BETTER MOUSETRAP

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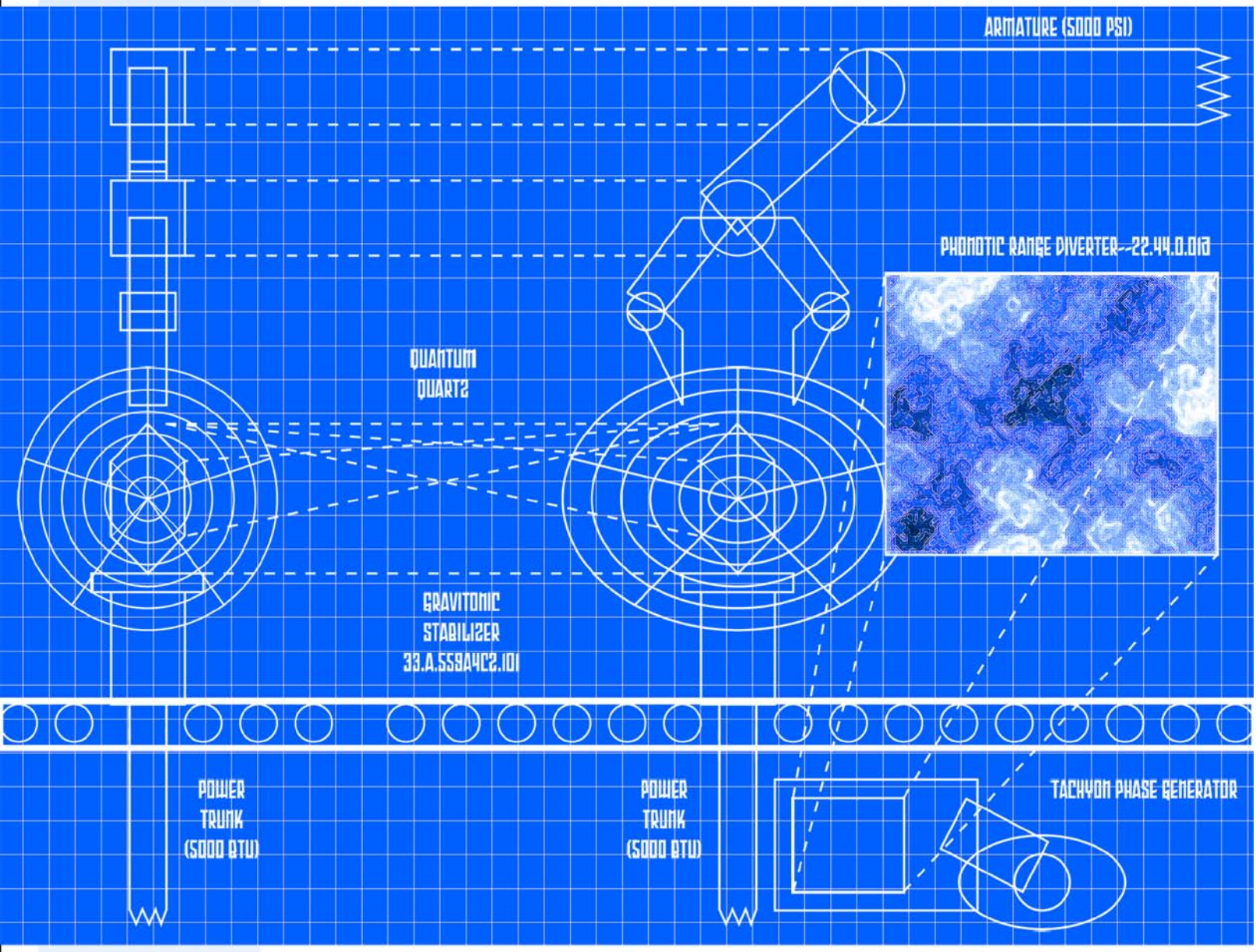

A GUIDE TO BUILDING BETTER VILLAINS

REQUIRES THE MUTANTS & MASTERMINDS RPG BY GREEN RONIN PUBLISHING FOR USE

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BETTER MOUSETRAP

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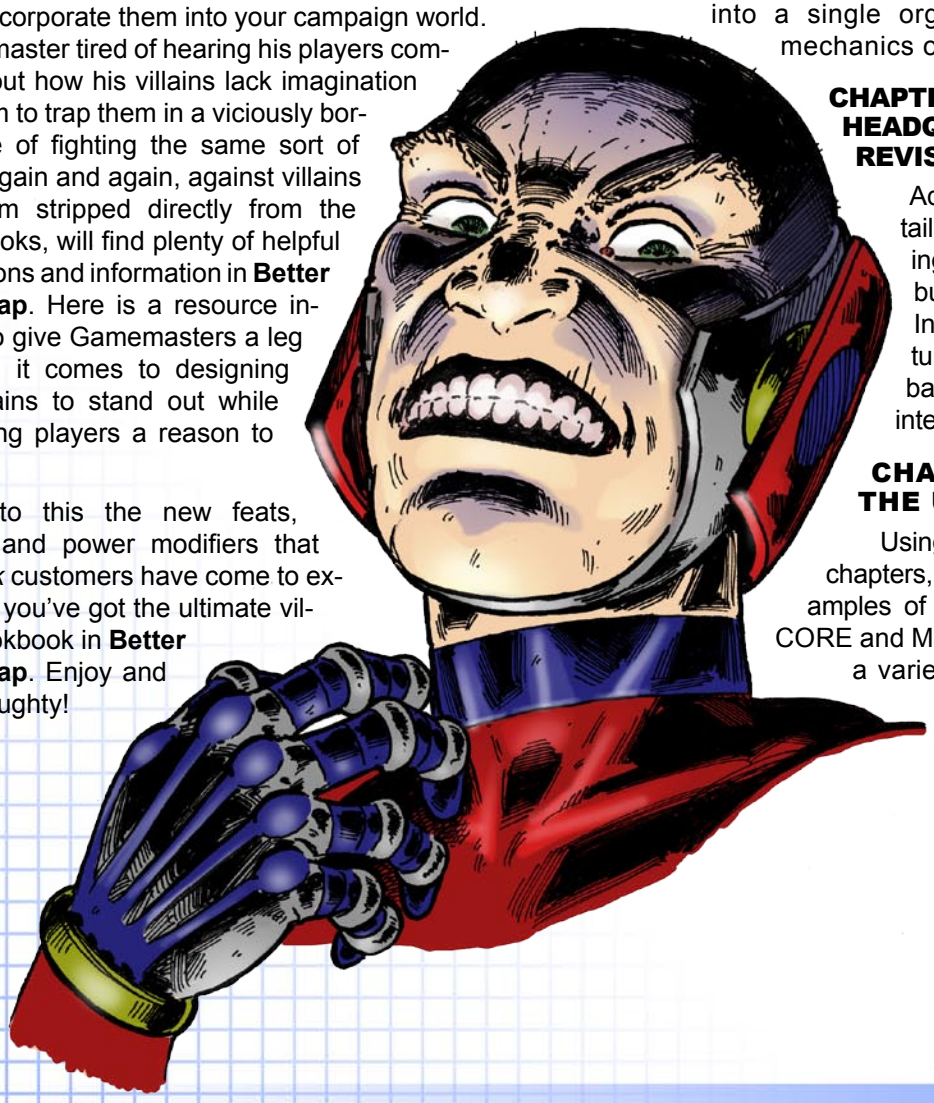
INTRODUCTION

Gamemasters of the super-hero genre often spend plenty of time rounding out their villains' rough edges, filling in gaps that could otherwise easily be overlooked or refined on the fly if only they had a basis upon which to define such shortcuts. This is why the core book already includes a variety of gear and short statistics capsules for a variety of non-player characters, creatures, and monsters. These are all meant to be time savers. In this regard, **Better Mousetrap** will not disappoint.

Within **Better Mousetrap** you'll find a wide selection of items that may be added to just about any location to beef up security, slow intruders, or add a taste of lethality. Also provided are tools of the villainous gadgeteer, weapons of the mastermind, and the trapmaster's hazards. And what would an evil mastermind be without his army of minions?

This work also contains expanded information on constructing master villains, evil organizations, and how to incorporate them into your campaign world. A Gamemaster tired of hearing his players complain about how his villains lack imagination and seem to trap them in a viciously boring cycle of fighting the same sort of conflict again and again, against villains that seem stripped directly from the comic books, will find plenty of helpful suggestions and information in **Better Mousetrap**. Here is a resource intended to give Gamemasters a leg up when it comes to designing their villains to stand out while also giving players a reason to pause.

Add to this the new feats, powers, and power modifiers that *Superlink* customers have come to expect and you've got the ultimate villain's cookbook in **Better Mousetrap**. Enjoy and go be naughty!



CHAPTER 1: NEW AND EXPANDED TRAITS

Here is where you'll find new, updated, and/or revised skills, feats, powers, power feats, power modifiers and the like.

CHAPTER 2: MAKING A BETTER BAD GUY

This chapter contains suggestions on how Gamemasters may build memorable villains and provides some villain and minion archetypes you can employ in your games.

CHAPTER 3: GADGETS AND GEAR

Here is where you'll find information on new weapons, armor, ammunition types, deathtraps and plenty of other treats to flesh out a well-equipped villain's bag of tricks.

CHAPTER 4: THE MANY FACES OF EVIL

New rules on building organizations, along with rules on how to take a crowd of non-player characters, such as minions and creatures, and unify them into a single organization with game mechanics of its own.

CHAPTER 5: HEADQUARTERS, REVISITED & REVISED

Adding much greater detail to, and vastly expanding upon, the rules for building headquarters. Included are new features, headquarters drawbacks, and power feats intended for headquarters.

CHAPTER 6: EVIL TO THE UTMOST

Using the rules found in other chapters, here you'll find two examples of villainous organization, CORE and Masters Inc., followed by a variety of individual villains to be dropped into your game.

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CHAPTER 1: NEW & EXPANDED TRAITS

This chapter provides new, revised, and/or updated character rules and traits, including feats, skills, powers, flaws, extras, complications and drawbacks.

