Speed 2 (25 mph)

Initiates of the Hidden Coil: PL 6 (103 pts, MR 7); Init +0; Defense +3/+2; Attack +7/+3 (Damage +5); Tgh +7/+0, Fort+2, Ref +2, Wil +10; Str 10, Dex 10, Con 10, Int 15, Wis 28, Cha 26;

Skills and Feats: Concentration 8 (+17), Diplomacy 5 (+13), Know (Arcane Lore) 10 (+12), Language 1 (Coptic Egyptian), Attack Specialization (Spells) 2, Benefit (Wealth) 2, Connected, Leadership, Minions (MR 1 Acolytes, Progression 3 [x 10]);

Powers: Force Field 7 (Impervious +1), Immunity 1 (Poison), Magic 5 (Mind Control); AP : Blast, ESP 5 [Visual], Healing, Illusion 3 [Visual and Hearing], Teleport



PL	Divine Form of the Snake	PTS
20		373

STR	50	+20	TGH	LIFT
DEX	8	-1	+27	25 kt
CON	40	+15	FORT	LEAP
INT	10	+0	+20	30 ft
WIS	10	+0	REF	INIT
CHA	20	+5	+3	+11
			WILL	KB
			+18	-45

ATTACK	DEFENSE
+8/-2*	-7*
DAMAGE	
+25 Strike, +20 Acid	
GRAPPLE	SIZE
+53	Awesome

SKILLS
Intimidate 20 (+35), Notice 12 (+12)

FEATS
All-Out Attack, Attack Focus (<i>Melee</i>) 10, Fast Overrun, Fearless, Fearsome Presence 10, Improved Initiative 3, Improved Overrun, Move-By Action, Power Attack, Takedown Attack 2

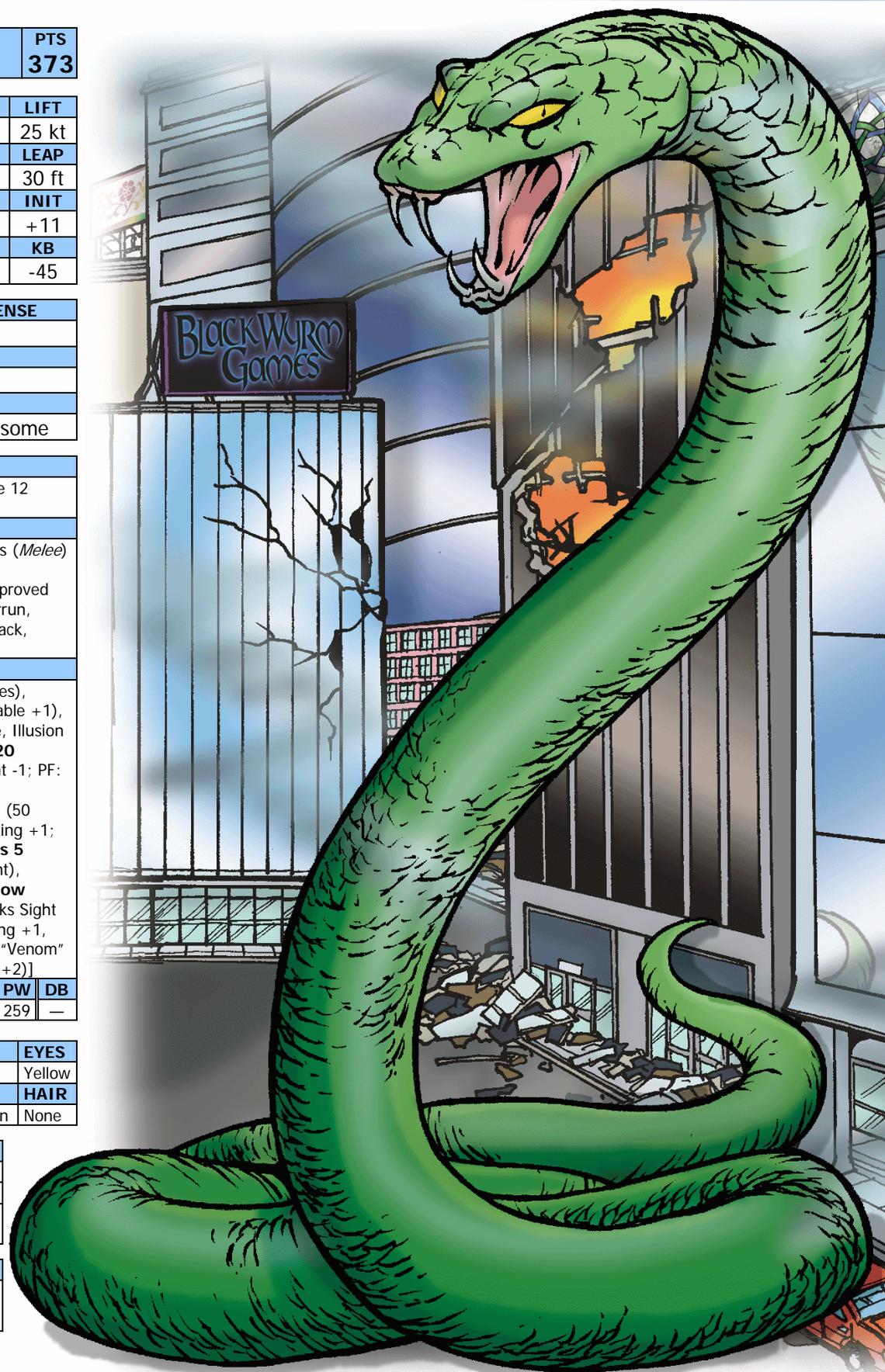
POWERS
Comprehend 4 (Languages), Immoveable 6 (Unstoppable +1), Immunity 8 (Age Disease, Illusion Effects, Poison), Growth 20 (Continuous +1, Permanent -1; PF: Innate), Protection 12 (Impervious +1), Speed 3 (50 mph), Strike 15 (Penetrating +1; PF: Mighty), Super Senses 5 (Blindsight [Thermal], Scent), Super Strength 5 , Swallow [Snare 16 (Engulf +0, Blocks Sight and Sound +2, Regenerating +1, Transparent +1), AP: Acid "Venom" [Corrosion 20 (Area: Cone +2)]]

AT	CM	SV	SK	FT	PW	DB
18	30	27	8	31	259	—

RACE	SEX	HT	EYES
Deity	Female	162'	Yellow
GROUP	AGE	WT	HAIR
None	(?)	800 ton	None

PUBLIC KNOWLEDGE
5 Giant monster
10
15 Other form of the Serpent Queen

QUOTE
"Hisssss! Run or die, mortal worms!"



PL 12	Super Thug with Ambition	PTS 159
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STR	13	+1	TGH	LIFT
DEX	18	+4	+15/+3	800 t
CON	16	+3	FORT	LEAP
INT	10	+0	+6	11 ft
WIS	15	+2	REF	INIT
CHA	15	+2	+6	+8
			WILL	KB
			+5	-7/-1

ATTACK	DEFENSE
+9	+9/+5
DAMAGE	
+15 Telekinesis	
GRAPPLE	SIZE
+10/+24	Medium

SKILLS						
Gather Information 5 (+7), Intimidate 7 (+9), Notice 6 (+8), Profession (<i>High-Priced Thug</i>) 6 (+8), Sense Motive 6 (+8), Stealth 6 (+10)						
FEATS						
Improved Initiative, Power Attack, Taunt						
POWERS						
Flight 5, Force Field 12, Gravity Control 15 (Base and AP all Dynamic; Selective +1; PF: Progression – Area 3; AP: Deflection 12 [All Ranged; Action: Free +2], Telekinesis [Damaging +1]), Immunity 1 (Own Powers)						
AT	CM	SV	SK	FT	PW	DB
27	36	8	9	3	76	—

Singularity had realized that he still had a few things to learn before he moved up to the status he knew awaited him. And Myron, M Dogg, Krusher K, and Singularity had always been a quick study when it came to learning the things that really counted.

Mr. Franklin is a thug with aspirations. Aspirations and the power to achieve them. He watches employers closely, noting the how and why behind decisions, the tactics, and the capabilities of his opponents. One day, one day, he'll be the one calling the shots. And when that day comes, he'll be ready.

Singularity has power over the forces of gravity. He can manipulate gravitational fields over a large area and with great precision. He can increase the force of gravity on incoming objects to slam them into the ground before they reach him, project fields of conflicting micro-gravities to tear objects apart, and he's even learned how to read changes in the local gravitational fields to effect what he calls his "gravity radar."

In combat, Singularity likes to scatter the opposition in all directions, holding off all but one who he'll target and beat on until that target drops; then, he'll move on the next. It's not very complicated, but it's worked for him so far. While he'll usually follow any reasonable tactics his employers set for him, he's slowly learning not only to adapt in the field, but also to voice his own ideas beforehand. His stable of employers grows regularly, and most are beginning to look past the "hood" persona to the inquisitive mind behind it.

Myron Franklin is a young and athletically built black man. He wears a utilitarian black leather jumpsuit and boots, sometimes with a matching long coat. He shaves his head bald, but sometimes leaves himself a small goatee.

DESCRIPTION

Myron Franklin grew up in a little gray tenement in a little gray part of a large gray city. As he grew older, his heroes were the people he saw around him who thumbed their noses at all of the little gray rules that added to his dreary existence, the gang members and leaders who were the only pieces of color and excitement around him. At the age of 8, he committed his first robbery. By the age of 10, he was starting to gather his friends into the semblance of a gang. By the age of 14, he had been arrested, convicted, and had served time. And by the age of 16, he was lying in a coma, shot in the head by a policeman as he was fleeing the scene of his first murder. After six months, Myron (or "M Dogg" as he was then known) woke up. Changed. Myron discovered that he was a mutant, albeit a latent one until that point. The trauma had apparently awakened his abilities. No longer would he be a smalltime banger – "powerz" meant bigtime, meant money, meant prestige. Within a day of regaining consciousness, he not only had discovered his abilities, he had mastered them sufficiently to break himself out of the prison hospital. Within a few weeks, he had developed enough skill to make his first heist using his control over the forces of gravity to completely stymie the local authorities. He fell in love with his new life the moment he sent the SWAT van flying away. He continued deliriously happy and full of himself, right until the first time he met another metahuman. Trowned within an inch of his life by that meddling do-gooder, Myron, or "Krusher K" as he was calling himself, was sent back to prison again, though this time it was special prison, one designed to hold people like he had become. During his stay in the pen, Myron immersed himself in his press clippings, almost as enthralled by his publicity as he was by his powers. He came across the word "singularity" while reading what some egghead had written about Myron's powers. He didn't really understand what the word meant, but he liked the way it sounded. After all, Krusher K was so smalltime, and Myron was definitely not smalltime any more. Escaping during a mass prison break a few months later, Myron began hiring himself out as high priced muscle to experienced professionals.

SINGULARITY



QUOTE

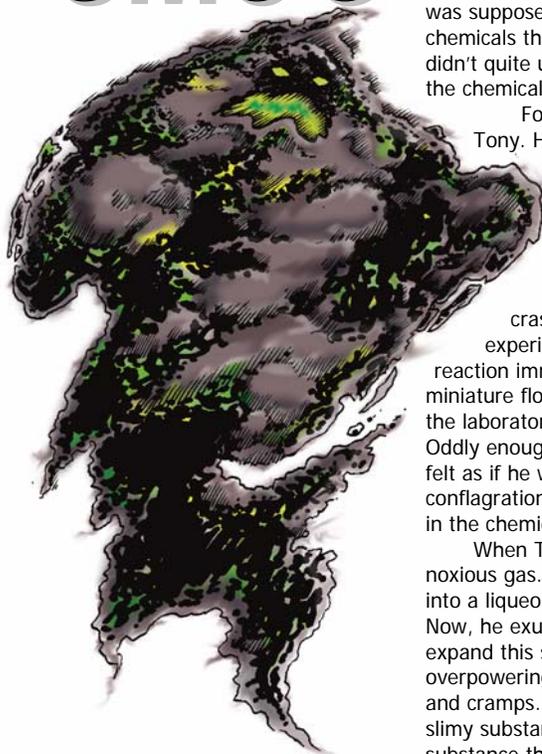
"Ever wonder what it feels like, the weight of the world on your shoulders? Here, let me help."

RACE	SEX	HT	EYES
Human	Male	6'	Brown
GROUP	AGE	WT	HAIR
None	26	180#	None

PUBLIC KNOWLEDGE

5	
10	Former gangsta
15	High-priced muscle for hire
20	
25	Tactical thinker
30	

SMOG



DESCRIPTION

Tony Lucien thought life stank, even before he generated a constant stench himself. A two-bit Mafioso plagued by a jinxed life, Tony considered it his lucky break to be sent by the boss on an actual mission by himself. He was supposed to break into a chemical plant and steal some chemicals that the boss needed for framing somebody. He didn't quite understand the details, but he inked the name of the chemical and the location within the factory on his hand.

For once, things seemed to be going smoothly for Tony. He was able to get into the plant undetected by breaking into a back door, unmonitored by security. He even made it to the right part of the plant, and found the right batch of chemicals. But that's when tragedy struck, harder than it ever had before.

Tony slipped in a puddle of something, and crashed headlong into a shelf full of various experimental chemicals. The ensuing chemical reaction immersed him in dozens of concoctions. The miniature flood of mixtures hit an exposed electrical circuit in the laboratory, and started a fire, with Tony at its center. Oddly enough, although he passed out from the fumes, he felt as if he were awake but unable to move during the conflagration. He did not burn, but felt himself swept away in the chemical fog, as if he were light as a ghost.

When Tony came to, his body had become a cloud of noxious gas. He could still speak, and could turn from a gas into a liqueous form, but he was no longer a solid being. Now, he exudes a terrible stench most of the time, and can expand this smell over a wide area. The odor is so overpowering that those within its limits experience vomiting and cramps. He can emit a variety of chemical substances: a slimy substance that makes the ground slippery, an acidic substance that erodes or burns through many materials, and a dense malodorous black smoke that obscures vision.

Since that time, Smog, as he has become known, has acted mostly as a confused eco-terrorist. He attacks refineries, power plants, corporate headquarters, and other environmentally "dangerous" targets, since he holds them all responsible for his current condition. But he also attacks botanical gardens, nature preserves, and other nature/beauty foundations, since they reinforce (in his mind) how disgusting he has become.

PL	Pollution Elemental		PTS
10			147

STR	12	+1	TGH	LIFT
DEX	13	+1	+3	260#
CON	16	+3	FORT	LEAP
INT	10	+0	+3	11 ft
WIS	12	+1	REF	INIT
CHA	12	+1	+5	+1
			WILL	KB
			+3	-1

ATTACK	DEFENSE
+8	+10/+5
DAMAGE	
+6 Disintegrate	
GRAPPLE	SIZE
+9	Medium

SKILLS							
Bluff 6 (+7), Intimidate 6 (+7), Notice 6 (+7), Sense Motive 6 (+7)							
FEATS							
Fearsome Presence 2, Startle							
POWERS							
Alternate Form: Gaseous 3 (Flight 2, Insubstantial 2; Continuous +1, Permanent -1; AP: Alternate Form: Particulate [Duration: Sustained +1; Elongation 3, Insubstantial 1, Strike 4 (PF: Mighty), Super Movement 1 (Slither)]), Immunity 32 (Critical Hits, FORT Effects), Nauseate 10 (Range: Normal +1; AP: Corrosion 7 [Area: Cone +2], Obscure 10 [All Vision plus Smell], Trip 10 [Area: Cone +1, Range: Touch -1])							
AT	CM	SV	SK	FT	PW	DB	
15	36	6	6	3	81	—	

QUOTE

"Hey, whatcha starin' at, ya bozo?"

RACE	SEX	HT	EYES
Human	Male	6'-ish	Green
GROUP	AGE	WT	HAIR
None	?(43)	0#	None

PUBLIC KNOWLEDGE

5	Eww! Gross me out!
10	A living "cloud" of gunk
15	Destroys beautiful things
20	Just a guy that caught a bad break
25	
30	

PL 13	Fast Guy in a Tin Can	PTS 169
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STR	14	+2	TGH	LIFT
DEX	14	+2	+10/+2	350#
CON	15	+2	FORT	LEAP
INT	11	+0	+4	12 ft
WIS	13	+1	REF	INIT
CHA	14	+2	+15/+5	+38
			WILL	KB
			+4	-5/-1

ATTACK	DEFENSE
+7	+15/+3
DAMAGE	
+10 Blast	
GRAPPLE	SIZE
+18/+9	Medium

SKILLS							
Bluff 5 (+7), Disable Device 5 (+0), Gather Information 4 (+6), Drive 10 (+12), Stealth 6 (+8), Sense Motive 6 (+7)							
FEATS							
Connected, Lightning Speed (page 143)							
POWERS							
Device 26 [Speed Suit, Hard to Lose (Enhanced Reflex Save 10, Friction Control 10 [Decrease Friction, Range: Touch -2; AP: Nullify Binding Powers], Blast 10, Protection 8, Sensory Shield 5 [All], Super-Senses 4 (Lowlight Vision, Direction Sense, CommLink, Time Sense), Super Speed 9 [Share Speed +1, AP: Spinning (Only vs. Grapples & Snares -1), PF: Dodge Focus 9, Improved Defense, Move-By Action, Wall Run, Water Run])]							
AT	CM	SV	SK	FT	PW	DB	
21	26	8	9	2	104	—	

DESCRIPTION

Ronny Marston has always liked speed. He never walked anywhere when he could run, and he was driving long before it was legal for him to do so. It was a short step from there to racing. But racing for pink slips alone, regardless of the "course," just wasn't interesting enough after a while; now, racing against the police – that was interesting. Ronny started driving getaway cars, hiring out to various gangs and organizations. He loved it. Eventually he came to the attention of the Magi, those shadowy underworld middlemen who kept their fingers in everyone else's pie. They were always looking for reliable couriers, willing to take whatever risks were needed for the job. Ronny excelled. He impressed his employers so much that when they came into possession of the Speed Metal armor, the only tester they even considered was Marston.

Five minutes after he started exploring the suit's capabilities and design limits, Ronny was in heaven. No pedals and steering wheels needed to come between him and his rush – he just had to think about moving faster and he almost blinked from one position to another. He didn't want to ever take it off.

Over time, he learned everything he could about what the suit could and couldn't do. The Magi were very pleased. The investment in acquiring the suit from Steele Omnitech was going to pay off handsomely. They would have the perfect courier, the perfect getaway "vehicle" for talent to leave the scene of a heist, there were so many possibilities. It was only after they made Marston give up the suit and had their technicians start taking it apart to duplicate the technology that they came across a problem. The suit's interface had been the trickiest piece the engineers had to deal with in integrating the control systems. It actually accelerated the neural activity of the wearer to the point where he could match the movement capabilities of the suit's null-friction field and magnetic displacers. It still hadn't been tested completely when the suit was stolen. And the moment Ronny interfaced with the system for the first time, it calibrated to his neural patterns. His patterns only. Suddenly, Ronny was sitting in the catbird seat. They could replicate the suit as many times as they could afford – but the interface's programming would all be based on the initial model and that only worked for Ronny. It wouldn't even turn on for anybody else.

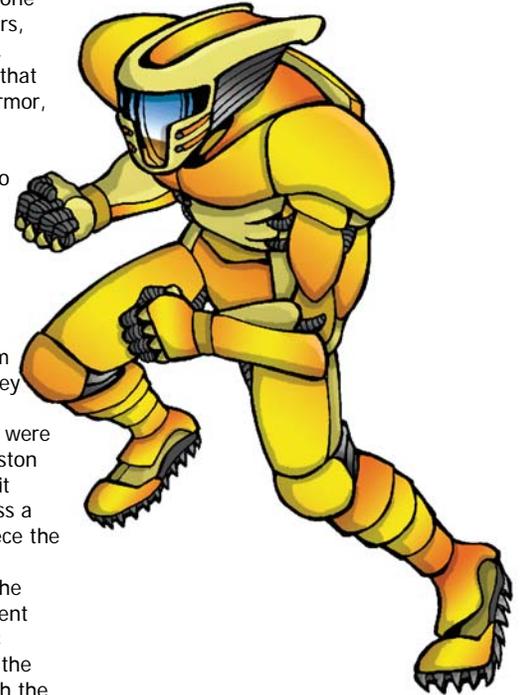
The Magi weren't unreasonable people. Quite the contrary, they hadn't been as successful as they had without being realists, without being willing to compromise when they saw no other option. They made Ronny a very nice

offer. Not being stupid (or suicidal for that matter), Ronny accepted. The Magi had their operative, and Ronny had killer job security. After a while, his employers saw the benefit of having an asset that they alone knew was theirs. Ronny became a solo operator, "hiring" out to help any number of people commit crimes. Of course, it's almost always The Magi that arrange the jobs, but they do that for any number of people. And no one outside of the core Magi cell knows that Ronny always gives The Magi a discount when he works for *them*. A 100% discount. In exchange for keeping his mouth shut as to his true role in the suit, Ronny receives all the technical and legal support the considerable machinery of his true employers can bring to bear. They even give him the flexibility to take "outside" commissions, for a cut. The bigger and better the reputation, the higher the price that can be charged after all.

Ronny Marston is an adrenaline junkie. He's only really happy when he's going very, very fast.

He's also highly competitive – he doesn't like Speed Demon (page 19) because she can beat him on his own turf, and he doesn't like the criminal Afterburner because Ronny views him as horning in on his schtick. In addition to superhuman speed, one of the suit's secondary abilities is to interfere with function of friction, in effect generating a field of null-friction. The suit's traction surfaces aren't affected by this field, and Ronny has mastered a number of applications with great precision. He can also expand the suit's propulsion aura to include people near him, accelerating others to something close to the speeds he can normally reach. The Magi have made certain that Ronny has a number of back-up suits in case of problems (altering the systems is one thing, duplicating is another), and they have added an effective laser emitter to increase his offensive capabilities. The construction of the suit is incredibly sturdy, and can protect its wearer from injury up to and

SPEED METAL



QUOTE

"Can't touch this."

RACE	SEX	HT	EYES
Human	Male	5'9"	Blue
GROUP	AGE	WT	HAIR
None	29	181#	Red

PUBLIC KNOWLEDGE

5	
10	Speedster thief
15	The suit is what has the power
20	Surprisingly good lawyers make sure he never spends much time in jail
25	
30	Rumored to have ties to the Magi

STILTSKIN



DESCRIPTION

Time and generations of concerned parents have slowly worn away the harsh edges and brutal contents of the stories known today as fairy tales. Cautionary stories that once gave hardened warriors reason to fear the dark are now harmless entertainments. One beneficiary of this is the entity called Stiltskin. Details of his vile exploits having been watered down for consumption by today's children, Stiltskin is quite happy to take advantage of a time that views the "wee folk" as little more than "cute" or a way to sell holiday cards. After all, misdirection is one of his keenest tools.

Many centuries ago, after watching the level of carnage the Fomori inflicted both on the citizens of Avalon and the related lands on Earth proper, the Sidhe that had formed the Unseelie Court decided to try an experiment. Physically weak themselves, but mighty and cunning practitioners of magic, they used outcasts from among their own kind as fodder to see if crossbreeding with the Fomori would work. It did, to an extent. Smaller than the Fomori, but far harder than the Sidhe, the results were initially quite pleasing to their creators. That is, with the exception of the "runt" of that first litter. It was tiny, far smaller even than the average Sidhe. The Court promptly discarded it and went back to their experiments, never realizing the dangerous qualities their reject possessed. The rest of its kind had inherited their Fomori parents' brutal mentality more than the Sidhe's cunning, the combination of temperaments forming a vicious and murderous mix... albeit dimwitted. This was acceptable to the Unseelie as it made them controllable. Stiltskin was different – he had inherited the devious intellect of his weaker parent, and a good portion of her magical abilities. As his creators used his brethren to great effect as a roving death squad, later named "Redcaps," after their habit of wearing the still-bloody flayed skins of their victims as hoods and cloaks, they never suspected that their precious army

QUOTE

"Yes... very charming. Come here, child. Let me show you a new game."

RACE	SEX	HT	EYES
Gnome	Male	1'11"	Green
GROUP	AGE	WT	HAIR
Sinister Circle	?	9½#	Red

PUBLIC KNOWLEDGE

5	
10	Fairy tale legend
15	Cunning magician
20	
25	
30	His magic is somehow restricted

was being co-opted. Stiltskin used his genetic connection to the other Redcaps, combined with his magic, to dominate his brothers and sisters, eventually leading them in an attempted coup against the Court that came very close to succeeding. Much too cruel to simply kill him in punishment, the Unseelie banished Stiltskin to the physical plane of Earth, mystically stripping him of much of his power and cursing him. Forever after unable to act directly upon his hatred of his creators, Stiltskin instead transferred his seething spite to the hapless humans who so resembled the despised Sidhe. Though not as physically monstrous and intimidating as the other Redcaps, Stiltskin has used his native cunning and mystical gifts to trick, murder, and torment a legion of victims in the centuries following his exile.

Stiltskin, in his natural form, resembles greatly the gnomes, leprechauns, and kobolds of so many legends and myths from Northern Europe. This almost always makes his target underestimate him, to unconsciously apply the benevolent nature of the modern rendition of those myths to the figure before them...a terrible and costly mistake. Stiltskin is evil and he revels in it. Cunning beyond measure, the fiendish imp is a born shapeshifter and weaver of illusions, able to play with perception at his whim, cycling through names and faces with the same ease that a person changes clothing. He is able to see the thoughts of his victims as well as read many possible futures from the smallest traces. The Unseelie may have stripped him of the greatest portion of his mystical might, but he has had centuries to learn to live within those limitations and prosper regardless. He has even learned how to operate around his curse – though creatures of magic have much of their existence tied into their true names, Stiltskin has ALL of his talents hampered by that knowledge. He has had to undergo horrible rituals to change his true name in the eyes of the cosmos on more than one occasion, as the magic of the curse also insures that his name *will* be discovered eventually. He wears the name "Stiltskin" as a reminder of one of the most humiliating of these instances, immortalized in a story that he *loathes*.

Stiltskin's temper and ego are equally great, and he *hates* to lose one of his little games. Once he exclusively targeted the pure and the innocent, but today more often goes after more challenging prey – these "heroes" who think so much of their superhuman abilities and their ideals. There are any number of costumed do-gooders who've earned his attentions and his anger, but Troll figures prominently both for his resemblance in Stiltskin's eyes to some of the Fomori and because his abilities make him so much of a challenge – also, Troll's incessant taunting after he's won one of Stiltskin's "games" have left their mark on the little monster's pride.