SKILLS

KNOWLEDGE (ARCANE LORE) (ADDENDUM)

Because there is a lot of crossover between knowledge of the arcane and psychic, you may attempt to use this skill for something that would normally be covered by Knowledge (Psionic Lore), but with a –8 penalty to do so.

KNOWLEDGE (PSIONIC LORE)

This skill covers all things psychic, and with understanding of the occult and paranormal as they relate to psychic phenomenon. Because there is a lot of crossover between knowledge of the arcane and psychic, you may attempt to use this skill for something that would normally be covered by Knowledge (Arcane Lore), but with a –8 penalty to do so.

KNOWLEDGE (SUPER-BEINGS)

The names of "outted" identities, histories, suspected origins, habits, relationships, powers, favored tactics and all other super-being and metahuman-related data is this skill's domain. DCs are set by how commonly known this information is—something that remains a secret should have an extremely high DC and even then, at best, it should be presented as a far from proven rumor. This skill can be used with regards to information concerning individual super-beings, teams or entire organizations.

The following outlines typical information characters will want to use this skill for and suggested DCs for such tasks.

Modify these DCs depending upon how well known the subject in question is and/or how likely or not the person making the check is to be privy to the information. Suggested DC modifiers are –1 to –5 for little-known subjects, –6 to –10 for the obscure, or –11 to –15 for someone who is virtually unknown. Similarly, apply a +1 to +5 modifier if the subject is marginally known, +6 to +10 if often in the public eye, and +11 to +15 for someone who is a household name and much researched. Likewise, the Gamemaster may want to apply similar modifiers to suit the super-being's efforts (or lack thereof) to keep information about himself private or secret. The Gamemaster should arrive at a balance between the character's efforts to keep his secrets and how much he is in the public eye when determining the final modifier.

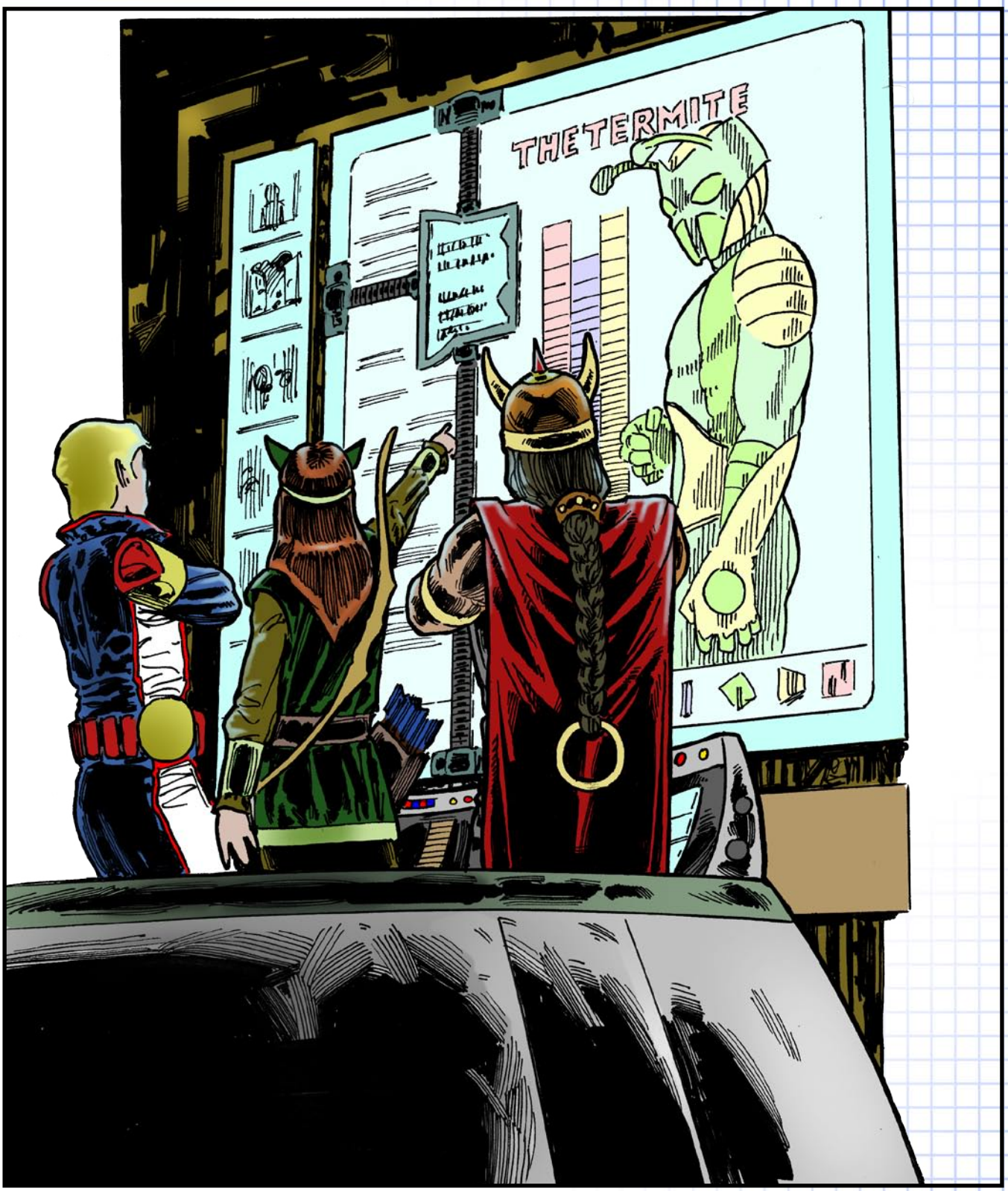
TABLE 1-1: SUPER-BEING KNOWLEDGE

INFORMATION DESIRED	SUGGESTED DC
Does the subject have an addiction or vice to be exploited?	20
Who is the subject's archenemy (if any)?	15
What is the subject's secret identity?	*
If he/she has gone public, what is the subject's public identity?	15
What powers/special abilities does the subject possess?	15
Who does the subject associate with?	15
How/why did the subject gain his powers/special abilities?	25
Where is the subject from or where does he operate?	20
What does the subject admire/despise/cherish/covet/seek?	15
What is the subject's weakness/vulnerability (if any?)	25

* THIS SHOULD NEVER BE GIVEN AWAY ON A SIMPLE KNOWLEDGE ROLL.

Synergy: 5 Ranks: If you have 5 or more ranks in Knowledge (popular culture), you gain a +1 bonus on Knowledge (super-being) checks to know any rumors or similarly tabloid "facts" about a given metahuman.

- **10 Ranks:** If you have 10 or more ranks in Knowledge (popular culture), you gain a +2 bonus on Knowledge (super-being) checks to know any rumors or similarly tabloid "facts" about a given metahuman.
- **15 Ranks:** If you have 15 or more ranks in Knowledge (popular culture), you gain a +3 bonus on Knowledge (super-being) checks to know any rumors or similarly tabloid "facts" about a given metahuman.
- **20 Ranks:** If you have 20 or more ranks in Knowledge (popular culture), you gain a +4 bonus on Knowledge (super-being) checks to know any rumors or similarly tabloid "facts" about a given metahuman.



- **25 Ranks:** If you have 25 or more ranks in Knowledge (popular culture), you gain a +5 bonus on Knowledge (super-being) checks to know any rumors or similarly tabloid "facts" about a given metahuman.

MUNDANE HYPNOSIS—PROFESSION (HYPNOTIST)

Although largely based in entertainment, hypnosis can easily serve functions outside the realm of performance. Hypnosis can also be used in aid of interrogation, to break someone else's hold on the subject's mind, and so on.

Check: To initiate a hypnotic state, the subject must have a calm mind—if their mind is agitated or fully aware and/or unwilling, hypnosis simply will not work without first artificially calming it through drugs, sleep deprivation or the like. Someone not in such a calm state, regardless of how it is achieved, automatically

TABLE 1-2: HYPNOSIS RESULT DCS

DESIRED RESULT	SKILL DC
Acquire information	Will save check
Instill bonus	25
Major delusion	5 + Will save check
Minor delusion	Will save check
Restore suppressed memory	Will save check, or opposed check result if suppressed by a power or hypnotism
Suggestion	5 + Will save check
Suggestion, post-hypnotic	10 + Will save modifier for first instance
Suppress memory	Will save check
Suppress session	15 + 1 per every hypnotic result attempted (successful or not) during the session + 1 per every result to be suppressed
Tailor memory	5 + Will save check
Undo mind-affecting ability	5 + opposed check result
Subject's Inclination Towards Result	DC Modifier
Entirely willing	−5 to −10
Favorable	−1 to −4
Reluctant	+1 or +4
Unwilling	+5 to +10

causes a Profession (hypnotist) check made to initiate a hypnotic state to fail. If the calm state exists for the entire stretch of time needed to induce the hypnotic state, the hypnotist may attmpt a Profession (hypnotist) check, the result of which acts as the DC for the subject's Will save. Failing this save means the subject is in a hypnotic state while success means the subject has resisted the attempt.

Hypnotism does not work on a subject of animal Intelligence or worse, nor does it work on creatures unaffected by mental abilities. Subjects add any special save bonuses against mental abilities to their Will saves against hypnotism.

Using a rhythmic object (e.g., a swaying pendulum) as a focus to aid in the process grants a +1 bonus to initiate a hypnotic state. Doing so requires the subject retain eye contact with this focus at all times. This bonus is not applied to subsequent checks to elicit a desired result from the subject. At the Gamemaster's discretion, other foci may be used, such as a rhythmic voice or particularly soothing type of music.

Once a hypnotic state is achieved, additional Profession (hypnotist) checks are needed with each additional result you wish to garner from the subject. The possible results vary:

- *Acquire Information*: Asking the subject to reveal information consciously or unconsciously held within his memory. Examples include the truth of a specific matter, a pass phrase, lock combination or location of a desired item.
- *Delusion*: Hypnosis for the sake of entertainment involves inducing hallucinations and/or delusions, such as making the subject believe they are a chicken or existing within a false situation.

A minor delusion requires very little in the way of convincing the subject. The delusion likely has a great deal of basis in reality, but merely alters how the subject perceives and interacts with that false existence the hypnotist creates for him. Making the subject believe he is talking with someone he knows, regardless of that false person's behavior, would be an example of a minor delusion.