PL	Precognitive		PTS
10	Trickster	Gnome	245

STR	8	-1	TGH	LIFT
DEX	26	+8	+6	160#
CON	10	+0	FORT	LEAP
INT	30	+10	+6	9 ft
WIS	26	+8	REF	INIT
CHA	16	+3	+12	+8
			WILL	KB
			+10	-2/+1

ATTACK	DEFENSE
+4	+12/+6*

DAMAGE	GRAPPLE	SIZE
-1 Melee	+2	Small

SKILLS

Bluff 10 (+13)*, Concentration 10 (+18)*, Craft (*Artistic*) 8 (+18), Diplomacy 4 (+7), Gather Information 4 (+7), Know (*Current Events, History*) 5 (+15), Know (*Arcane Lore*) 6 (+16), Notice 5 (+13)*, Sense Motive 5 (+13), Sleight of Hand 5 (+13), Stealth 5 (+13)*

FEATS

Artificer, Defensive Roll 6, Distract (*Bluff*), Evasion, Fearless, Improved Defense 2, Jack of All Trades, Luck 3, Master Plan, Ritualist, Skill Mastery*

POWERS

Immunity 8 (Age, Disease, Illusion Effects, Poison), **Magic 6** (Base: Teleport; AP: Mind Control, Illusion 6 [Hearing and Normal Sight]), **Shapeshift 8, Shrinking 4** (Normal Strength +1, Permanent +0; PF: Innate), **Super Senses 8** (Precognition, Mystic Awareness [Accurate, Acute]), **Telepathy 6**

DRAWBACKS

Magic can't affect people who invoke his current True Name (U, M, -3)

AT	CM	SV	SK	FT	PW	DB
56	28	12	18	19	115	-3

PL 12	Psychic Gunman	PTS 173
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STR	12	+1	TGH	LIFT
DEX	18	+4	10/7/3	260#
CON	16	+3	FORT	LEAP
INT	12	+1	+5	11 ft
WIS	20	+5	REF	INIT
CHA	14	+2	+8	+4
			WILL	KB
			+10	-5/3/1

ATTACK	DEFENSE
+16/+12/+8	+11/+4
DAMAGE	
+8 Blast	
GRAPPLE	SIZE
+9	Medium

SKILLS
Disable Device 4 (+5), Drive 6 (+10), Gather Information 6 (+8), Intimidate 6 (+8), Know (*Tactics*) 6 (+7), Notice 4 (+9), Profession (*Soldier*) 4 (+9), Stealth 8 (+12), Survival 4 (+9)

FEATS
All-Out Attack, Attack Focus (*Ranged*) 4, Critical Strike, Defensive Attack, Defensive Roll 3, Dodge Focus 3, Equipment 2, Evasion, Improved Aim, Move-By Action, Precise Shot 2, Ultimate Aim

POWERS
Blast 8 (Autofire +1, Penetrating +1, Incurs No Range Penalty +1; PF: Accurate 2, Improved Critical 10, Precise, Ricochet 3; AP: Boost 6 [Blast; Action: Free +2, Only Firearms-based Blasts with more than 8 base ranks -1]), **Telekinesis 4** (Perception +1, Only affects Firearms -1; PF: Precise)

EQUIPMENT
Body Armor (Protection 4), **Commlink**, **Sniper Eye** (Super Senses 2 [Extended Vision 2])

DRAWBACKS
Power Loss (Blast, w/o Guns as focus, -2)

AT	CM	SV	SK	FT	PW	DB
32	32	11	12	22	66	-2

DESCRIPTION

Winston Dale is what might be called a "ballistikinetic." He can control guns with the power of his mind. He can accurately control the path of a bullet once it's left the barrel, meaning that he almost never misses. If he can see it, he can almost always hit it. As well, he has a limited form of telekinesis that he can use to reload, assemble, fire, and "grab" guns. His superhuman accuracy only applies to guns that he fires himself, but he is fully capable of making someone else's gun fire at a target of his choosing.

Dale was a strong-willed child, with a strong sense of pride and determination... basically a control freak. The only time he ever felt at peace, if it could be called that, was when he was holding something over someone else. It was no surprise, then, when he joined the military and found his home among the officer ranks.

His military career was checkered by his conflicts with authority. He deeply felt the need for structure, but resisted it when he was not in charge. So, while he excelled in the command of his own unit, and always achieved his mission objectives, he bucked against his superiors when he did not agree with their decisions, and was charged with insubordination a number of times.

When his psionic powers emerged after a head injury, his path was clear – it was time to strike out on his own. He didn't need someone else giving him orders when he was now powerful enough to handle any opposition by himself. He began a new career, this time as a mercenary sniper. Although he never missed his target, he soon began to miss his passion. Without a mountain to climb, his life became empty. The thrill of the kill was no longer there. So he changed his demographic. Instead of targeting ordinary men, he would now only kill superhumans. The thrill came back.

Too many of these freaks bill themselves as being bulletproof, but all it takes is the right man to shoot that bullet.

Surefire uses his natural telekinetic abilities to enhance his mastery of firearms. Range is meaningless to a man who can mentally force his bullets to defy the natural ballistic effects of gravity, for starters. Any firearm that he gets his hands on can be used as the focus for his telekinetic energies, bullets hitting with the force of his projection rather than the limitations of their own propulsion. Even when a weapon is more powerful than what he can project himself, Dale can add a little extra "oomph" behind it. Combined with his already exceptional marksmanship, Surefire's abilities allow him a level of control and precision that makes even impossible shots look easy.

SUREFIRE



QUOTE
"There's no such thing as truly invulnerable. Some marks are just more difficult than others... and more expensive, of course."

RACE	SEX	HT	EYES
Human	Male	5'11"	Brown
GROUP	AGE	WT	HAIR
None	32	205#	Brown

PUBLIC KNOWLEDGE	
5	
10	
15	Superhero killer
20	Mentally controls bullets
25	Can jam guns with his mind
30	Puts the "psycho" in psychokinesis

APPENDIX I

TIMELINE

1 Billion BC?

The Empire of Thorns loses purchase on this reality, as the "flexibility" of the universe's physical laws begins to diminish rapidly and drastically. Now relegated only to observe from other planes the universe they feel they helped build, they begin scheming innumerable plots for revenge against all of the "later" races, who the Empire views as thieves one and all.

65,000,000 BC

The Acahii begin experimenting with Earth's native genomes. The Acahii war with the Rha'Zhaketh destroys the planet between Mars and Jupiter, resulting in an asteroid impacting what is now the Gulf of Mexico, which in turn leads to cataclysmic climate shift and the demise of the dinosaurs. The probe later known as the Observer is launched from Acahii homespace, and begins its journey towards Earth (see War in the Heavens, p142).

200,000 BC

The Saeduun form their first Republic, and begin a period of space exploration and expansion.

120,000 BC

The Voth discover a cache of Acahii technology within their home system. Its analysis and study leads to the Voth species jumping millennia forward in their technological development. The Voth Hegemony, a.k.a. the Voth Imperium, is born.

100,000 BC

The Voth and Saeduun expansions collide. The two civilizations begin the first of a series of wars between them.

80,000 BC

Voth exploration of an ancient Acahii research facility accidentally activates the Starbane superweapon. It begins its slow travel through space, destroying system after system, with its probe units wreaking havoc before it.

75,000 BC

The other-dimensional home of the enigmatic Travelers suffers a mysterious cataclysm. The Travelers earn their name by moving from dimension to dimension in search of a biosphere that will sustain them. Their "scouts" move ahead of them, testing many possible new homes.

50,000 BC

One of the Traveler scouts, named Ptah, encounters the strange hyperspatial juncture that makes Earth unique, but continues exploring until he encounters the subspace node with the trapped Rha'Zhaketh. Unprepared for their power and ferocity, Ptah is consumed, with his killers manifesting some of his traits and following his trail back to his previous dimensional stop: Earth. There, they hide and grow, exploring their new abilities and their new home, only slowly coming to realize that the dreaded Acahii aren't going to come looking for them.

40,000 BC

Passing the secondary research station established by the Acahii for studying specimens of Earth's various genomes, as well as other scientific curiosities from around the Milky Way, the Observer activates the station's automatic systems. Long abandoned experiments are restarted, and long-range cataloging of Earth's peoples begins in earnest.

38,000 BC

The Observer arrives finally in Earthspace. It immediately sets about trying to recreate some semblance of its creators' civilization by continuing to bootstrap existing human specimens into the metahuman paragons earlier experimentation made possible. Eventually, the Observer would gather his "children" in one place, where they would found the city called Atlantis, from an Acahii word meaning "Rebirth."

20,000 BC

Atlantis begins its expansion around the globe, constructing the colonies of Aztlan ("White Towers"), Odripar ("Great Jewel"), Avalon ("Green Treasure"), and Kun-Lun ("Dawn's Edge").

12,800 BC

The Atlanteans, many corrupted by their new patrons, the Rha'Zhaketh (whom certain Atlantean elites had contacted during one of the Observer's prolonged absences), force the Observer to destroy both them and the city. Most of the population is killed with one colony escaping undersea, and various other refugees dispersing across the globe and hiding among the native populations (See Atlantis, FOW). Many of the Great Houses of Atlantis escape to an alternate Earth later known as Caernas.

10,000 BC

Various "tribes" of Travelers arrive following the trail left by Ptah. They adapt to the strange spatial phenomena of Earth by co-opting various attached "pockets" of subspace and building their homes in them. Encounters with the dominant lifeforms of the planet result in the Travelers being worshipped as Gods, a role they enjoy. The Travelers adopt many of the forms and names of the existing proto-myths, making them their own. Only having combined forces because of their need for a new home, the Travelers now disperse back into their individual tribe families, each claiming its own pocket realm. These groupings will later be the basis for a number of pantheons in human mythologies.

5,000 BC

The nearness of Avalon (see Amazon, FOW) to one of the subspace nodes imprisoning the Rha'Zhaketh leaves the Avalonians vulnerable to assault from minor spawn they name Fomori, meaning "invaders." During a periodic synching between Avalon and Earth, Fomori escape into surrounding area. Violence around the interface area also weakens the boundary between Earth and the dimension housing the strange beings later known as the Sidhe (from the Atlantean for "echoes," as these aliens soon mimic the appearances and behaviors of the resident humans to some extent). Connections, if any, between the Sidhe and the Travelers are unknown.

3,000 BC

The tribe of Travelers from whom Ptah originated finally discovers his fate. Their long conflict with the Serpent Queen and her brethren begins. As the Serpent Queen is one of the sources of the Tiamat myths of the region where this tribe has relocated, and her brethren other such monsters, the name given Tiamat's kindred by the humans of the area, the Anu or Annunaki, is applied by the Travelers to all of Ptah's murderers. In the ensuing battles, many Annunaki are killed, with the majority fleeing the region to hide in what will later be called Mesoamerica.

2,800 BC

Taking the form of Isis, mate to Ra who is the leader of the Heliopolitan pantheon of the Travelers, the Serpent Queen lies with Ra and from this union is produced Set. The Travelers have by this time discovered that any interbreeding between themselves and the peoples of Earth breeds true only as one of the Traveler's own (though somewhat diminished in power). Set is an anomaly, possessing all of the traits of both parents. This earns the Serpent Queen the undying and specific enmity of the Heliopolitans, above and beyond that directed at her brethren.

2,550 BC

A descendant of Atlantean refugees that fled to Mesopotamia is born. He inherits substantial metahuman abilities, though he is ignorant as to their true origin. His name is Gilgamesh, and his exploits become legendary (see Gilgamesh, FOW).

2,000 BC

Set begins his campaign acting as agent provocateur, fomenting discord and exacerbating tensions between the various pantheons. He also disseminates any number of false and inconsistent stories among humans about the various "gods," attributing victories to rivals of the true victors, spreading demeaning lies about the acts of others, even creating new entities entirely, such as the fiction of "Osiris," whose stories detract from the power of Set's father Ra. Conflicts erupt between the various tribes of Travelers over the following millennia. This is primarily between individuals or small groups, but full war is only narrowly averted by calmer heads more and more frequently as time passes.

900 BC

The only successful half-human / half-Traveler ever conceived is born in Greece. Named Herakles, he is watched intently by his own relatives and curious members of other pantheons as he grows and builds his own legend.

400 BC

The "Age of Heroes" is in full bloom, as native-born metahumans, Atlantean descendants, and adventurous Travelers all enjoy exciting exploits – many of which are lost to history, or confused in details so that the true actors, adversaries, and events are either wrongly attributed or mixed together.

140 BC

Making contact with trapped Rha'Zhaketh, many powerful Sidhe are corrupted, forming what folklore will later call the Unseelie Court as they consolidate efforts to work their patrons' will.

20 BC

The Great Concord is reached among the various pantheons. Brought to the brink of a devastating war by the machinations of Set and his mother, the clans of Travelers agree to distance themselves from contact and involvement in the affairs of humanity (and, hence, each other) as the only lasting recourse

available. One last combined effort results in the imprisonment of both the Serpent Queen and her duplicitous son.