A major delusion involves grand changes to the subject's perception of their common reality. Making an ordinary, Average Joe believe he was talking with a great and powerful demigod (an entity he's highly unlikely to ever encounter otherwise) or that he is breathing underwater while visiting a merman king would both be examples of major delusions.

The effect of a delusion depends on any number of circumstances and should be left to the Gamemaster to determine. The hypnotist can spend a standard action to end the delusion whenever he wants, otherwise it can last as long as the subject remains hypnotized.

- *Instill Bonus*: Hypnotism can be used to instill a confidence and clarity of mind that temporarily enhances one's capacity to perform. The hypnotist can choose to provide either a temporary +2 bonus to the subject's Will save or a +2 bonus to a skill of the hypnotist's choosing (the subject must have at least one rank in the skill.) This bonus does not come into affect until after the subject is released from the hypnotic state and lasts 1 round following

release, plus a time equal to one additional rank on the **Time and Progression** table per 3 points the skill check to induce the result succeeds by.

Separate checks may be made to instill both the skill (or multiple skills) and save bonus into the subject to be in effect simultaneously, although doing so imposes a cumulative −4 penalty to the skill check per additional bonus (be it Will save or skill) beyond the first instilled bonus.

- *Restore Suppressed Memory*: A memory that has been artificially suppressed by means of an external source, such as mind manipulation or through the natural process of the mind defending itself, may be retrieved by a hypnotist. Through hypnotism, it is possible to seek out the "footprints" of such memories and revive them into active memory. If the memory was suppressed by someone else's active manipulation, the hypnotist makes an opposed check against the former's power or skill check result originally used to suppress the memory, otherwise the DC is determined by the subject's Will save.

  If a memory is large or complex, the Gamemaster may wish to break it down into components, each of which requires a separate successful check with failure leaving holes in the memory.

- *Suggestion*: You influence the actions of the subject by suggesting a course of activity (limited to a sentence or two.) The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the subject to do some obviously harmful act automatically negates the effect of the hypnosis attempt. A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2.)

  The suggested course of activity can continue for as long as the subject is kept in a hypnotic state. If the suggested activity can be completed in a shorter time, the suggestive state ends when the subject finishes what it was asked to do. If the suggestion is not completed before the hypnotic state expires, the activity is not performed.

  It is also possible to install a *post-hypnotic suggestion* that will occur once the hypnotic state ends, although it may be resisted in the same fashion as a normal hypnotic suggestion. A post-hypnotic suggestion can be activated at a given time or under specific circumstances (such as with a code word, specific condition or place, etc.), and will normally end once activated; programming the subject so the post-hypnotic suggestion will occur for more than one instance grants the subject a +2 bonus to their saving throw per amount of instances beyond the first, as represented by the amounts shown on the **Time and Value Progression** table.

  The post-hypnotic suggestion will disappear on its own if not sufficiently activated within as many weeks as the hypnotist has Profession (hypnotist) ranks unless the subject's Will save is made with a +10 bonus, which makes the duration between the act of hypnotizing the subject and the suggestion's activation indefinite.

- *Suppress Memory*: A memory can be artificially suppressed by burying it deep in the subject's subconscious so they are unaware of its associated events.

  If a memory is large or complex, the Gamemaster may wish to break it down into components, each of which requires a separate successful check with failure leaving confusing and incomplete portions or "flashes" of the memory still active in the subject's mind.

- *Suppress Session*: A subject normally remembers everything that happened during a hypnotic state once brought back to full awareness. The hypnotist may, however, choose to suppress part or all of the session. The longer and more difficult the subject's hypnotic state, however, and the more memories from the session that are to be suppressed the more difficult it will be for the hypnotist to succeed.

- *Tailor Memory*: You insert a memory of your choosing into the subject's mind. This memory can be up to one rank on the **Time and Progression Value** table in length per 4 ranks of Profession (hypnotist.) The hypnotist chooses when the event occurred within the past week with each step farther into the past on the **Time and Progression Value** table imposing a –3 penalty to the skill check. The memory is best kept general to increase the chance of meshing with the subject's natural memories. Impose a –1 to –4 penalty to the skill check, at the Gamemaster's discretion, for trying to implant a memory that is out of context with the natural memories. A memory of the subject in a city he's never been to would be a major problem, for instance. A memory that can't possibly be true, such as the subject having committed suicide, causes the hypnotist check to automatically fail. A failed check on the hypnotist's part means the subject will recognize the memory as false upon awakening.

- *Undo Mind-Affecting Ability*: Be the effect caused by a spell, psionic power or something else entirely, hypnosis can be used to remove a mental effect currently working upon the subject. For instance, a hypnotist may attempt to remove the effects of Mind Control power currently affecting the hypnotized subject.

A hypnotist can bring a hypnotized subject back to a normal state of awareness at any time as a standard action. Any condition that normally requires the subject to make a Concentration check also requires the subject make a Will save against that same DC or else he will be brought out of the hypnotic state. The subject may also attempt to bring himself out of the hypnotic state by making another Will save against the initial Profession (hypnotist) check that put him into the state to begin with. However, this saving throw suffers a –4 penalty because his hypnotized mind is more easily manipulated. The subject is also entirely aware of what's going on while hypnotized and will remember everything unless directed otherwise with the *suppress session* result.

Hypnotists can try to eek out a living, as with any other Profession skill, in serious endeavors or he may use it in performances. In the latter case, income is determined as per the Perform skill rather than Profession.

Action: The time needed to hypnotize someone is 1 to 10 rounds for subjects with a total Will save bonus of +5 or less, 1 to 4 minutes for a save bonus of +6 to +12, 5 to 10 minutes for a save bonus of +13 to +25, and an additional 1 to 10 minutes per range of +10 beyond +25.

The *acquire information* result takes as long as is needed to both ask and answer the question—typically one full-round combined.

The *delusion* result typically takes a full action to build, although some minor versions are only a standard action while more complex delusions will take longer.

The *instill bonus* result takes (double subject's existing ranks in skill) rounds to bring about in the case of the skill bonus or (double subject's base Will save bonus) rounds for the save bonus.

The *restore suppressed memory* session takes 1 to 4 minutes per memory.

The *suggestion* result takes one full action if it is to occur while the subject is in the hypnotic state. A *post-hypnotic suggestion* requires 1 to 10 minutes to prepare.

The *suppress memory* result takes 1 to 4 minutes per memory.

The *suppress session* result takes one standard action per result/memory to be suppressed.

The *tailor memory* result takes 1 to 4 minutes per memory.

The *undo mind-affecting ability* result takes 1 round + 1 additional round per point of the mind-affecting ability's save DC above 15.

Try Again: Any attempt to induce a hypnotic state upon a subject may be retried, although a cumulative −2 penalty is suffered per every failed attempt in the past 24 hours, whether that failure was by the current hypnotist or someone else. Retrying a failed attempt to bring about a desired result on a hypnotized subject may also be retried, with a cumulative +2 increase to the DC per previous failure at that result during the current session. Attempts to use the skill to earn an income (typically as a performer) may not be retried.

Special: If you have the Mesmerist feat, you may perform hypnotism-related tasks in a reduced amount of time.

Special Weakness: Having recently undergone hypnosis weakens the subject's mind to external influence. A subject that has undergone hypnosis within the past 24 hours suffers a −4 penalty to Will saves against mind-affecting/mental effects. This penalty is reduced to −2 if hypnosis has occurred in the past three days.

Synergy: 5 Ranks: If you have 5 or more ranks in Craft (chemical), you gain a +1 bonus on Profession (hypnotist) checks to induce a hypnotic state also involving the use of drugs/chemicals.

If you have 5 or more ranks in Gather Information, you gain a +1 bonus on Profession (hypnotist) checks to create a *delusion* for someone in a hypnotic state.

If you have 5 or more ranks in Intimidate, you gain a +2 bonus on Profession (hypnotist) checks to *restore suppressed memory* or *suppress memory*.

- **10 Ranks:** If you have 10 or more ranks in Craft (chemical), you gain a +2 bonus on Profession (hypnotist) checks to induce a hypnotic state also involving the use of drugs/chemicals.

  If you have 10 or more ranks in Gather Information, you gain a +2 bonus on Profession (hypnotist) checks to create a *delusion* for someone in a hypnotic state.

  If you have 10 or more ranks in Intimidate, you gain a +3 bonus on Profession (hypnotist) checks to *restore suppressed memory* or *suppress memory*.

- **15 Ranks:** If you have 15 or more ranks in Craft (chemical), you gain a +3 bonus on Profession (hypnotist) checks to induce a hypnotic state also involving the use of drugs/chemicals.

  If you have 15 or more ranks in Gather Information, you gain a +3 bonus on Profession (hypnotist) checks to create a *delusion* for someone in a hypnotic state.

  If you have 15 or more ranks in Intimidate, you gain a +4 bonus on Profession (hypnotist) checks to *restore suppressed memory* or *suppress memory*.

- **20 Ranks:** If you have 20 or more ranks in Craft (chemical), you gain a +4 bonus on Profession (hypnotist) checks to induce a hypnotic state also involving the use of drugs/chemicals.

  If you have 20 or more ranks in Gather Information, you gain a +4 bonus on Profession (hypnotist) checks to create a *delusion* for someone in a hypnotic state.

  If you have 20 or more ranks in Intimidate, you gain a +5 bonus on Profession (hypnotist) checks to *restore suppressed memory* or *suppress memory*.

- **25 Ranks:** If you have 25 or more ranks in Craft (chemical), you gain a +5 bonus on Profession (hypnotist) checks to induce a hypnotic state also involving the use of drugs/chemicals.

  If you have 25 or more ranks in Gather Information, you gain a +5 bonus on Profession (hypnotist) checks to create a *delusion* for someone in a hypnotic state.

  If you have 25 or more ranks in Intimidate, you gain a +6 bonus on Profession (hypnotist) checks to *restore suppressed memory* or *suppress memory*.

SKILL SYNERGY

To see how existing skills may be used in new and interesting ways, especially with regards to how they interact with each other, check out **Misfit Studios', Superior Synergy: Super-Heroic**. Details are available from our web site, http://www.misfit-studios.com.

TABLE 1-3: NEW FEATS

FEAT NAME	BENEFIT
Ace (+)	Halve Leads needed for vehicle maneuvers and reduce chance of encountering an obstacle
Banter (+)	Use a steady stream of annoying chatter to frustrate your opponent into losing accuracy
Breakfall (+)	Increases distance subtracted from fall with Acrobatics check
Commander	Commanding minions is a free action
Connected, Revised	Refined by choosing applicable aspects of society with which to gain a +4 bonus
Contacts, Revised	Refined by choosing applicable aspects of society with which to gain a +4 bonus
Ear to the Ground	Diplomacy checks for the Connected feat and Gather Information checks for the Contacts feat are made quicker
Enduring Inventions (+)	Grants more encounter uses for inventions when a hero point is spent
Enduring Rituals (+)	Grants more encounter uses for rituals when a hero point is spent
Enduring Psi-Rituals (+)	Grants more encounter uses for rituals when a hero point is spent
Gambler (+)	+4 on Bluff and Sense Motive checks when gambling
Gifted Craftsman (+)	+5 to Craft checks during the building process
Gifted Inventor (+)	+5 to Knowledge checks during the inventing design process
Headquarters (+)	Acquires 10 points worth of headquarters
Improved Master Plan	Gain the ability to hide minions when you have the chance to plan in advance
In the Wings (+)	The character need not wait until between adventures to replace minions
Invention Expertise (+)	Reduce the cost of devices built with the specified power
Master Trap-Maker (+)	Gain traps in situations where you have the chance to prepare in advance
Mesmerist	Halve the time needed to perform a Profession (hypnotist) activity
Micro-Architect (+)	Reduce Space of headquarters' features by 1
Moment of Weakness (+)	Select an appropriate action which you may enact upon a foe as though you had prepared a ready action
Monkeywrencher (+)	+2 damage versus mechanisms and electronics and halve the time needed for certain Disable Device checks
Muscle Up	Climb with one hand
Organization (+)	Acquire 5 points worth of equipment
Poisoner (+)	+2 bonus to Craft poison, +1 to poison power checks and to save versus poison
Psi-Artificer	Use Knowledge (psionic lore) and Craft to create temporary magical devices
Psi-Ritual Expertise (+)	Reduce the cost of psi-rituals researched with the specified power
Psi-Ritualist	You can create and cast psionic rituals
Rapid Builder (+)	Reduce time to build items related to the selected Craft skill by one-fifth
Rise to the Occasion (+)	Spend a hero point to temporarily boost a PL maximum
Ritual Expertise (+)	Reduce the cost of rituals researched with the specified power
Skill Adept (+)	The minimum you can roll with the selected skill, before modifiers, is equal to 3 per rank
Specialization (+)	+4 bonus on a particular aspect or area of a skill
Strongarm	Use Strength modifier to interrogate
Taskmaster (+)	Inspire minions to gain a +2 save bonus
Torturer (+)	+4 on Gather Information and Intimidate checks while using torture
Trademark (+)	+1 bonus per rank to succeed at trademark maneuver
Trainer (+)	Teach animals additional tricks
Wire Fighter	Attacking while climbing is less prohibitive

FEATS MARKED WITH A (+) SIGN CAN BE ACQUIRED IN RANKS

FEATS

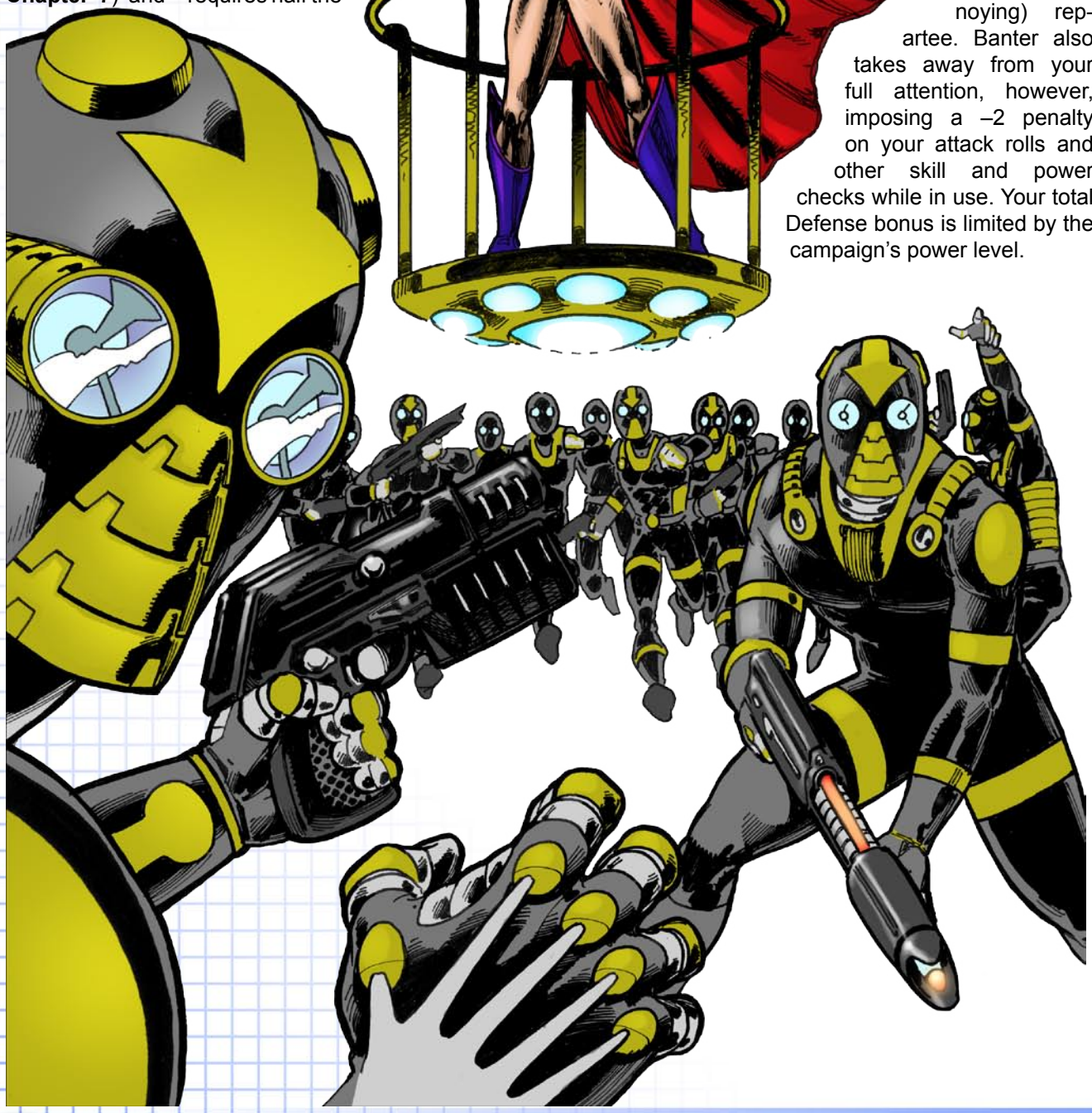
Because some of these feats are so specialized (unlike the core feats), they may have prerequisites that must be met before the character may select the feat. Some have also been gathered from other sources due to relevancy of the material presented in **Better Mousetrap**.

ACE (SKILL, RANKED)

You gain benefits with a Drive or Pilot checks with a specific model/type of vehicle per rank in this feat. A new vehicle must be selected with each new rank. When in a selected vehicle you reduce the chance of encountering an obstacle by 1 (see the *MManual*, **Chapter 7**) and requires half the usual amount of Leads (round up) required to perform a pursuer or target maneuver (see the *MManual*, **Chapter 7**.)

BANTER(SKILL, RANKED)

Make a Bluff check resisted by your targeted foe's Will save, Bluff, or Sense Motive (whichever is best) every round this feat is used. If you succeed you gain a bonus to your Defense against that opponent equal to your Charisma modifier plus your ranks in this feat so long as your opponent can hear you and you keep up the witty (read: annoying) repartee. Banter also takes away from your full attention, however, imposing a –2 penalty on your attack rolls and other skill and power checks while in use. Your total Defense bonus is limited by the campaign's power level.



BREAKFALL (SKILL, RANKED)

Increases by 5 the amount your Acrobatics check exceeds the DC by for the purpose of determining the distance subtracted from the fall. Each rank increases this by an additional +5. The maximum number of ranks you may have in this feat is equal to your Dexterity bonus, with a minimum of 1 rank.

COMMANDER (GENERAL)

Issuing a command to your minions counts as a free action, although only one such command may be issued per round. Any additional commands require the usual amount of time.

CONNECTED, REVISED (SKILL, RANKED)

This feat works as described in the core rules but, optionally, a Gamemaster may want to refine its use to be more specific. Instead of generally applying to connection in all aspects of life, one must choose a particular faction of society to have active connections to. Every rank in this feat allows one to choose a different faction of society. For example, one could have Connected 3 (criminal, military, police.) These distinctions can be as broad or as narrow as the Gamemaster and player feel is appropriate to the character's concept, granting a +4 bonus to Diplomacy checks involving connections within the faction. This bonus cannot increase your total effective skill rank higher than the campaign's power level limit.

By fractioning Connected in this manner, an element of realism is added, preventing characters from drawing on inappropriate help with the constant need for Gamemaster fiat. This revision also helps further define the character's concept.

CONTACTS, REVISED (SKILL, RANKED)

This feat works as described in the core rules but, optionally, a Gamemaster may want to refine its use to be more specific. Every rank in this feat allows one to choose a different faction of society with which they are better connected. For example, one could have Contacts 2 (federal government, legal.) These distinctions can be as broad or as narrow as the Gamemaster and player feel is appropriate to the character's concept, granting a +4 bonus to Gather Information checks within the faction. This bonus cannot increase your total effective skill rank higher than the campaign's power level limit.

By fractioning Contacts in this manner, an element of realism is added, preventing characters from drawing on inappropriate help with the constant need for Gamemaster fiat. This revision also helps further define the character's concept.