33 AD

The Alchemist begins his immortal toil. A Roman centurion, ignorant of his Atlantean ancestry, attempts to commit suicide over guilt from his involvement in the execution of a holy man. This trauma kickstarts Longinus' metahuman regenerative powers, with longevity a secondary effect. Longinus and the Alchemist will later generate confused folklore regarding their individual stories, such as elements of a "curse," or even a complete fiction surrounding Longinus' spear.

200

The Unseelie attempt breeding with Fomori, resulting in the creation of a cadre of murderous creatures called Redcaps. The most dangerous of these creatures due to inheriting his Sidhe parent's intellect is the shapeshifting trickster Stiltskin.

302

The first St. George is "Called." A warrior exhibiting mystical powers he considers holy, he will lead a long and brutal career as a monster slayer until injuries permanently incapacitate him. A successor is chosen by the same unknown powers that chose St. George, seeking the now old man out for training in how to use the same abilities the old man mastered through trial and error. This begins a long series of such successions leading up to the modern era.

412

Grimm the Wanderer, Saxon adventurer, begins the first of many bloody forays through the collapsing Roman Empire, Northlands, and the Rus, before finally returning to his native Britain to a decades-long fight against the Pict shamans allied with the Unseelie Court. His exploits in the Northlands are thought to be the actual source for the Beowulf legend... a theory somewhat supported by his eventual death in combat with a wyrm summoned by his enemies' patrons, the Unseelie.

450

While using the alias Ambrosius, the latest in a series of names to hide his true identity, Longinus operates as a mercenary in post-Roman Britain. He falls in love with an outcast Sidhe woman, their stormy relationship never one fated to last. He eventually continues on his journeys, unaware that she carries his child. Named Myrddin, the child will benefit from both his father's resilience and his mother's arcane prowess.

625

Myrddin, now known as Merlin, is instrumental in organizing a bulwark of civilization to hold sway against the depredations of the Unseelie and their allies among the many barbarian tribes throughout the region. He is helped by the mystical entity Albion, who provides the mighty blade Caliburn for use in Merlin's efforts. His figurehead, Arctoros, builds a mighty fortress named Camelan and attracts likeminded warriors from near and far, including as far away as Gaul, from where the famed swordsman Vercenoix travels.

630

Morgaine, half-human and half-Sidhe, agent of the Unseelie, succeeds in bringing down Arctoros and Camelan. Her victory is pyrrhic, as Merlin succeeds in destroying the most powerful of the Unseelie, while strengthening the border between earth and the Sidhe domain so that the remainder cannot return to this plane easily or for very long. In the absence of both her enemy and her masters, Morgaine builds her own small empire. Vercenoix and

Gwynhaevr, wife to Arctoros, whose love affair helped Morgaine's schemes, escape Camelan's destruction. Gwynhaevr is carrying Arctoros' child, a daughter that the Gaul trains practically from birth, attempting to work through the crushing guilt he carries for betraying his friend, her father.

650

Siobhan, daughter of Arctoros, is visited by the entity Albion, who gifts her with her father's legendary weapon, Caliburn. Under the guise of the Swan Knight, Siobhan eventually destroys Morgaine's small empire. Morgaine herself is brought low by a mystical trap left by Merlin, which imprisons her for the next thousand years. Later bards' confusion over the meaning of the term "Merlin's Trap" results in the story of Merlin and Nimue carried down in folklore.

980

The Annunaki, aside from the Serpent Queen long thought dead by the Travelers, are discovered to have co-opted the worship of the Mayan and Toltec peoples (and the Olmecs before them). Worse, they have also found a way to free their Rha'Zhaketh brethren using the dimensional shallows such as the spatial pockets used by the Travelers. Banding together for the first time in almost a millennia, the pantheons of Travelers irrevocably sever the "easy" connections between their homes and Earth to thwart the Rha'Zhaketh should the Travelers fall before their enemies. They then attack en masse the Annunaki and escaping Rha'Zhaketh escape in a terrible battle. The majority of the Travelers are killed in the fight, but not before completely wiping out their enemies. The survivors are only able to reach Earth afterwards through great effort and intimate knowledge – most finding it not worth the investment and never venturing across the dimensional gulf again. Psychic echoes of the battle felt by sensitives around the world result in a number of apocalyptic tales seeding global legends, such as a resurgence of stories of Ragnarok among the fatalistic Norse.

1098

A powerful, disparate group of warriors and mystics gather to defeat Vadshada the Bloodking. Afterward, these stalwarts form the Covenant, a force dedicated to preventing the rise to power of anything like Vadshada ever again. The Manus Gloriae forms in opposition soon after.

1118

The Poor Knights of Christ and the Temple of Solomon, better known as the Knights Templar, form in the chaos following the First Crusade of 1096.

1235

Beset with the Papal Inquisition on one side and the Covenant on the other, many smaller groupings of Occult power players convene for the first time as the Parliament of Shadows.

1314

The public face of the Knights Templar is destroyed by the Pontiff and the French Crown. Following the instructions of their visionary leader, elements of the brotherhood take their wealth and disappear underground where they put into place the beginning of a centuries-long great work to help man ascend to a better state. Whispers of their existence and plans inspire legends of the Illuminati. Factions develop over time, each claiming primacy over a particular endeavor within the Great Work: the *Custodes Veritas* (a.k.a. the Librarians), charged with preserving all knowledge, especially that which the crown and church might wish destroyed; *the Iron Wheel* (a.k.a. the Mechanics, a.k.a. the Craftsmen), relied upon to provide the tools of a better world,

advancing science beyond the shackles of aristocratic patronage or superstition; *the Pythians* (a.k.a. the Seers, a.k.a. the Architects), responsible for the political manipulation that will push society forward while hiding the other factions, as well as the financing all the devotees of the Great Work will use; *the Daedalean Masque* and *the Rosebearers* (a.k.a. the Artists and the Gardeners), flip side of the same coin, each working to improve the breed of humanity itself, with the former actually delving into the biology and chemistry of early Eugenics and the latter social engineers also overseeing the widespread breeding program destined to produce supermen. Unknown to the rest of the Great Work aside from select Pythians and Rosebearers, the *Brotherhood of Silence* also comes into existence – its task to directly eliminate those threats that the other workers can't, to do the dirty work that would sully the hands of the idealists chosen for the other tasks.

1505

The Observer's systems finally begin to fail. When the communications link with the secondary station is lost, that station's AI goes fully active, finalizing genetic experiments and "distilling" the first generation of the Starbreed. Exposed to the vast catalogue of Earth's various cultures, the Starbreed take personal names from any number of inspirations. They name their planet Eden, and their omnipresent mentor and patron (the station's AI) Archon. The two most powerful of the first generation take the names Erebus, because of the light-consuming side-effects of certain of his abilities, and Deus, partially because of his broad-based control of both matter and energy, and partially as a prank, poking fun at his crechemate's ego. Deus will later come to regret this.

1589

John Dee becomes the Magus Maximus, but chooses to hide his power behind the façade of a doddering advisor to Queen Elizabeth I.

1608

Dee manages to stop an incursion by the extradimensional entity Ex Machina, the Cosmic Clockwork Consciousness. The strain is too much for the aging Magus, however, who dies shortly following his victory.

1640

Miles Hartford creates the identity of the pirate Captain Claw to wreak havoc on enemies to England within and without.

1670

The first Watchman sees action against the men who framed his father.

1772

A rogue member of the Daedalean Masque, Victor Von Frankenstein, succeeds in reanimating dead tissue. He is killed by rivals in the Masque before he can duplicate the work. His creation escapes efforts to capture him for study.

1789

The French Revolution occurs. Initially hailed as proof of the Great Work's success, the Reign of Terror will result in a schism among the members of the various factions, most prominently among the Iron Wheel and the Rosebearers. Disagreements will turn to violence and the factions will soon find themselves engaged in a Secret War spanning the 19th Century.

1805

The first major salvo in the Secret War consuming the factions of the Great Work is fired, with a Daedalean base destroyed by examples of the Iron Wheel's clockwork dragons and acid gas stockpiles.

1850

An Iron Wheel research project into unlocking the keys to travel between worlds results in the discovery of the Gray, and then the bizarre, inchoate expanse of what will eventually be called Oneiros, from the Greek for "Dreams." Psi-active, the landscape of Oneiros responds to the subconscious thoughts and fears of the first exploratory team, trapping them there. Attempts to rescue the first team discover that disparate worlds populated with outlandish figures out of childish fantasies have literally formed from the minds of the first team's members. After losing most of two separate rescue teams, the gate to Oneiros is closed and the project scrapped. One member of this project, Hiram Merryweather, will continue his research outside the view of his former compatriots. Another member, years later, will relate some of the stories of what he saw in Oneiros to a fellow opium addict, one Charles Dodgson, who will use the imagery as the basis for published stories involving a young lady of his acquaintance with whom he held an unhealthy fascination.

1889

The lord of Die Nachtkinder, traditionally known by the title Der Drache, attempts to expand his power base to London. He is contested by a small band of brave Englishmen aided by Helston Dredd, a member of the Covenant and monster hunter of fierce reputation. Bram Stoker, who knew a few of the band, later uses the incident as the basis for a fictional adventure he publishes as *Dracula* (See Quincy Harkness, FOW).

1896

Psychic echoes from the remaining essence of the minds trapped in Oneiros reach an American named Baum. He uses the vivid images of what he assumes were dreams as the basis for a number of fictional forays into a world he calls Oz.

1898

The Eightfold Web is rebuilt hidden from the view of the Covenant, who had destroyed its prior incarnations.

1900

Mercenaries hired by the survivors of the Rosebearers wipe out the last of the Daedalean Masque. Cogito is born. This turns out to be the last major action of the conflict, as both sides have exhausted their personnel and resources with no clear victor.

1908

Finally succumbing to age after eons of service, the decaying systems of the Observer fall from orbit, its power core impacting in Tunguska, Siberia, while its AI housing softcrashes in Antarctica.

1914

Theodor Munz operates openly as the first metahuman of modern times as Eisenkruez, an agent of Kaiser Wilhelm II. Jameson Steele operates covertly for the British as Codename: Lionheart, while Jamie Richardson works in the public eye as John Bull.

1920

Archon goes silent after a private audience with Erebus. Returning to Eden, Erebus claims he is now Lord Erebus and that all other Starbreed should view him as their master. This causes a polarization among the Starbreed into two camps, those flocking

to Erebus' banner and those giving their allegiance to Deus, the only other one of their kind with the power to stand against their erstwhile master. The Starbreed enter a period of conflict lasting decades.

1923

Jameson Steele is killed. Their mother emotionally shattered, the Steele brothers spend the next several years being raised by a number of family friends, mostly by their father's aging mentor, "Uncle" Mycroft.

1928

Sargall returns to Atlantis following a pilgrimage through the surface world. He takes over the defense of the realm from his father.

1935

March: Anton Loveless discovers cache of alien technology in Antarctica, adopts the name "Dr. Prometheus," and begins financing extraction efforts by selling various advanced weapons systems to the Nazis (acting through middlemen).

July: The Pickman Museum of Antiquities opens its doors, with financial help and exhibit donations from adventurers like Jackson Wilde and Quentin McKenzie.

October: Rocketman and Malachite the Magician begin operating openly within a few weeks of each other.

1936

March: Hitler takes Rhineland.

May: Insane superman Hugo Danner retreats into isolated jungles of Central America and begins to try to duplicate his father's work using his own genetic material.

September: Doktor Thüle purges many high-ranking members of the society that shares his name; after rebuilding core membership, he offers his services to the Reich.

November: The Red Moon appears in the sky for the first time, and Mathew Tangent begins his struggle against the forces of the Emperor of Heaven.

1937

February: Ulysses Steele is the only surviving member of an Antarctic expedition that encounters a hostile shape-changing alien. The expedition is decimated, but the alien is slain.

April: Spanish fascists allow German allies to test Luftwaffe's Condor Legion and the new Kriegsmaschinen against the town of Guernica.

August: Zavier Zodiac completes the formation of his Tarot Crime Cartel.

October: Unlucky thieves disturb the Ka of Dr. Scarab in the Valley of the Kings; the self-proclaimed Fist of Anubis is freed to walk the Earth once more.

December: Nazi expedition to the Arctic Circle recovers the inert form of the Patchwork Man; its body is sent to Castle Frankenstein.

1938

March: Germany takes Austria. The village surrounding Castle Frankenstein is given to the Frau Doktor as a reward for services rendered; its inhabitants disappear en masse into the bowels of the castle, practically overnight.

June: Ulysses Steele is involved in a lab accident granting him superhuman powers.

August: The Soviets and Germans sign a nonaggression pact.

September: Germany is given part of Czechoslovakia in a farcical diplomatic arrangement. Malachite the Magician disappears while chasing Iblis of the Circle of Brass through the Shadowlands.

October: Praetorian attempts the “first” of his invasions of the 20th Century, as his Warwalkers appear in Grover’s Mill, New Jersey. Doc Epoch, the Timesavers, and a variety of heroes recruited by Epoch all manage to help the US Army repel the invasion. The government uses entertainer Orson Welles to help cover up the incident and avoid further panic.

December: By the end of the year, the Japanese control most of populated China. Quincy Harkness avenges his parents by finally destroying the vampire known as Der Drache. FDR commissions the formation of the Veil after surviving a failed assassination attempt by a deranged occultist.

1939

March: Germany takes over the remainder of Czechoslovakia. The Thüle Society stages raids of Covenant chapterhouses throughout the European mainland.