EAR TO THE GROUND (SKILL)

You're especially good at working your connections and contacts, allowing you to make your Diplomacy checks with regards to the Connected feat and to Gather Information checks with regards to the Contacts feat in half the usual time. If using the revised Connected and Contact feat rules presented in this chapter, this feat become ranked and you must purchase a rank in Ear to the Ground for every different faction the former feats cover that you want the Ear to the Ground bonus to apply to.

ENDURING INVENTIONS (FORTUNE, RANKED)

When you spend a hero point to prolong the number of encounters you may retain your inventions for, you may use the invention for as many additional encounters as this feat's ranks, plus one, instead of the usual one additional encounter. The Gamemaster reserves the right to cut this short if the story's progress demands it. For instance, having three months of in-game time instantly pass by in real time as the heroes heal from their most recent encounter would be a good reason for the Gamemaster to rule the invention no longer worked, even if this feat would otherwise allow it to.

ENDURING PSI-RITUAL (FORTUNE, RANKED)

When you spend a hero point to prolong the number of encounters you may retain your psi-rituals for, you may use the psi-ritual for as many additional encounters as this feat's ranks, plus one, instead of the usual one additional encounter. The Gamemaster reserves the right to cut this short if the story's progress demands it, as per the Enduring Inventions feat.

ENDURING RITUAL (FORTUNE, RANKED)

When you spend a hero point to prolong the number of encounters you may retain your rituals for, you may use the ritual for as many additional encounters as this feat's ranks, plus one, instead of the usual one additional encounter. The Gamemaster reserves the right to cut this short if the story's progress demands it, as per the Enduring Inventions feat.

GAMBLER (SKILL, RANKED)

You're especially good at playing off people when there is something at stake, giving you a +4 bonus per rank on Bluff and Sense Motive checks while gambling. This bonus cannot increase your total effective skill rank higher than the campaign's power level limit.

GIFTED CRAFTSMAN (TYPE) (SKILL, RANKED)

Prerequisite: At least 1 rank in the specified skill

Every rank of this feat grants a +4 bonus to the construction check for speeding up building an invention. This feat must be applied separately to each desired Craft skill.

GIFTED INVENTOR (SKILL, RANKED)

Prerequisite: Inventor

Every rank of this feat grants a +4 bonus to the construction check for speeding up a device's design process. This feat must be applied separately to each desired Craft skill.

HEADQUARTERS (GENERAL, RANKED)

Because the nature of building headquarters as equipment has changed in **Chapter 5**, this feat now replaces the Equipment feat for building such facilities. You have (rank x 10 PP) to spend on headquarters; you can still use ranks from the Equipment feat for this purpose, but why would you want to when it costs twice as much to no advantage?

See **Chapter 5,** *Headquarters, Revisited & Revised* for expanded and revised details on headquarters. PP used on headquarters through this feat are still referred to as equipment points (EP) for the sake of simplicity and to avoid confusion that may arise amongst experienced gamers by were HP instead.

IMPROVED MASTER PLAN (GENERAL)

Prerequisite: Minions

When employing conditions that suit the needs of the Master Plan feat and doubling the time needed to undertake preparations, you may make a second Intelligence check (DC 10) or a Knowledge (tactics) check (DC 5) if that skill is possessed. If successful, you manage to conceal a number of your minions (if available) throughout the area you've prepared for your encounter. These minions can be summoned to your aid, in whole or in part, at any time as a move action, even if you are fully restrained, so long as you and they remain within the prepared area.

How many minions you may conceal in the area in this fashion depend on the check's result: 1 rank of the

Minions feat for a roll of 10-11 (5-6 for tactics), 2 ranks for 12-13 (7-8 for tactics), 3 ranks for 14-15 (9-10 for tactics), and so on. If your roll is not sufficient to attain enough ranks to allow even one of your minions to be so concealed, the attempt fails and cannot be attempted again in that area without entirely preparing the area again, including checks made for the Master Plan feat. Gamemasters may also cap the amount of minions that may be hidden in the area based on the environment, amount of cover, etc.

IN THE WINGS (GENERAL, RANKED)

Once per session the character may replace lost minions in a timeframe equal to the rank of the amount of minions to be replaced on the **Time and Value Progression** table. For example, replacing 6 to 10 minions (rank 4) could be done within 5 minutes (rank 4.) Reduce this time by one rank on the table per rank of this feat, to a minimum of one round.

INVENTION EXPERTISE (SKILL, RANKED)

Select a power you can duplicate or represent with a device. Reduce the total cost (not cost per rank) of the Device power for any devices invented using that power by 2 PP, with a minimum total cost of 1 PP. Each additional feat rank allows you to apply this feat to an additional power. Although any combination of extras, flaws, power feats and/or power drawbacks may be applied to this power when building such a device, this feat's bonus does not apply if the device includes additional powers (even if Linked or Alternate Powers) unless you also have a rank in this feat that applies to the latter.

MASTER TRAP-MAKER (GENERAL, RANKED)

If you have the opportunity to prepare for an encounter you can fill it with traps. For every rank of this feat you may fill the area with 10 EP worth of traps, with the points distributed as the character sees fit in order to meet a desired amount of traps. The trap-layer then makes an Intelligence check. When someone enters the trapped area they must make a Reflex save every time they move across the ground (or through the air if any of the traps affect airborne targets) against a DC equal to the trap-layer's skill check result +1 per 10 feet of movement that round. If the save fails, a randomly determined appropriate trap goes off.

When the total amount of traps set in the area have been activated no more Reflex saves need be made (taking for granted the traps don't automatically reset, but in such cases Reflex saves gain a +5 bonus because the trap's location has been revealed.) The trap-layer does not need to make this saving throw (unless an opponent makes a point of forcibly subjecting the trap-layer to one of his traps, at the Gamemaster's approval), and allies who were pointedly made aware of the traps' locations save with a +5 bonus but must still make a Reflex save when moving through the area.

This requires twice as much time on the **Time and Value Progression** table as the equivalent rank on the **Extended Range** table, with the latter rank being squared to indicate the amount of area that may be trapped. For example, covering a 100 ft. x 100 ft. area (rank 2 on the **Extended Range** table) would take 5 minutes (rank 4 on the **Time and Value Progression** table), whereas blanketing the entire planet in traps (rank 9 on the **Extended Range** table) would take a whopping 5,000 years (rank 19 on the **Time and Value Progression** table.) Making the area safe again by removing the traps requires half this time.

MESMERIST (SKILL)

The time needed to induce a hypnotic state or perform a hypnotic activity to someone already in such a state, as per the Profession (hypnotist) skill, is halved.

MICRO-ARCHITECT (GENERAL, RANKED)

Prerequisite: Craft (structural) 8, +2 skill ranks per additional feat rank

Any headquarters feature that requires more than 1 Space has the amount of Space reduced by 1 per rank of this feat, to a minimum of 1 Space (which is why this feat doesn't apply to anything already using 0 or 1 Space.)

MOMENT OF WEAKNESS (COMBAT, RANKED)

Select one of the following action descriptions per rank of this feat: aid, block, covering, disarm, distract, feint, grapple, refocus, stand up, startle, taunt, trick, or trip. When an opponent attempts such an action against someone other than yourself within your range of perception you may simultaneously perform an appropriate action against that opponent (meaning an action the circumstances allow for) as though you had previously readied an action against such an eventuality. This means your action takes part outside the usual initiative order as though you had taken a ready action. You cannot utilize this feat if you do not have sufficient remaining actions to perform your desired maneuver.

MONKEYWRENCHER (COMBAT, RANKED)

If you choose to attack a mechanical or electrical device or piece of equipment, such as a suit of power armor, a rifle, or a similar item, you gain a +2 bonus to your damage per feat rank. As a rule of thumb, this bonus only applies to mechanisms that have moving parts, require electrical power, or are fueled by a chemical reaction. Your maximum damage bonus with this feat is limited by the campaign's PL. You can also perform the *disable security device* and *disable technology* features of Disable Device in half the usual time, including when taking 10 or 20, further halving with each rank to a minimum of a single action.

MUSCLE UP (SKILL)

You can make Climb checks with only one hand, leaving the other free.

Note: Someone without this feat may make Climb checks with one hand, but at a –5 penalty.

ORGANIZATION (GENERAL, RANKED)

Your character has directly contributed resources to building an organization, granting the organization a total amount of PP equal to (rank x 15.) This feat is only for designing the organization itself—minions, headquarters, and equipment must be purchased separately using the appropriate feats unless there is a layer of obfuscation between the character and the minions, equipment, etc. that prevents the latter from knowing who they really work for, thus making the minions only loyal to the organization and not the characters contributing the necessary PP.

Multiple characters may contribute ranks from the Organization feat to jointly construct an organization, although if one should later decide to withdraw from the organization the character loses the feat but does not get back the expended PP.

POISONER (SKILL, RANKED)

You gain a +2 bonus per rank to skill checks when making poisons. You also gain a +2 bonus to any power checks involving powers that have a poison descriptor and a +1 bonus to saving throws versus poison per rank.

PSI-ARTIFICER (SKILL)

You can use the Knowledge (psionic lore) and Craft skills to create temporary psionic devices in the same fashion as one uses Knowledge (arcane lore) to create magical inventions.

PSI-RITUAL EXPERTISE (SKILL, RANKED)

Select a power you can duplicate or represent with a psi-ritual. Reduce the total cost of any psi-ritual using that power by 2 PP, to a minimum total cost of 1 PP. Although any normal combination of extras, flaws, power feats and/or power drawbacks may be applied to this power when researching this psi-ritual, this feat's bonus does not apply if the psi-ritual includes additional powers unless you also have a rank in this feat that also applies to the latter. Each additional feat rank allows you to apply this feat to an additional power.

PSI-RITUALIST (SKILL)

You can use the Knowledge (psionic lore) skill to create and manifest psionic (psi-)rituals in the same way as arcane rituals are created and cast.