May: William “Wild Bill” Donovan organizes a disparate group of professionals into Group Zero, a loosely organized intelligence-gathering body that will later form the core of the OSS. Alexander Steele is recruited as one of his first “assets.”

July: Grand Admiral Sargall of the Atlantean Defense Forces stages a coup, killing the King and most of the royal family. He seizes the throne, renames himself “Dagon,” and declares the birth of the Atlantean Empire. Prince Taggras and his sister escape.

September: Germany invades Poland. The Second World War begins.

November: The Winter War between Finland and USSR begins. A large werewolf clan breaks from the Nighttribes and offers their best warrior to Stalin as the first Krasnoivolk.

December: At the urging of the ancient spirit Albion, Pendragon begins recruiting British heroes into a functional unit. Dr. Diablo becomes known to the public after releasing experimental “acid gas” into New York subway system.

1940

January: The Atlantean Empire formally allies itself with the Axis Powers. Work begins on the submarine Jormungandr.

March: Hitler announces the formation of the Einsatzgruppen Übersoldaten, an organized unit of metahumans. Rocketman perishes in battle with his old enemy Doktor Todt in the skies above the Empire State Building.

April: Denmark falls to German advance. The Silent Knight program is established, and the identity is used for the first time against a Bundist spy ring.

May: The British evacuate their troops in France through Dunkirk. British heroes Spearhead, Hurricane, and Zenith are killed, while Glorianna taps ancient Lyonessean artifact to prevent Atlantean interference with the retreat. Belgium surrenders to Germany.

June: France falls to Germany. Vichy French government is formed. Norway falls.

July: The US announces the formation of the Sentinels, but downplays their military connections. The Battle of Britain begins. The Soviets take Estonia, Latvia, and Lithuania. The Italians begin military action against the British in Africa. The Sentinels’ go on their first mission together – stopping Hammersmith from using his robot army to invade Washington, D.C.

October: The Defenders of the Crown operate openly as a unit for the first time. Italy invades Greece.

September: FDR institutes a peacetime draft. Hungary and Romania join the Axis. The Sentinels prevent the Nazis from seizing the Pillars of Vril in Antarctica.

1941

April: The Germans begin their Balkan campaign. Greece falls to Germany. The Covenant discovers the extent of Circle of Brass

involvement in the war and attacks that group and its leadership with every resource they can muster; Malachite is rescued from his magical prison, but not before Umbra, Queen of the Shadowlands, discovers the proximity of Earth to her realm.

May: Avery Hawkins forms the American Eagles. Germany takes Crete. British forces sink the Bismarck with help from the Gryphon. The Defenders of the Crown help Matthew Tangent beat back an incursion by the Emperor of Heaven.

June: Germany invades Russia. The original Magi form and are defeated.

July: Germany sets “the Final Solution” in motion regarding the Jews. Doktor Thüle is instrumental in helping prepare hidden ritual arrangements at several camps.

September: With assistance from Sea Devil, the Sentinels thwart an attempted Atlantean invasion of New York.

December: Japan attacks Pearl Harbor. The US enters the war. The Fearless Four form after its disparate crew of adventurers helps Malachite the Magician stop Araknis the Spider God and his horde of mutants from invading the Earth with Chicago as a beachhead.

1942

February: The Atlanteans capture solo American hero the Torpedo and turn him over to the Nazis. Nazi superman Parzifal beats Torpedo to death in a highly publicized “execution.” FDR fears the PR value of a repeat, and issues a presidential order banning American metahumans from operating openly in either Atlantic or Pacific theatre. This order stays in effect until D-Day.

April: The Doolittle Raids prove that the Japanese mainland is no longer untouchable. Members of the Kage Do make the first of many assassination attempts on Douglas MacArthur.

May: The Battle of Coral Sea. The Fearless Four become the Fearless Five after defying the presidential order and raiding Castle Frankenstein to rescue teammate Tommy Triumph – and rescuing the reanimated Patchwork Man in the process, who thereafter joins team.

June: The Battle of Midway. Cagliostro and the Sentinels prevent the Japanese army led by Kage Do sorcerers from taking control of Wakefield Island and its dimensional instabilities.

August: The Guadalcanal campaign begins.

September: The Manhattan Project begins. Ulysses Steele is involved peripherally, as is Cogito.

1943

February: Germans lose Stalingrad. Donner kills the Russian hero Perun and the first Krasnoivolk before retreating. The Sentinels prevent the Nazis from recovering the Nautilus and its “radium” engines.

May: The Allies push the Germans out of Africa. The Sentinels thwart a Nazi attempt to conquer the subterranean “World of the Hidden Sun.” Wunderkind pushes the Nazi rocket program far ahead of its planned schedule, as V-1s see production.

July: The first “firestorm” is seen bombing the German city of Hamburg. The Allies invade Sicily. The Battle of Kursk.

September: The Allies invade Italy. The Saurian Dominion assaults US troops in the area around Wakefield Island before being defeated by the Sentinels.

November: The Battles of Malkin and Tarawa. The Sentinels defy the presidential order, and, aided by members of the Defenders of the Crown, destroy Von Frankenstein’s prototype army of reanimated Schocktruppen in Bavaria.

1944

January: The Battle of Anzio. Praetorian is stopped from giving the Nazis 64th Century weaponry by the Timesavers and the Sentinels. Captain Ryan Hunter and his Ragin’ Roughnecks set the

record, unbroken to this day, for the highest number of unit decorations during a single engagement.

February: The Nazi super-submarine Jormungandr is finally completed, where it is immediately used to great effect against the Allied Fleet in the Atlantic.

April: Jormungandr is sunk through combined efforts of the Sentinels, the Defenders of the Crown, and the British Navy. Japan loses the Marshall Islands.

May: The Allies take Rome. Cagliostro prevents the immortal Roman sorcerer Janus from destroying Allied forces.

June: D-Day. The Allied invasion of France begins.

July: Japan loses Saipan to the Allies. A massive conspiracy by his officers to assassinate Hitler fails. Master spy-for-hire Amadeus turns talents against the Nazis after the S.S. kills Amadeus' lover. The Allies completely destroy the Nazi rocketry facilities at Peenemunde, mere days before the terrifying V-4s can be used.

August: Hitler sends Ungeheuer to help against the Warsaw uprising, before losing city to the Russians. Romania surrenders to the Russians.

September: The Allies launch Operation Market Garden into the Lower Rhine, which fails miserably. Hugo Danner finally succeeds in creating an augmented army from natives who worship him, but is stopped from conquering Central America by the intervention of the Sentinels; Danner is believed accidentally killed by Thunderbird.

October: The Battle of Leyte Gulf. The Allies reach German soil.

November: Amadeus sabotages the weather generating device hiding Castle Frankenstein from the Allied bombers. Acting in conjunction with Amadeus, the American Eagles then lead a bombing run against Castle Frankenstein, completely destroying the structure and its infamous sub-levels.

December: The Battle of the Bulge. Der Schwarzenritter takes measures to establish FENRIS to carry on the fight he knows the Reich has lost.

1945

January: Zeitgeist, Von Frankenstein, and Wunderkind help found FENRIS in the jungles of South America. They organize the escape routes that will be used by a number of high-ranking Nazis over the next few months.

February: The Yalta Conference. Die Spinne attempts to assassinate FDR, Churchill, and Stalin. He is stopped by one of the Silent Knights, with both men perishing in the fight.

March: A prototype atomic weapon is stolen and accidentally detonated. Hachiman, Kamikaze, and a large number of Japanese troops are killed in the explosion, though the Japanese government doesn't learn specifics until much later. Tom Thumb is also killed. Japan loses the Philippines and Iwo Jima.

April: The Fall of the Reich. Hitler commits suicide. Doc Epoch and the Timesavers thwart an attempt by neo-Nazi time travelers from the future to save Hitler.

May: Germany surrenders. Allied forces in the Atlantic turn focus on Dagon's fleet.

June: Japan loses Okinawa.

July: The US tests second atomic device successfully at Alamogordo, New Mexico. Dagon is deposed by rebellion forces led by Sea Devil, leaving Japan as the only remaining Axis power.

August: Atomic weapons are used on Japan. Japan surrenders and the war ends. The Soviets declare war on Japan, destroy the Kwantung army, and declare victory – all within a week.

October: A fanatical faction within the Kage Do, led by the tattoo-witch Iretzumi, is unable to accept the shame of Japan's surrender, and attempt to destroy world by tearing open the gates to the Shadowlands. They are stopped by Glorianna, Cagliostro, and the Covenant.

1946

May: To appease hardliners in his own newly reformed government, Taggras the Sea Devil abdicates the Atlantean throne. His younger sister Lissandra becomes queen, a position she holds to this day.

September: After viewing the remains of Hiroshima and Nagasaki, Ulysses Steele quietly retreats from public life, going into a self-enforced isolation of almost a year while he works through guilt over his involvement in the Manhattan Project.

1947

July: A slivership scout for the Voth Imperium experiences engine difficulties on a pass through Earth's atmosphere, and crashes near Roswell, New Mexico. Col. John Parker Lincoln, later founder of Majestic-20, is involved in a government cover-up of the incident. The ship and the bodies are taken for study to a covert facility nicknamed Neverland, while Lincoln helps create the myth of Area 51.

November: Mallory Drake regains his lost family titles following a legal battle, marries Eliza Marleyoak (Glorianna), retires his Pendragon identity, and enters politics. He is later instrumental in the formation of Section-9, the agency responsible for monitoring and making use of British metahuman assets.

1948

June: The National Security Act of 1948 establishes the CIA and other known operating perimeters of the new American intelligence community.

September: The UN-supported quarantine of the area around Wakefield Island goes into effect. The interface between this Earth and the alternate Earth controlled by the Emperor of Heaven finally and irrevocably close.

November: Quentin McKenzie disappears while exploring the Amazon Basin.

December: Vanguard, the Pantheon, Danger, Inc., the Fearless Five, and three generations of Sentinels all join forces from across time to fight an Umbra-possessed Praetorian who is attempting to shatter the boundaries between different times and dimensions, starting in this era. The Fearless Five are lost to the timestream following the final battle.

1949

March: Rex Mundi begins the first phase of his plan to replace his existing criminal organization with a larger and more profitable one. He begins reorganizing existing assets.

May: Secretary of Defense James Forrestal, when he attempts to abandon the other members, is murdered by the cabal that will later become the New Sons of Liberty. His death is staged to look like suicide.

June: Steiner is pushed out of FENRIS in a power struggle, and begins life on the run from Jewish Nazi-hunters.

November: The Sentinels stop the Doyen from using the Pillars of Vrill to destroy the Earth.

1950

April: Doc Epoch and the Timesavers thwart a potential alliance between the Hierophant and Praetorian, averting widescale invasion from future. Praetorian attempts no further recorded incursions for almost twenty years.

June: A Saedun covert expedition to Earth recovers the Ultranaut and investigates Voth interest in planet. They suspect ties between Doc Steel and Progenitor technology after meeting him. North Korea invades the Republic of Korea. Group Zero is reestablished to deal with situations to which Truman doesn't want any traceable CIA contact.

October: The Covenant sends Lazarus Arcane to investigate claims of Manus Glorae involvement with Nazis at Dachau.

Sepulchre is born, though it will be years before he first surfaces as a threat to the world.

November: A Chinese counteroffensive stuns US and UN forces with sheer numbers. The Veil reports to Truman the suspected existence of an ancient Chinese necromancer feeding on energies released in massive death tolls.

1951

January: Group Zero personnel discovered to have been compromised by the New Sons of Liberty, fanatical right-wing militants wishing to subvert the US government. After stopping NSL double-agents from seizing nuclear command codes, Group Zero purges NSL loyalists in a bloody mole hunt, and thereafter makes locating and terminating NSL assets a priority for following two decades.

April: Truman removes MacArthur from command of US/UN forces in Korea. Publicly, this is attributed to insubordination; privately, this is due to suspected ties between MacArthur and the New Sons of Liberty.

May: President Truman decides against sending the Sentinels into Korea out of concern over China's response. Alexander Steele is sent in covertly to deal with Russian and Chinese "advisors" to North Korean forces.

December: The Gryphon begins to lose his grip on sanity, causing a number of deaths and considerable property damage. Finally realizing the truth of his vast powers, he "ascends" and leaves Earth.

1952

January: Agents of Rex Mundi assassinate Zavier Zodiac. Elements of Zodiac's Tarot Crime Cartel are absorbed into the nascent Magi organization.

March: Ulysses Steele and Robert Marston (last of the men to carry the Silent Knight identity) defy direct orders and enter North Korea to rescue Alexander Steele from Chinese captors after the Steele brother is betrayed by a South Korean double agent. Considerable destruction is involved. Afterwards, the UN Security Council adopts the Tournier Resolution, prohibiting the use of metahuman assets in military actions.

1953

May: In an effort to prove that ex-Nazi scientists acquired during Operation Paperclip were unnecessary, Ulysses Steele, Archimedes Jones, Matthew Tangent, Cogito, and others combine efforts to design and construct a rocketship capable of moon flight. The Galileo successfully launches, carrying Steele and Tangent to moon and safely back. At direct request of Eisenhower, the ship is mothballed and the entire project covered up. The President asks that efforts of normal humans not be overshadowed. Cogito enters a long period of depression, swearing never again to interfere in the social and technological affairs of mankind.