RAPID BUILDER (SKILL, RANKED)

Choose a Craft skill while selecting this feat. Each rank of this feat reduces the time needed to build items relevant to the skill (including headquarters and their *structural* features, but not weapons, security systems, computers, and the like for Craft [structural]) by one fifth. You can take a maximum of 4 ranks in this feat for a single skill or your Craft (structural) skill ranks divided by 4 (rounded down), whichever is lower. Each separate Craft skill requires taking this feat anew.

RELIABLE ATTACK (COMBAT, RANKED)

For every rank of this feat a narrow or broad type of attack (unarmed, ranged, a particular power, etc.), as per the Gamemaster's discretion, is no longer subject to an automatic miss on a natural roll of 1. For particularly broad types, the Gamemaster may require two ranks rather than one.

RISE TO THE OCCASION (TRAIT) (FORTUNE, RANKED)

As a free action you may spend a hero point to temporarily boost a single PL limit's maximum for your next use of the specified trait, which must be your next possible action. If you choose not to undertake this action once the hero point is spent you do not get the hero point back. This means whatever circumstance is going to allow you to push that trait beyond its normal PL maximum must already be in effect or must be capable of activating at the same time as your next action. For example, a PL 10 character with Rise to the Occasion (Attack) can spend a hero point to raise his maximum possible Attack bonus from +10 to +13 for his next action. If he chooses not to attack on his next standard action, the hero point is lost to no benefit.

The PL boost raises the normal PL maximum for the trait by an amount equal to this feat's ranks and you must purchase this feat separately for each of the following trait grouping: effective skill ranks, ability bonus/score, power save DC, standard save bonuses, Toughness save bonus, Attack bonus, or Defense bonus.

RITUAL EXPERTISE (SKILL, RANKED)

Select a power you can duplicate or represent with a ritual. Reduce the total cost of any ritual using that power by 2 PP, to a minimum total cost of 1 PP. Although any normal combination of extras, flaws, power feats and/or power drawbacks may be applied to this power when researching this ritual, this feat's bonus does not apply if the ritual includes additional powers unless you also have a rank in this feat that also applies to the latter. Each additional feat rank allows you to apply this feat to an additional power.

SKILL ADEPT (TYPE) (SKILL, RANKED)

Select a skill to which this feat applies. Using this feat, you create a minimum level you can be considered to roll naturally with the chosen skill by 3 per rank. Any roll below this minimum is instead treated as a roll equal to triple the feat's ranks, and then all the usual

modifiers are applied (including the skill's ranks.) This feat's ranks, when applied to any one skill, cannot exceed one-third (rounded down) the actual number of ranks you have with the skill. For example, three ranks of Skill Adept (Bluff) results in a minimum natural roll of 9 for Bluff checks, but would only be allowed to a character with 9 or more ranks of Bluff. This means any roll on the d20 during a Bluff check that is lower than 9 would count as a 9, to which all the usual modifiers would then be added.

This feat must be purchased separately for every skill it is to be applied to.

SPECIALIZATION (TYPE) (SKILL, RANKED)

By applying this to a skill, you gain a +4 bonus to a particular area or aspect of that skill. For example, taking Specialization (Acrobatics: jumping) would grant a +4 bonus to the Acrobatics skill when using its Jumping aspect, whereas Specialization (Diplomacy: haggling) grants the bonus while negotiating prices. It is up to the Gamemaster to decide what counts as a specialization, but it must be very focused. What's truly special about this feat is that a bonus gained from Specialization allows a skill to exceed the campaign's normal power level limit, but only with regards to what the feat is specializing in. Each new rank must be devoted to a new specialization.

SAMPLE SPECIALIZATIONS

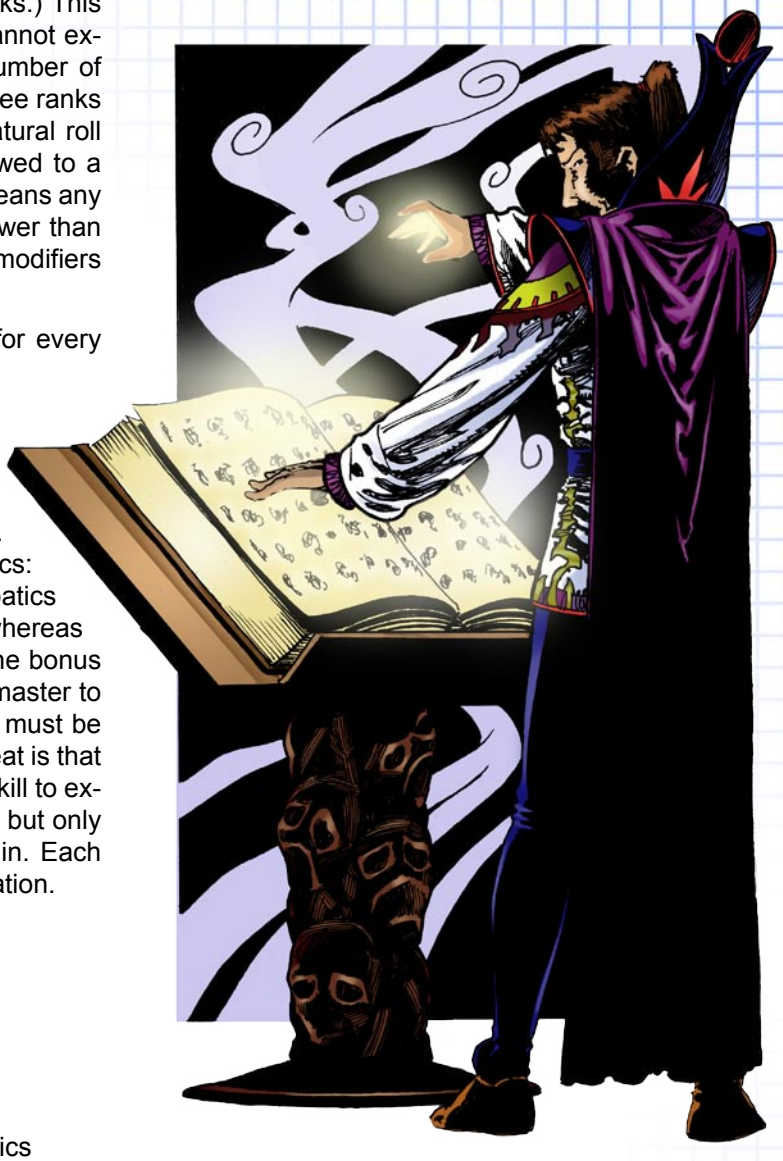
Acrobatics: Jumping
Bluff: gambling
Computers: Defeat Computer Security
Concentration: maintaining a specific power
Craft (mechanical): repair
Knowledge (life sciences): superhuman genetics
Knowledge (physical sciences): quantum physics
Knowledge (streetwise): gang politics
Knowledge (tactics): anti-terrorist
Perform (singer): opera
Stealth: specific terrain type
Survival: specific terrain type

STRONGARM (SKILL)

You can apply your Strength modifier rather than your Charisma modifier to Intimidate checks made to *interrogate* a subject.

TASKMASTER (FORTUNE, RANKED)

By spending a hero point as a standard action, you can drive your minions exposed to your inspiration or forceful commands on beyond their normal capability. This grants them a +2 bonus to any saving throw (Fort, Ref, Will) of your choice during the next full round. The maximum number of minions that may be affected in this is equal to this feat's ranks on the **Time and Value Progression** table (double that amount if the minions are fanatical.)



TORTURER (SKILL, RANKED)

You're especially good at extracting information from a subject through the employment of mental and/or physical duress, giving you a +4 bonus per rank on Gather Information and Intimidate checks while using torture. This bonus cannot increase your total effective skill rank higher than the campaign's power level limit.

TRADEMARK (GENERAL, RANKED)

The character is very good at one very specific thing, and he is known for it. Choose any aspect of an attack type, defense maneuver, etc. that the character has (or would like to have in the future), and the character gains a +1 bonus per rank to the relevant check. Ultimately, it's up to the Gamemaster to decide what qualifies as a Trademark, but it must be very specific. A Blast power cannot be a Trademark, for example, but ricocheting shots around corners with a Blast power would qualify. This bonus allows the character to exceed normal power level restrictions, although he may not have more ranks in this feat than half his PL (rounded down.)

TABLE 1-4: MINION FEATS

FEAT NAME	BENEFIT
Against the Odds	Allows saving throws against critical strikes
All or Nothing (+)	Increase power ranks or Attack modifier by risking his life for his master
Blaze of Glory	Certain PL restrictions are removed for a round by risking his life for his master
Blind Devotion (+)	+1 Will save bonus versus commands contrary to leader's orders
Create Opening	Grants his leader a +1 bonus to attack rolls by sacrificing his life against the leader's foe
Hard as Nails (+)	Reduces the effectiveness of non-minions taking 10 on attacks versus the minion
Heed the Call (+)	Move five times normal speed when moving all out so long as he is rushing to aid his master
Horde	Move to the space once occupied by a fallen adjacent comrade for free
Loyalty	+1 bonus to any roll/check once per session if in service of his leader
Lucky Shot	Allows minions to score critical strikes against non-minions
Move as One (+)	As a crowd entity the minions lose less of their Defense bonus due to the crowd's size
Power of Many (+)	+1 (or greater) to damage when Aiding fellow minion
Power of One	May champion fellow minions to score critical hits against non-minions
Right Time, Wrong Place	May act in a surprise round with a −2 penalty if they fail their Notice check by 5 or less
Swarm (+)	Double the time to attack to gain a damage bonus against an opponent surrounded by allies
Wide Open	The minion drops his guard to allow his master a surprise attack against the selected foe

FEATS MARKED WITH A (+) SIGN CAN BE ACQUIRED IN RANKS

When the character uses it, the Gamemaster may decide that people will recognize how "naturally good" the character is at his Trademark, and this might produce interesting situations. Also, the character might be contacted by people or recognized by certain people because of how good he is at that one Trademark.

The character cannot have more than one Trademark at a time. Choosing a new Trademark requires buying the feat anew, a decision that loses all PP previously spent on the old version of the feat. The Gamemaster may also demand the character undertake some sort of in-game action, such as a quest, that allows the character the opportunity to illustrate why the feat should be changed.