July: Veil members manage to destroy the Chinese necromancer controlling key figures in the Chinese government. The Korean War effectively ends with armistice signed.

August: Rex Mundi moves into the second phase of his Magi project, directly recruiting key personnel and organizing structure. The Magi open for business in late autumn, selling arms to insurgent forces in Southeast Asia and the Middle East. After killing Madrigal and select other Elders, the Magi absorb both the Brotherhood of Silence and their splinter sect, the Hangmen's Guild.

1954

June: HUAC calls for testimony from the Sentinels' Cagliostro, in conjunction with the McCarthy-Army Hearings.

August: Cogito, along with a handpicked crew of former adventurers, refit the Galileo for prolonged travel and leave Earth to explore the cosmos.

October: Reinhardt Steiner becomes Carnifex. As Carnifex, he comes close to killing President Eisenhower and taking control of several atomic weapons before finally being stopped in a costly battle with the Sentinels.

November: Surviving members of Sentinels refuse to testify against their teammate, officially disbanding team. Cagliostro disappears, never to be seen by public again. Joseph Welch, counsel for the Army, uses McCarthy's slurs against integrity and patriotism of surviving Sentinels as key point of attack against McCarthy that effectively ends HUAC witch hunts.

December: A mysterious explosion first cripples and then eventually destroys Null Point, apparently killing Doc Epoch and leaving Archimedes Jones the only survivor.

1955

May: Warsaw Pact forms.

July: The US Government inaugurates Myrmidon Series with Project I, and attempts to use captured Nazi biological research for development of a "supersoldier serum." The only success is Army Lt. Michael Jennings, later dubbed Agent America; the project is finally shelved after numerous fatalities.

September: FENRIS moves its facilities and personnel from Argentina to more isolated locations in South America following the ousting of their ally, Juan Peron, from the office of President.

October: The Soviet military activates Science City Eberesko for the first time. This facility will be responsible for the majority of Soviet metahuman testing and creation throughout the Cold War, as well as for the study of captured exotic technologies of all origins.

1956

May: The first hydrogen bomb testing at Bikini Atoll proceeds despite Group Zero barely thwarting attempt by Soviet spies to steal the device.

November: Soviet forces move into Hungary to crush that revolt. The rumors of conflict being used as a testing ground for Soviet metahuman assets remain unproven. Elements within the French government attempt unsuccessfully to blackmail the Covenant into aiding the Suez Canal action.

1957

February: The first Starbane probe impacts in Italy. A wave of destruction ensues following the probe's activation – eventually destroyed by a hastily gathered group of metahumans from several different countries.

March: The United Nations Assembly, several member nations suitably embarrassed by the terribly inefficient and belated organization of attempts to combat Starbane, vote for the creation of UNSOCIS (United Nations Special Operating Commission on International Security), an information-gathering and resource-coordinating agency for dealing with extranormal events and threats on a global level and which reports directly to the UN Security Council – USSR and China do not vote against its formation, but insist on a number of restrictions to "ensure national sovereignty and autonomy not be materially diminished." Treaty of Rome establishes European Economic Community.

October: The Soviets launch Sputnik I.

1958

March: Nikita Krushchev becomes the premier of the Soviet Union. One of his first acts is to increase the funding and operational priorities of Science City Eberesko. Agents of Group Zero first directly encounter their Soviet counterparts, the Octobermen.

April: Ulysses Steele incorporates his various research interests as Steele Omnitech. Its initial operating capital is derived from the sale of successful satellite designs to the US government

June: Steele Omnitech contributes several designs for Early-Generation Powered Armor for Myrmidon Series: Project II. The project is shelved after the prototypes are stolen first by FENRIS agents and then by Octobermen moles.

July: Alaska becomes the 49th state; covert construction of underground facilities in its northern islands begins. Congress creates NASA.

September: The Soviet 3rd Antarctic Expedition is lost after they inadvertently discover the Well of Worlds. Rescue teams find no trace of them.

1959

January: Castro and the communist government take power in Cuba.

November: Sepulchre traps and imprisons the Parliament of Shadows.

December: Tensions following the disappearance of Soviet explorers nearly erupt into war, as Soviets claim that the US is responsible. The Antarctic Treaty is finally signed as resolution, setting aside Antarctica as a scientific preserve and banning military activity on continent.

1960

March: The Serpent Queen is freed from her extradimensional prison. Horus first operates in public with a confrontation against the sorcerer the Eye.

May: The USS Nautilus is the first surface vessel allowed to dock in Atlantis since the fall of Dagon. A U2 spyplane is shot down over USSR. The Octobermen foil Group Zero attempt to rescue Gary Powers.

August: Voth expeditionary forces make a covert landing on Earth and establish hidden bases in Yukon, New Mexico desert, and various isolated South Pacific islands. The eccentric commander of Voth forces begins strange tests to probe Earth's defenses, tests consisting mostly of taking and augmenting creatures from Wakefield Island, or altering existing creatures in testing regions, or even bringing alien creatures from Voth capture – and then loosing said creatures into populated areas.

November: Group Zero stops the reborn New Sons of Liberty from interfering with Presidential elections. The group is unable to find connections between NSL and either candidate, a failure that will later cost them dearly.

1961

February: Adolf Eichmann goes on trial in Jerusalem. Attempts by FENRIS to assassinate him are thwarted by Mossad, Group Zero, and Section 9. During the trial he exposes FENRIS' existence to the public.

April: The Soviets put Yuri Gagarin in space. He is hailed as the First Man in Space, despite ample recorded and photographic evidence to the contrary – all of which the USSR dismisses as US propaganda.

August: Myrmidon Series Project III uses a number of research sources, including dead specimens of Moreau's beastmen, in an effort to successfully bootstrap animals into humanoids for use by military. The Hypersapiens, advanced animal-men of great intellect and terrible antipathy toward their creators/captors are the result. They escape, finding refuge in a number of hidden places around the world; later, after developing means of continuing development of further Hypersapiens to supplement their numbers (in addition to actual reproduction), they begin their decades-long terrorist campaign against the "World of Man the Tyrant."

November: Son of the South murders three Civil Rights organizers in Alabama.

December: Soviets announce formation of the Crimson Cadre, a group of metahuman "volunteers" who will act to "defend the Warsaw Pact territories against acts of Western Imperialism. The Russians Chemlion (Champion), Gigantsko (Giant), Morozko, and Boearyad (Warhead), matched with the Hungarian Bodat (Stinger) were presented to the world at a highly-staged press conference. As these "Heroes of the People" would not act outside of established communist regions (according to their handlers), Soviets successfully refute American accusations of a breach in the Tournier Protocols.

1962

January: In response to the media attention on the Crimson Cadre's appearance and criminal acts by the Hypersapiens and FENRIS, all underscoring the media's repeated statements regarding a lack of organized countermeasures, President Kennedy announces the formation of SIEGE (Strategic Intelligence Emergency Government Enforcement). SIEGE will act as an elite, hand-selected government taskforce dealing with any number of extranormal threats. Never very large, and the source of a good deal of agency rival and rancor in Washington (especially from Group Zero, who stay in the shadows and continue to do a lot of the work for which SIEGE will be credited), SIEGE will have a mixed and controversial record over the years. Agent America is appointed to act as SIEGE's public "face," with other, less photogenic assets (such as their liaison from the Veil, the sorcerer soldier Major Arcana) acting outside public scrutiny wherever possible.

March: With considerably less fanfare than their American counterparts, the British finalize formation of Section 9, which will act as their version of SIEGE.

June: Dynamo and Killjoy operate openly for first time. Over the following months, a number of the new generation of metas will follow suit.

September: John Phoenix, legendary in the intelligence community for the number of times he's been assumed KIA only to later turn up alive, leaves Group Zero under mysterious circumstances; he continues helping them occasionally as an outsider.

1963

October: Myrmidon Series Project IV, a.k.a. Project Revenant, attempts to duplicate Veronika Von Frankenstein's research from World War II and animate corpses for use as a battlefield soldiers. The project is infiltrated by Dr. Diablo, who takes control of its resources, only to be stopped by Horus and Dynamo before he invaded New York with an army of zombies.

1964

April: The Primacy takes over Wakefield Island as the dimensional interface shifts away from the Saurian Dominion after a decades-long attachment.

June: Lawrence Strauss (Rebel Yell) turns states' evidence against Caleb Mathers (Son of the South) for the murder of WWII hero Samuel Lincoln among others. Mathers is eventually convicted and sentenced to consecutive life sentences.

September: The second team to carry the Sentinels name is formed by Horus, Dynamo, Killjoy, Hotshot, Jack Frost, and the Blur after their epic battle against the Serpent Queen in front of the United Nations building.

November: The Sentinels face Sorian Starkiller for the first time. They return planetside barely in time to stop the Hierophant from allowing Ex Machina into Earth's dimension.

1965

January: Following encounters with different agents of the Eternal Reich, Dr. Archimedes Jones, Richard “the Rocket” Ramirez, Lady Katherine Harkness, and John Phoenix decide to combine forces to stop the Nazi scientists from completing the time machine they intend to use to resurrect Nazi Germany. Afterward, the four adventurers stay together, mutually impressed with their effectiveness as a team.

May: The Sentinels face the Crimson Cadre for first time after Dr. Prometheus teleports the Americans to Science City Eberesko.

1966

March: Dr. Rune first appears, defeating the monstrous Nightmonger.

June: Simple Simon and Dr. Grimm essentially go to war with one another, eventually dragging a number of heroes, other costumed criminals, and various organized crime elements into the mess.

September: Troubleshooter joins the Sentinels.

1967

March: Myrmidon Series Project V pursues an abortive program to develop cybernetic systems for implanting in soldiers. The program uses technology captured from Dr. Prometheus, who destroys the program when retrieving what he views as rightfully his.

April: Dr. Prometheus recruits the first Sinister Circle to use against the Sentinels.

July: Johnny Karma joins the Sentinels after helping them to defeat Praetorian during a time-travel jaunt, and to free the android Gossamer from the temporal tyrant's control.

1968

March: After aiding the Sentinels in several harrowing adventures, the powerhouse Titan is invited to join the team.

June: The Journeymen form after Samaritan invites Scarlett, Daydreamer, and Appleseed to join him and the self-exiled Starbreed Ursa in Ursa's tesseract-containing van while they wander the country, hanging out and helping people the “establishment” heroes never seem to notice.

October: Troubleshooter resigns from the Sentinels when she discovers she is pregnant.

November: The Sentinels are nearly wiped out when Titan proves to be a FENRIS plant, his abilities the result of Von Frankenstein's expertise. The Sentinel's groovy warehouse pad (and several blocks surrounding it) is leveled when Horus and Titan throw down.

1969

February: FENRIS is apparently (and finally) destroyed when Danger, Inc. and agents of SIEGE destroy FENRIS' home base in the Andes.

May: Samantha Steele gives birth to a son, Jacob.

July: The Prometheans are created from variety of genetic material “liberated” by Dr. Prometheus over the years.

October: Gossamer and Puma replace Hotshot and Jack Frost in the Sentinels as the twins leave to go to college.

1970

January: Project Blue Book officially ends. Concerned personnel form Majestic 20 in secret to fight the threats they believe Blue Book refused to see existed.

May: Danger, Inc. is trapped on Caernas for several months after accidentally using the Well of Worlds. They eventually make it home, but inadvertently bring the Warlord with them.

September: The Virginia Incident – an unidentified and monstrously powerful metahuman leaves a swath of destruction

trailing across a substantial portion of Virginia. Before it is stopped by the Sentinels and Doc Steel, the “monster” wipes out an Air Cavalry unit, kills hundreds of people, and causes tens of millions of dollars in damage. In response to public outcry about the ineffectiveness of existing countermeasures, Congress and the President create the FDSI (Federal Directorate for Security and Intelligence), a federal agency subsuming the remnants of SIEGE, co-opting the intelligence gathering powers of a number of existing agencies, and given sole federal jurisdiction over crimes, disasters, and possible threats involving metahumans (as well as the supernatural and aliens, though that isn't publicized). Michael Jennings (Agent America) retires from the military with the dissolution of SIEGE and enters politics, while the leadership of the Veil (whose existence still remains unknown to the public) reaches a working arrangement on matters of supernatural threats to National Security.

1971

March: Dwarfstar joins the Sentinels after helping them defeat a team-up of Mother Mayhem and the Incandescent Man.

June: Group Zero is decimated as its agents are somehow identified and assassinated, its bases attacked and destroyed by mercenary forces, and its patrons occupied with fabricated public scandals. A handful of agents are forced to go even deeper into the shadows than they normally operate, slowly pursuing their mysterious and highly-connected enemies.

1972

September: The terrible Master Mime uses the international spy-for-hire Velvet Angel to steal the enigmatic alien powerhouse the Orphan from FDSI custody. The eclectic group of heroes that gather to stop this scheme, Blacklight, Voodoo Daddy, Aquarius, Anvil, and Max Magnum, decide to stay together after their victory, adopting the name the Electric Avenue Irregulars. They become media darlings, though never enjoying a very good relationship with the authorities.

December: The Promethean Antaeus is put into a coma by injuries sustained in combat with the Sentinels.

1973

January: After more than a year, the surviving assets of Group Zero are able to determine that the New Sons of Liberty had rebuilt itself and infiltrated key positions in the US Government right under the Group's nose – enabling their old enemies to plan and perpetrate the near total destruction of the group and all of its people. The NSL's assets included the White House itself.