TRAINER (SKILL, RANKED)

Prerequisite: Animal Empathy

Each rank allows you to train animals with at least 2 Intelligence one additional trick. You may do likewise for animals of 1 Intelligence for every *two* ranks of this feat.

WIRE FIGHTER (SKILL)

You need not make a Climb check while fighting and climbing simultaneously unless the damage causes a Stunned result or worse.

MINION FEATS

Minions are a different breed of character than either noteworthy villains or the heroes themselves. Because of their unique role in a campaign, only beings made using the Minions feat may take any of the following feats.

Minion feats are special in that they are designed to compliment the minion's nature as devoted follower and all-purpose cannon fodder rather than the sort of character that is developed into a fully three-dimensional identity. To this end, minion feats allow those who possess them to carry out unusual deeds or function in such way as are stereotypical of their role. Because of this, many minion feats have prerequisites that must be taken first and are subject to an organization's morale status (see **Chapter 4**.)

AGAINST THE ODDS (MINION)

A minion hit by a critical strike is allowed a saving throw if a second die is rolled as a free action and the result is 20.

ALL OR NOTHING (MINION, RANKED)

Prerequisite: Fanatical (see the Minions feat)

If the minion risks his life for his master in such a manner that means almost certain death (Gamemaster's discretion), the minion may increase the number of effective ranks for either one power or his Attack bonus by the amount of ranks of this feat. There may not be more ranks in this feat than the character's Minion Level. If the minion survives despite the odds, he is fatigued for the following two rounds (four if used with Blaze of Glory.) All effects remain restricted by the campaign's PL.

BLAZE OF GLORY (MINION)

Prerequisite: Fanatical (see the Minions feat)

If the minion risks his life for his master in such a manner that means almost certain death (Gamemaster's discretion), no PL limits will apply to any of the minion's Attack, Defense, or save DC modifiers for the rest of the round. If the minion survives despite the odds, he is fatigued for the following two rounds (four if used with alongside the All or Nothing minion feat.)

BLIND DEVOTION (MINION, RANKED)

The minion is so loyal to his master/leader that he gains a +1 bonus per rank to Will saving throws that would force him to do anything contrary to his master/leader's commands. The Gamemaster has final say as to which situations this feat will apply to. All effects remain restricted by the campaign's PL.

A minion cannot simultaneously apply this feat to more than one master/leader. If the feat is applied to someone new, all existing ranks in the feat regarding the previous master/leader are lost without compensation.

CREATE OPENING (MINION)

Prerequisite: Fanatical (see the Minions feat)

By sacrificing his life (or sincerely intending to, even if he doesn't actually die) upon the attacks of his leader's foe, the minion creates a distraction that grants the leader a +1 bonus to his attack roll against that same foe for the following round. If more than one minion uses this feat at once the combined bonuses can do no better than double their leader's normal Attack bonus, nor can the leader's Attack bonus exceed the usual PL limits. The leader need not be engaged with the foe the minion sacrifices his life against at the time of the sacrifice. In case the minion survives, he may not use this feat again for the rest of the session.

HARD AS NAILS (MINION, RANKED)

When a non-minion takes 10 on an attack roll against the minion, the "10" is reduced by 1 per rank of this feat. The minion may not take more ranks in this feat than his PL, to a maximum of 9 ranks.

HEED THE CALL (MINION, RANKED)

If the minion's leader calls for assistance as a full-round command action, the minion may move all out as a full action but moves at five times his normal speed instead of four times, but only for as many rounds as this feat has ranks. This extra speed is only maintained if it is used to bring the minion to his master's aid.

HORDE (MINION)

As a free action taken at any time in the round (even interrupting other characters in the middle of their move), a minion with this feat may immediately move into the adjacent space occupied by a fellow minion if the latter is slain. This move does not use

any of the minion's usual movement allotment for the round. This feat may only be used in the moment immediately following the other minion's death; if anyone else acts first, the opportunity is missed, and then only if the moving minion still has some movement remaining to him for the round.

LOYALTY (LEADER) (MINION)

Once per game session the minion may apply a +1 bonus to *any* check or roll so long as the check or roll is in service to the leader the minion is loyal to. When this feat is selected, indicate the individual, small group, board, etc. that represents the authority the minion will be loyal to. If the minion's loyalty ever shifts to a new leader this feat is lost without compensation and must be retaken to regain the feat's benefits. Gamemasters may allow this feat to switch leaders if the loyalty is to a title or position rather than the person filling it. All effects remain restricted by the campaign's power level.

A minion need not be a fanatic to take this minion feat.

LUCKY SHOT (MINION)

This feat allows a minion to score a critical strike against a non-minion, but only by rolling another die as a free action, resulting in a 20.

MOVE AS ONE (MINION, RANKED)

The minions are used to fighting together en masse, utilizing mass combat tactics while retaining a cohesive defense. When amalgamated into a crowd entity (see **Chapter 4**, pg 102), halve (rounded down) the latter's **Time and Value Progression** rank with regards to the crowd entity's size for the purpose of calculating its Defense modifier. Two ranks of this minion feat means the crowd entity's Defense modifier is not reduced by its size.

POWER OF MANY (MINION)

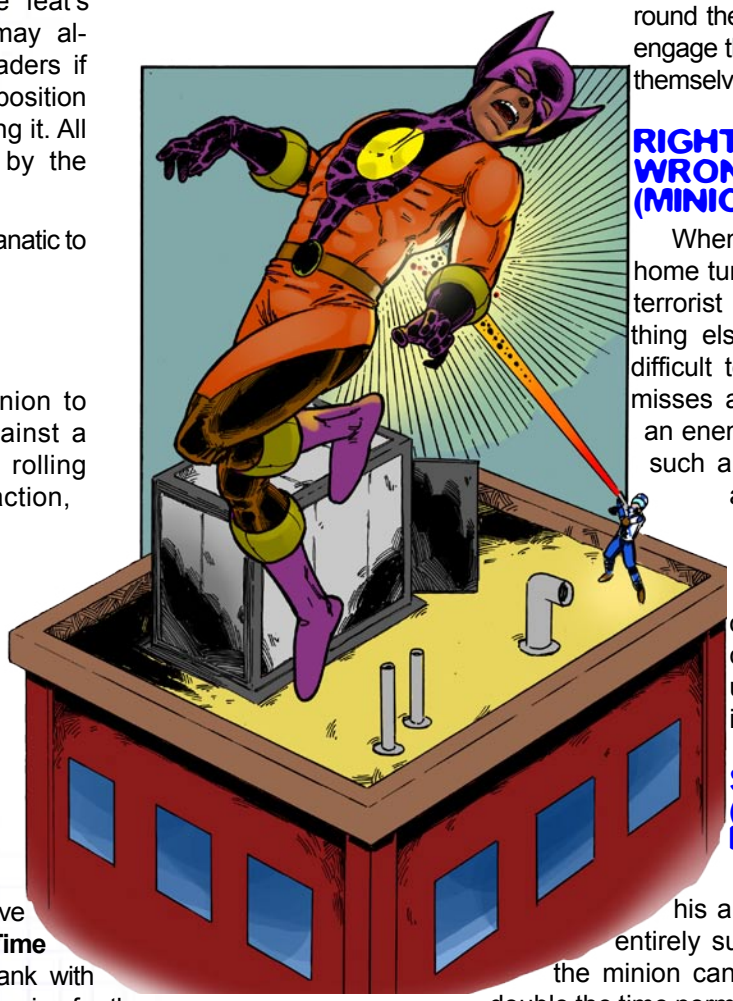
Prerequisite: Teamwork

Minions are experts at dog-piling troublesome heroes. When the minion Aids another minion of the same master to attack a target, a +1 bonus to damage is also bestowed. This damage bonus does not stack linearly, as does the usual +2 Aid bonus, but rather increases by an additional +1 per step up the **Time and Value Progression** table of other minions who also have this feat and are lending Aid to the same person. For example, 5 minions with this feat Aiding another minion attack a non-minion pass along a +3 damage bonus whereas 50 minions offering their Aid would grant a +6 damage bonus.

POWER OF ONE (MINION)

Prerequisite: Teamwork

When minions surround a non-minion opponent, a minion with this feat may step forward as a champion against that non-minion in single combat. This allows the champion to score critical hits normally so long as his cheering section continues to surround the non-minion and do not engage the champion's opponent themselves.



RIGHT TIME, WRONG PLACE (MINION)

When the minion is on his home turf, be it a headquarters, terrorist cell location or something else entirely, he is more difficult to surprise. If a minion misses a Notice check to spot an enemy by 5 or less while at such a location, he still loses all Dodge bonuses to Defense, as per being flat-footed, but may act with a −2 penalty on all attacks, ability checks, and skill checks until the surprise round is over.

SWARM (MINION, RANKED)

When the minion and his allies have an opponent entirely surrounded on all sides, the minion can use team tactics and double the time normally needed to make an attack in order to gain a damage bonus on that same attack equal to this feat's ranks. The minion cannot have more ranks in this feat than is greater than half his minion level (rounded down), with a minimum of one rank. This bonus is still restricted by the usual PL maximums. This bonus stacks.

WIDE OPEN (MINION)

If the minion successfully conducts a feint against an opponent, that minion's Defense modifier drops to +0 for a round but his master may make a surprise attack against that same opponent.

TABLE 1-5: ORGANIZATION FEATS

FEAT NAME	BENEFIT
Mole Network (+)	Make Gather Information checks to see if the organization is Connected to a targeted organization or facility
Reinforcements (+)	Can summon minions to an operation
Secure (+)	Gain a +/−4 modifier or +4 DC increase to specified security measures
Zealous (+)	Modify the organization's morale saving throw by the feat's ranks

FEATS MARKED WITH A (+) SIGN CAN BE ACQUIRED IN RANKS

ORGANIZATION FEATS

Although organizations are built in a fashion very similar to that of characters (see **Chapter 4,** *The Many Faces of Evil*), they are distinct enough to merit some special feats of their own.

MOLE NETWORK (ORGANIZATION, RANKED)

The organization has a widespread network of agents that have infiltrated various other organizations and secure facilities around the world. To determine whether there is such a "mole" within any given top-secret research lab, police station, CIA field station, etc., the organization (or associated individual with access to the organization's resources) must make a Gather Information check using the following basic DCs, based on the degree of influence the organization running the network has.