July: A carefully orchestrated plan enables Group Zero agents to expose practically the entire known NSL network. Facing not only impeachment, but charges of treason, Nixon commits suicide in the Oval Office. This is covered up, with a staged ‘assassination’ linked to a number of remaining NSL members. Group Zero is rebuilt from the surviving agents, with Alexander Steele chosen as the new Director.

1974

April: Following Katherine Harkness' death and the disappearance of John Phoenix, Jones and Ramirez officially call Danger, Inc. defunct.

August: Doc Steel comes out of semi-retirement to help the FDSI put Thraxas Nisaal and his alien weapon-smuggling ring out of business.

December: The alien size-changing hero Atlas, a member of the Sentinels, is murdered by Majestic 20. The Sentinels prove unable to bring his killers to justice.

1975

March: The Sentinels thwart an attempted Voth invasion of Earth. Ulysses Steele convinces the Saedun Commonwealth to declare Earth's area of space a Saedun protectorate.

July: Dr. Prometheus leaves Earth with his progeny after failing to kidnap the newborn Isaac Steele. Samantha Steele dies in childbirth.

1976

October: The Myrmidon series continues with Project VI, this time pursuing research into psionics, as Group Zero was growing wary of the psychic assets at the disposal of the Octobermen. Ultimately discontinued because of cost and political opposition, the core contingent of project successes are used to form a new section of Group Zero called Ghostworks (which will eventually become an independent agency).

December: With help from the Sentinels, Starbreed Goliath and Tome manage to temporarily repair some of the damage done to Archon by Lord Erebus' agents Proctor, Skulk, and Sisters-in-Scarlet. While functional, Archon forces both Starbreed factions to negotiate a peace treaty to end their decades-long conflict, and leaves an automated "stasis weapon" to operate as insurance that the treaty holds.

1977

May: Simon Spencer, Hero-For-Hire, puts together a new Danger, Inc. in order to combat a resurgence from the Mirror Men, one of the old group's frequent nemeses.

August: Appalled when he's informed of the existence of the Veil, President Carter, a devout Baptist, demands its immediate dissolution, as he refuses to contenance Uncle Sam supporting "a bunch of warlocks and sundry hellspawn." Official government backing for the agency ceases, but personnel within the organization simply move the Veil further into the shadows where they continue their mission.

December: Project Praxis, an international humanitarian and peacekeeping organization, is exposed as a front by Dr. Deimos to enable him to blackmail world leaders. Many of the heroes and idealistic young men and women who had flocked to the Praxis banner are publicly humiliated, but help bring the devious mastermind to justice nonetheless.

1978

July: Jason Taggart, son of one of the engineers involved in Myrmidon Project II perfects his father's experiments in powered armor technology. One of the idealists disillusioned when Project Praxis was mothballed, Taggart gathers several of his old army buddies, outfits them with his armor designs, and forms the Steel Saints.

October: Dr. Rune finally defeats and destroys Shard, Cyrus Mordant, Breathtaker, and the rest of the Seven Sins. Broken by the cost of the victory, he disappears afterward.

1979

September: Praetorian attempts his greatest invasion. He is barely defeated when Dynamo sacrifices himself to overload the time tower network anchoring Praetorian's troops in this era, seconds before the towers would have wiped out Washington, D.C.

1980

February: After several months of attempting to continue as a functioning group after the death of team leader Dynamo, the remaining members of the second incarnation of Sentinels officially disband.

May: Tapping into the power of the comatose meta Antaeus, terrorist splinters of both FENRIS and the Eternal Reich, known

together as the Wolves of Winter, manage to trigger the eruption of Mount St. Helens and threaten further destruction unless a massive ransom is paid by federal government. The combined group is stopped by the heroes Emyrean, Dusk, Gauntlet, and Mindstalker, acting together for the first time.

October: Making peace with traditionalist elements in his sister's government, Prince Taggras of Atlantis is pardoned of his "crimes" against the throne and named ambassador to the United Nations.

1981

November: Keeping one of his campaign promises, President Reagan signs the National Security Omnibus Bill of 1981. Bill massively increases the funding, personnel, and powers of the beleaguered Federal Directorate for Security and Intelligence (FDSI).

December: The Metahuman Registration Act (MRA) is passed by both houses of Congress following rancorous debate on public and governmental levels, and signed into law by Reagan immediately afterward. The Electric Avenue Irregulars, the Steel Saints, and the new Danger, Inc. all disband while a number of independent heroes retire.

1982

April: *United States v John "Rook" Chambers* is expedited up a chain of appeals to the Supreme Court, where the MRA is found unconstitutional. Proponents of the MRA vow to retool a new bill to withstand such scrutiny; however, after Chambers and his family are murdered by enemies exploiting his now public identity, public opinion goes too strongly against immediate efforts to resurrect bill in the foreseeable future.

May: Former backers of the MRA bill help found ALPHA (*Association for the Legitimate Preservation of Human Achievement*). Radical elements within the organization begin laying the foundations for the Knights of Ash, a covert, anti-metahuman, paramilitary unit.

September: ARGUS (*Advanced Research Group/United States*), formerly a subsidiary body to the Rand Corporation's think tank, is co-opted by the FDSI for research purposes. They are thereafter used as an information clearinghouse regarding metahumans, as well as a "friendly face" where the government believes full FDSI involvement would be counterproductive.

1983

July: The Pantheon forms after members successfully thwart an attempt by Sepulchre to ritually sacrifice every life in Chicago.

November: The FDSI and Majestic-20 reach a secret and uneasy truce; FDSI establishes an "understanding" with Group Zero, Ghostworks, and other covert agencies with sometimes conflicting resources and agendas over what will eventually just be called "the Rules."

1984

March: With events being manipulated behind the scenes by the powerful psychic Tiamat, and with experimental chemical weapons supplied by the Magi, Iraq invades Iran. Losing portions of their country wholesale to Hussein's heavily augmented forces and his covert use of metahuman assets, the Iranians' pleas are met with silence by the United Nations (due in no small part to the work of the United States). Within a matter of weeks, Iraqi forces seize control of the entire nation, with Iranian government leaders either executed or escaping into exile.

June: Ace Argent, tireless self-promoter and former gadfly to the second team of Sentinels, attempts to recruit his own team and use the now defunct name. Threatened with legal action by Steele Omnitech, and not-so-subtly physically threatened by Horus, Argent abandons those plans.

December: The Magi engineer a massive “accident” at the Union Carbide plant in Bhopal, India to cover up the testing of chemical warfare agents on the local population.

1985

January: A new vigilante picks up the Scorpion name and begins brutal campaign against the New York underworld.

June: Puma returns to the Seven Cities of Cibola to take his crown. He decides the outside world is unready for contact with his kingdom, and seals off access to his people.

1986

January: The Space Shuttle Challenger explodes in flight shortly following launch. Steele Omnitech, Kessler Aerodyne, Boeing Aerospace, Rocketdyne, and several other corporations form the Magellan Consortium and successfully lobby Congress to take over management of NASA and the development of US space-based technology and resources.

1987

August: Rudolf Hess commits suicide. He leaves a confession implicating a number of European power-players in aiding the formation and survival of the FENRIS organization. Spandau Prison is closed and razed.

November: After helping Western heroes stop the Crone from bringing a new ice age to the northern hemisphere and change the cold war into a hot one, the Crimson Cadre member Troll defects to the United States.

1988

June: Under guidance from the Magellan Consortium, NASA launches the first of the *Starseeker* series of space vehicles, *the Copernicus*, then begins construction on *the Galileo II* and *the Tycho*.

1989

June: Involvement of metahumans on both sides of Tiananmen Square incident is alleged by international press. Supposed “bootleg” footage of Chinese Military metahuman assets becomes the stuff of legend.

October: The Scorpion is responsible for blowing up the Special Prisoners Wing at Riker’s Island, killing several dozen former costumed criminals, many of whom were metas. Riding a wave of public outcry, the financial backers of Fort Sunderland manage to push through funding requirements for the facility.

1990

May: Fort Sunderland opens for business. The initial population estimates are exceeded within 6 months of operation; the planning commission begins expansion work.

September: Iraqi forces invade Kuwait and parts of Turkey. Syria and Lebanon open borders and surrender without a fight. Jordan does likewise the following week, after the mysterious deaths of several high ranking Jordanian officials. Israeli forces move to war footing. Iraqi metahuman assets are stymied by unknown metahumans about whom Israel denies any knowledge.

December: A tactical nuclear device is used to destroy an Iraqi bioweapons factory complex hidden in the mountains of Northern Iraq near Dahuk. Again, Israel denies knowledge. Despite warnings from United States and other nations, Iraq accelerates its already gradual build-up of forces on the borders that Syria and Jordan share with Israel. Iraq invades Israel a few minutes before midnight on the 31st.

1991

January: The Gulf War begins.

February: The Gulf War ends with the fall of Iraqi forces.

Ghostworks and Group Zero manage to counter Hussein’s illegal metahuman military assets while the Veil removes Hussein’s remaining allies in the Circle of Brass. Hussein attempts to betray his “partner,” the possessed psychic calling herself Tiamat, to the American forces, but is killed by her in revenge; the Covenant (apparently) manages to destroy Tiamat. United Nations is given control of Iraq while the country rebuilds.

March: The Scorpion is captured by police. He escapes prison within days of incarceration.

August: The Soviet Union collapses. Hardliners within the military, including several members of the Crimson Cadre, attempt a failed coup.

October: Gauntlet returns from space with information proving that Emphyrean is actually an undercover agent for a planned alien invasion. The Pantheon dissolves as its members fight their former teammate, resulting in several of them dying and Emphyrean’s imprisonment.

1992

March: A mysterious figure known as Seer recruits a number of outcast metas as members for a group called Vanguard; their stated mission is to stop a series of “temporal trigger points” from occurring “the wrong way.”

July: Antaeus wakes from his coma with his powers horrifically augmented. Before finally burning out his abilities and killing himself in the process, he fights Vanguard, the Steele family, and the FDSI, raising an island off the coast of Manhattan to demonstrate his abilities.

December: Construction is completed on *Hyperion Point*, an orbital scientific research station.

1993

April: Following an epic battle against the forces of the Hierophant, a group of young heroes decide to band together in a new incarnation of the Sentinels team.

December: The “final” battle between Horus and Serpent Queen results in the apparent deaths of both of them, as well as Killjoy and the Queen’s erstwhile allies Blight and Daeva. The Sentinels are present but unable to recover the bodies of either hero.

1994

June: The Scorpion is captured by Federal Marshals. Again he escapes prison before he can be brought to trial.

1995

July: After much legal wrangling and negotiation, Steele Omnitech manages to acquire the title to the island raised by Antaeus off the coast of Manhattan.

1996

February: The Knights of Ash make their first public display inaugurating their “Crusade for Purity” – targeting and killing retired metahuman hero Kevin “Blacklight” Dennison and his family, burning down a city block in Baltimore in the process.

1997

February: With backing from Steele Omnitech through the newly-formed Sentinels Foundation, construction begins on Fortress.

1998

May: Kismet sacrifices her life to destroy a hyperdimensional processor core being constructed by the Assembly from captured alien technology, preventing it from taking over the world, and thus eliminating the terrible future timeline from which she originally came. Iron Angel joins the Sentinels.

July: Temporary construction on Fortress is destroyed by Praetorian's forces during (yet another) invasion attempt.

September: Atlantean terrorists Mako and Kraken use an artifact provided by the spirit of See Hexe to seize control of the minds of all Atlanteans and launch an attack against the surface world. Several coastal cities are heavily damaged, but the artifact is ultimately destroyed by the combined efforts of the Sentinels, Vanguard, and the Covenant.

November: The Scorpion is captured again. He escapes prison within the month, after killing number of high-profile fellow inmates.

1999

April: Magog and the Sikkai attempt the first of their extradimensional invasions and are defeated.

July: A cabal of powerful metahumans seizes power in a clandestine coup on Makoroa. They install a puppet ruler, begin "renovating" the island, and set up shop behind the scenes. Dr. Deimos frees Emyprean from Fort Sunderland and manipulates him into aiding rule.

2000

March: Construction on Fortress is finally completed. The facility goes online and operational. Troll joins the Sentinels.

May: Thraxas Nisaal returns to Earth for the first time since the early '70s. No longer an independent operator, he now represents the Black Dawn, an intergalactic criminal cartel.

June: The Goblin King transforms Baltimore into his dark, demented fantasyscape. The city reverts to normal after the Sentinels and Vanguard defeat and imprison the powerful psi.

July: Technomancer joins the Sentinels.

October: Construction is completed on *Goddard Station*, a fully-operational manned moonbase under joint NASA/European Space Program control.

December: Mean Machine is kicked out of the Sentinels.

2001

January: Brimstone is reticently offered membership in the Sentinels after helping foil a plot by the Empire of Thorns to control the Eidolon in an attempt to wipe out humanity.

March: The Hypersapiens attempt to conquer Earth with mind-control satellites. They use UNSOCIS' (*United Nations Special Operating Commission on International Security*) small team of metahumans, S.A.B.E.R. (*Special Activities Branch Elite Response*) as mind-controlled pawns. They are narrowly stopped by Vanguard.

September: The Sentinels return from an off-world mission to find that terrorists have destroyed the World Trade Center.

November: Using the Well of Worlds uncovered from beneath the Antarctic ice, the Warlord finally returns to Caernas, where he begins a bloody campaign of conquest.

December: Wildflower resigns from the Sentinels to join Greenpeace.

2002

March: Gauntlet discovers his patrons, the Mihral, have been using him and the rest of the corps as groundwork for their eventual takeover of a large swath of the known galaxy. As release of this information triggers violence throughout known space, the disillusioned Gauntlet becomes a high-priced mercenary.

July: Hell's Belles release their first album, *Danse Macabre*, to record-breaking sales.

August: The Black Knights' roster completes after Spellbinder betrays the other Sentinels and switches sides mid-fight.

October: Stiltskin makes a deal with the Lord of Mirrors to help the Rha'Zha'Keth lord bring an army of fetches into the real

world. While the entire hero community is forced to work together to stop the Lord of Mirrors, Stiltskin recruits his new Sinister Circle.

2003

January: In the atmosphere of tension following the "outing" of the Mihral Dominion, eons-old tensions between the Voth Hegemony and Saeduun Republic finally erupt into full-scale, interstellar war.

April: Following a series of personal trials and tragedies, Hardcore takes extended leave of absence from team and goes on a global "walkabout." Iron Angel takes the leadership role in his absence.

June: Simple Simon comes out of "retirement" to perform one last job. Senile in his *very* old age, he is killed in the explosion which mutates Wendy Wilde. Sundance moves to reserve status as his abilities continue to mutate following exposure to a mutagen engineered by drug lord Cortex; he begins a long period of medical testing and treatment.

July: The President announces the formation of a US government "superteam," the Arsenal of Democracy.

October: Erebus tricks Deus and the other Lords of Eden into breaking the enforced neutrality treaty with him and the other Lords of Nightspire. He immediately restarts his Earthbound quest to discover the secrets of the Acaithii and the Rha'Zha'Keth.

December: A brutal months-long gang war throughout New York City eventually settles into an uneasy five-way truce brokered by the Magi between Mafia families, the Yakuza, and the individual criminal organizations of crimelords Adonis, Sammael, and Cardinal Sin.

2004

February: The Sons of Shaitan break from the Circle of Brass and begin long term plans to plunge the Middle East into a final "holy war." The death toll is intended to fuel profane rituals.

March: Concerned over the increase in perceived occult activity, particularly in the Middle East, and its effects on national security, The FDSI covertly forms an internal body to deal with those threats specifically: SIGIL Branch. Not having the expertise to deal with that arena directly, the powers-that-be behind the FDSI bargain with the leaders of the Veil (which said powers *know* still operates). The Veil agrees to provide manpower and knowledge to operate SIGIL Branch in exchange for that body giving them an "official" status once more.

April: Dr. Prometheus and his "children" return from their sanctuary on an Alternate Earth. Onyx joins the Sentinels.

July: The Sentinels are pulled into past to fight an Umbra-controlled Praetorian, teaming up with past incarnations of their own team, Vanguard, the Pantheon, Danger, Inc., and the Fearless Five. The Fearless Five are lost to the timestream, Mindstalker of the Pantheon is incorporated and scattered across the astral plane, and one of the Sentinel Bigtime's temporal duplicates is killed. An unknown number of temporal and spatial variables are irrevocably altered as the space-time continuum gets "reset" in the aftermath.

August: Conflict between tech thieves the Cybertribe and the newborn A.I. ARACHNE escalates rapidly, collapsing major defense and commercial networks and endangering military operations worldwide.

September: The Scorpion is captured by agents of the FDSI with assistance from Blackheart. Though nominally human, his extraordinary skills and history of escapes from mundane prisons earn him a cell at Fort Sunderland. Stiltskin is injured in a fight between the Sentinels and his Sinister Circle; he decides working behind the scenes is much safer, and disbands his crew.

October: The children of the original Shard grow into their abilities, reform the Seven Sins, and immediately begin trying to

free their father by tearing open the Gates of Hell. The Covenant, suffering greatly from the group's depredations, and stretched thin dealing with the Sons of Shaitan, aggressively recruits the man who single-handedly destroyed the original Seven Sins, the enigmatic Dr. Rune.

November: Spoilsport manages to temporarily weaken Erebus long enough for his teammates to thwart the Starbreed attempt to subvert an Acaathii jumpgate hidden in the asteroid field between Mars and Jupiter. His powers overloaded, and almost burned out by his efforts, Spoilsport takes leave of absence from team during long recuperation.

2005

March: Brimstone is accidentally geased to aid the Covenant in their fight against the newly reborn Seven Sins. Sebastian Arcane is "traded" to the Sentinels in his stead.

April: Having had a nervous breakdown after the death of one of his temporal duplicates, Bigtime fades from reality while

undergoing psychiatric treatment at the Hodgson Institute. The eco-terrorist group Paingarden attempts to collapse the dimensional barriers separating Arcadia from Earth.

May: A group of young heroes bands together to stop the Pale Rider. This group stays together afterward as the Atomic Youth. In a battle against ARGUS-black rated psi Godhead, Iron Angel accidentally removes all knowledge of her dual identity from minds of public.

June: The Voth and Saeduun governments alike lose contact with a broad section of one of their many theaters of war as all transmissions and intelligence from those areas simply stops; subsequent forces sent to investigate the area also disappear.

July: Quantum Mechanic is manipulated by Stiltskin into reforming the Sinister Circle. A brutal series of terrorist attacks announces the bloody rebirth of FENRIS.

October: The Parliament of Shadows is released from their decades-long imprisonment, followed by return of Sepulchre, their jailor and occult world-beater.

APPENDIX II

WAR IN THE HEAVENS: THE ACATHII AND RHA'ZHAKETH

Eons ago, long before there was any known civilization on Earth to even consider recording history, our planet was the site of experimentation by a star-spanning race of immense power.

The Acaathii were one of the oldest and most advanced races in existence then, and their influence was felt over the span of entire galaxies. Their technology allowed for terraforming, vast and complex genetic manipulation, and the construction of a stargate network linking points hundreds of thousands of light years apart.

One of the great houses of the Acaathii sponsored exploration into the area containing Sol. Constructing one of their gates on the fifth world in our system, the Acaathii began studying the phenomenon that first attracted them here. This phenomenon was an interspatial nexus or spacetime "shallow" which made this area a natural juncture not only for the spacefolds used by the Acaathii for their gates, but for transit between this and other dimensions, other realities.

Expanding their research out among the other worlds in the system, the lords of this house wanted to determine what effects this unusual but seeming natural spatial anomaly had wrought on the lifeforms indigenous to this region of space. They discovered that life existed in abundance on only one planet within the system, the third in orbit from the star – though the fourth and fifth could theoretically also sustain life, all three planets being narrowly within the "green zone." To their great surprise, several of the non-dominant species on that world (the dominant being several gargantuan strains of reptile) exhibited an inborn genetic flexibility, a trait that marked them for important evolutionary potential. While such flexibility was hardly unknown to the Acaathii, they had never before seen it extant in an entire species, or naturally occurring to such an extent. The geneticists among the house's scientists received permission to begin experimentation and started several long-term examinations of

possible manipulations among the genotypes encountered. They likely would have continued their experiments in exploiting this propensity for mutation for millennia, if not for the tragic results of the larger experiments their brethren conducted.

After centuries of examining the nexus effect in this isolated little system, the great minds of the Acaathii civilization determined that they could use what they had learned to increase the power and range of their existing gate network. Regrettably, they modified a section of the gate network to reflect this "upgrade." When the modified section of the network went active it did indeed push the range of the network farther than the Acaathii had dreamed possible. Unfortunately, it also pushed the folds in directions its designers had never intended or even foreseen. The gate network literally punched a "hole" in the fabric of creation, connecting this universe to another reality.

Even at this point, the Acaathii had yet to recognize danger in the situation. This changed after their first encounter with the dominant power in that newly found universe, *the Rha'Zhaketh*.

Long millennia had passed since the Acaathii had encountered anyone or anything that could truly present a threat to them. In that time they had acted the role of enlightened patrons to those sentient species they had encountered, and, when necessary, had quickly and easily neutralized those races that had proven violent. Those few species with technology and development anywhere near the level of the Acaathii had proven amenable to negotiation, to peaceful and mutually beneficial coexistence. The Rha'Zhaketh were different. They had power enough to give even the Acaathii pause, both as individuals and as what passed for a society, with caste divisions based on personal strength and influence. Naturally psionic, the most powerful among the Rha'Zhaketh also warped their reality at will, seemingly imposing their whims on natural laws around them. They ranged from small and mindless

animals used as fodder by their more developed brethren, to mighty lords of their kind, the size of small moons, with abilities it was difficult for the Acahii to even gauge. Worse, they were voraciously territorial and aggressive. They had raped, consumed, or despoiled every resource their own worlds had to offer, and slaughtered or enslaved every other race they had encountered, expanding further and further out until there was nothing left to them but to fall back on one another in a horrific cycle of self-destruction and Darwinism at its most appalling extreme.

And now the Acahii had given them entire new horizons to conquer.

There began a war. Never before or since have the forces used during that terrible conflict been seen in this universe. The Acahii faced an enemy every bit their equal, who not only threatened the Acahii civilization, implacably and with no possibility for compromise, but one that promised horrors undreamt of for every other species that called our universe home. Peaceful explorers, scientists, and scholars, the Acahii were now forced to turn their great resources toward destruction, developing weapon after weapon, and desperately searching for a way to counter the encroaching darkness.

The Rha'Zhaketh adapted to their new objective. They found ways to compromise the gate network and use it to enter our space from a dozen different points. Outside of the more easily fortified Acahii home systems, worlds fell one after another. Entire civilizations and races disappeared during those long nights, in some cases almost as if they had been erased from existence. The Rha'Zhaketh hollowed out entire planets to use as bases of operation, and the Acahii detonated stars to destroy those enclaves. Acahii technology stalemated the Rha'Zhaketh's natural abilities, but Rha'Zhaketh numbers stymied the best Acahii tactics. While themselves telepathic, the Acahii lacked the number and strength of their enemy. To compensate for this, they genetically "bootstrapped" a young and psi-active race known as the Saeduun, greatly enhancing their abilities. Saeduun psions became a buffer force, but it was not enough. To face the Rha'Zhaketh physically, and with time too great a luxury to breed entirely new soldiers, the Acahii developed methods of augmenting members of the various races that now desperately clung to their banner for protection. Once augmented, their physical abilities enhanced, these soldiers became shock troops used against the worst of the Rha'Zhaketh incursions – successfully over all, but often at terrible cost. But this too was not enough. The Acahii realized that, unless they found a way to stop the Rha'Zhaketh from replenishing their numbers, this was a losing battle.

Finally, the Acahii accepted the necessity of their only remaining option. They would have to destroy the gate network,

and do so utterly, to deprive the Rha'Zhaketh of their only way of entering this universe. At this point, powerful Rha'Zhaketh had taken up residence in the null space between some gates, much too firmly entrenched to ever be rooted out with military force, and they, in turn, were wedging those gates open as conduits between their reality and ours. It would mean the end of the civilization that the Acahii had built and that depended on the ease of transit the gates provided. Without the gates it would take years to move from one end of the Acahii home systems to the other with even the best of their conventional starcraft. Some of their colonies and outposts would find themselves at such great distance from home that it literally would be the travel of centuries, if not millennia, to cover the distance. However, it was this or lose everything to the Rha'Zhaketh advance.

Using one of the gate hubs as a crude "bomb," the Acahii managed to collapse the entire network. The passages were closed, trapping uncounted Rha'Zhaketh either in their own world, or in subspace pockets and nodes between universes, with no way to access our continuum. What few lesser caste Rha'Zhaketh were left in this universe were dealt with relatively quickly. Viewing the aftermath, and the cost of the war, the Acahii had a moment of peace to collect themselves before beginning to rebuild. Little did they know that they were not yet finished with the cost of their victory.

Ironically, in the days leading up to the Acahii's final gambit, their enemies had placed into motion their own endgame. Masters of their psionic abilities, the Rha'Zhaketh had developed a naturally self-replicating telepathic "virus" specifically targeted at the Acahii. Disseminating throughout the masses of their enemies' forces, from mind to mind, from world to world, the virus was quick, certain, and without cure. The Rha'Zhaketh had intended to sit back and amuse themselves, watching the Acahii descend into madness and tear down their own civilization. Though they were deprived of their first hand entertainment, their handiwork more than lived up to their intent. As a race, the Acahii's connection to one another had always been their strength. Now it was turned against them. The simplest mind-to-mind contact was enough to transmit the virus, which then broke down the mental processes of the infected, driving them into manic and psychotic rages. Planets were incinerated by their own defense forces, families murdered each other in their homes, and the great works of the Acahii, that had survived even the terrors of the war, now burned at their own hands. The greatest civilization this universe had ever seen fell into ruin, and her builders into a self-perpetuated extinction. Aside from those races that benefited from their intervention, only ruins today mark that the Acahii ever existed at all.

APPENDIX iii

NEW FEATS

Power Feat (Super-Speed): Lightning Speed

You can use your sheer speed advantage to feint in combat. Substitute a Super-Speed power check for the required Bluff check. Your opponents oppose the attempt with their Reflex Save bonus or their own Super-Speed power check (whichever is higher).

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