1-6: BASIC MOLE NETWORK DC

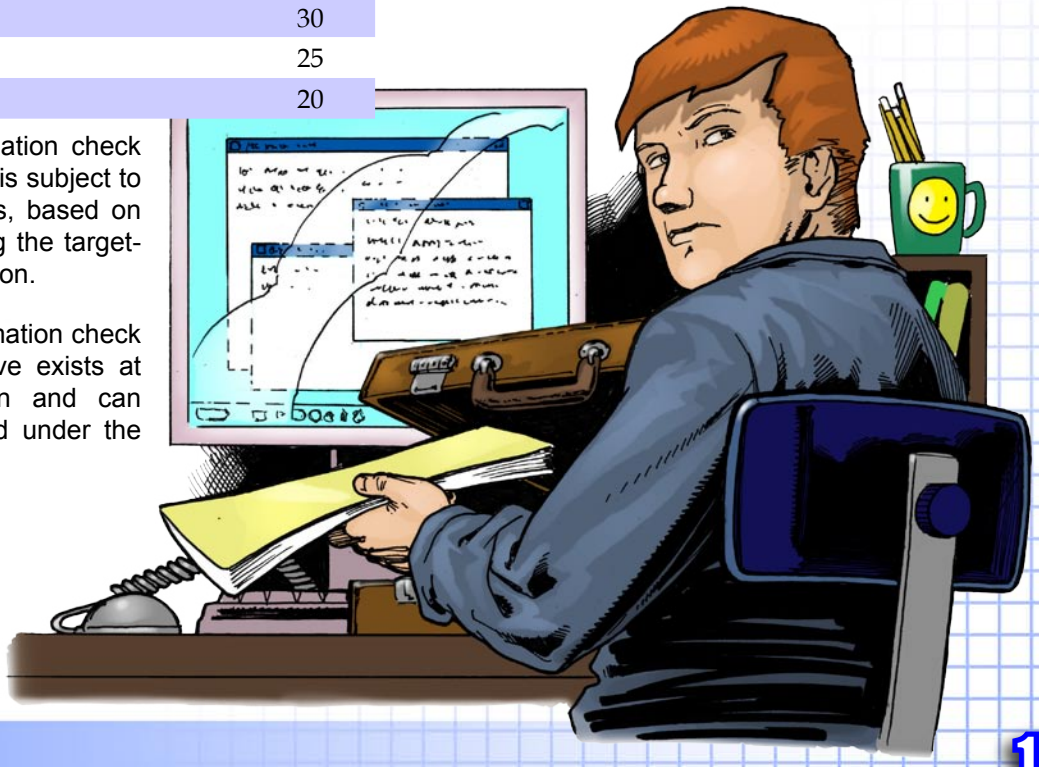
ORGANIZATION'S INFLUENCE	DC
Local	40
Regional (province, state, etc.)	35
National	30
International	25
Global	20

Any Gather Information check made against this DC is subject to the following modifiers, based on information concerning the targeted facility or organization.

If the Gather Information check succeeds, an operative exists at the specified location and can be treated as detailed under the Connected feat.

TABLE 1-7: MOLE NETWORK DC MODIFIERS

CIRCUMSTANCE	DC MODIFIER
Connected feat appropriate to target	+4
Target's existence is public knowledge	+0
Target's existence is secret but is rumored	−5
Target's existence is secret and unknown	−10
Target's membership is open to public	+0
Target's membership is screened (basic)	−5
Target's membership is screened (thorough)	−10
Lax Security (mole operatives) drawback	+modifier
Target location's population	+ (rank of population's value on **Time and Value Progression** table − 10)
Mole Network feat	+ ranks
Target has Secure (mole operatives) feat	−4



How to Use the Mole Network Feat

This feat is intended to be a tool for throwing plot twists into the game or offering players a final opportunity to break open an otherwise dead end. It should not be exploited or abused to replace thinking a problem through or to avoid developing a plan of the players' own. As such, Gamemasters are always allowed to rule that no such Gather Information check is possible due to circumstances or common sense.

Example Spy Network Usage: A hero on loan to the CIA is in a bind while operating in a small, South American town and needs someone from the Company to get him a false passport so he can flee the country. The hero hopes the local police station has a CIA operative in it, so he enters and tries to get a feel for the local policia's true loyalties.

The local police station only has a population of four officers (–8), is public (+0) with membership that is screened (–5), but security is lax (+5.) So, this Gather Information check has a total modifier of –3 versus a DC of 20 because the CIA is an organization with global influence and, because it has an extensive network of operatives, has 5 ranks in this feat.

REINFORCEMENTS (ORGANIZATION, RANKED)

Prerequisite: Minions

This feat allows the organization to call in reinforcements to just about any operation it has running, although the Gamemaster has final say whether or not conditions are extreme enough to prevent this. These reinforcements are taken from the organization's pool of minions. Just how the reinforcements are able to arrive, and so quickly if applicable, is up to the Gamemaster to describe and make sense of should he decide to allow this feat's use in a given situation.

Ranks are spent in one of two ways, with the initial rank necessarily being spent on the first: 1) improving the amount of people who may be called on as reinforcements and 2) the amount of time needed for reinforcements to arrive. Ranks spent on the amount of reinforcements allows as many minions to show up as the rank's value on the **Time and Value Progression** table, with the first rank of this feat purchasing 1 reinforcement. By default, the reinforcements take 5 hours to show up (rank 7) with each additional rank spent on this aspect of the feat reducing the time on the **Time and Value Progression** table by one rank.

For example, Reinforcements (25 minions, 20 minutes) 7 would mean the organization spent 5 ranks on the amount of minions that can be summoned while spending the remaining two ranks reducing the time needed for them to arrive from the default 5 hours to 20 minutes (rank 5.)

Of course, any forces the organization actively places nearby as reinforcements can be summoned without need of this feat, taking as much time to arrive as their means of conveyance allows them to travel.

SECURE (TYPE) (ORGANIZATION, RANKED)

For each rank of this feat, choose one type of threat that places an organization's security at risk. Your Gamemaster has final say on what qualifies or not, but some examples include arcane spying, psychic spying, mole operatives, and physical infiltration. Any security measures the organization has designed to counter the selected type of security risk gains a +/−4 modifier (whatever works in the organization's favor) to carry out its duties or increases its DC by 4, as befits the security measure's operations. This feat's effects remain limited by the campaign's PL.

ZEALOUS (ORGANIZATION, RANKED)

The organization's members are fanatically loyal, modifying the organization's morale saving throw, as indicated in **Chapter 4**, *The Many Faces of Evil*, by the number of ranks in this feat.

POWERS

The following section not only includes a variety of new powers, but also new power feats, extras, and flaws with which to modify them and previously existing powers.

NEW POWERS

Some of the following powers are reprinted from other sources for the sake of the reader's convenience with regards to other material newly presented within **Better Mousetrap**.

DEATH TOUCH

Effect: Drain Constitution
Action: Standard (active)
Range: Touch
Duration: Instant
Saving Throw: Fortitude
Cost: 1 point per rank

You can inflict death with a mere touch! You must touch your opponent in combat with a melee attack roll as a standard action. If successful, the victim makes a Fortitude saving throw: DC 10 + Death Touch rank. A

successful save results in no effect but a failed save causes the loss of one point of Constitution per point the save fails, up to a maximum of your power rank. Targets reduced to Con 0 are dying and suffer a –5 penalty on checks to stabilize. Victims drained below Con 0 die immediately. Lost Constitution returns at a rate of 1 point per round if the target does not die.

POWER FEATS

- **Slow Fade:** This power feat reduces the rate at which victims recover lost Constitution: one step up the Time Table for each rank, starting from 1 point per round.

EXTRAS

- **Disease:** Instead of inflicting instant loss of Constitution, your touch can cause a slow, wasting disease. The target makes a Fortitude save. If it is successful, there is no effect. If it fails, on the following day the target makes another Fortitude save against the same DC. If it also fails, the target loses Constitution points, as described previously. The target makes another save each day; failure means loss of additional Constitution, while success means no effect for that day. Two successful saves in a row stops the wasting disease entirely. Healing can also cure it with a power check (DC 10 + 1/3 your power rank, rounded down). The target cannot recover lost Constitution until the disease is halted or the target's condition becomes dying at Con 0. This version of Death Touch is suitable as a lower-ranked Alternate Power of the default fast-acting version.

DISEASE

Effect: Drain
Action: Standard (active)
Range: Touch
Duration: See description
Saving Throw: Fortitude
Cost: 3 points per rank

You can infect others with disease pathogens by touch. Choose an ability score; anyone failing the Fortitude saving throw against your Disease suffers damage to that ability score equal to the amount the save fails or your power rank (whichever is less) when the disease takes effect on the following day and for each day thereafter, when another saving throw is required, with the same effect. Two successful saves in a row allow the victim to overcome the Disease, otherwise it continues until the affected ability score is reduced to 0.

A Healing effect may counter an ongoing Disease; a Healing power check with a result greater than the Disease's save DC cures it, eliminating any further Disease effects. The recovery bonus from Regeneration also applies as a bonus to Fortitude saving throws against Disease.

POWER FEATS

- **Alternate Power:** You can create diseases affecting other abilities: each different ability score is a separate Alternate Power, usable one at a time. So, if your normal Disease drains Strength, you can acquire a Dexterity draining Disease as an Alternate Power.
- **Dormant:** Once a victim is infected with your Disease, it lies dormant, having no effect until you choose to activate it, either at a pre-set time (chosen when you infect the victim) or at a later time when the victim is within your Disease power's range (normally touch). The Disease then takes its normal course. If you activate a dormant disease at least one day after infection, it may have its initial effect immediately or after a delay of up to one day, as you choose.
- **Immunity to Disease:** You are immune to diseases, including those you inflict upon others.
- **Incurable:** Normal Healing effects and conventional medicine are useless against your Disease. Only Persistent Healing or two successful saving throws by the victim can cure it.
- **Reversible:** You can remove the effects of any disease you inflict at will and by touch as a free action.

EXTRAS

- **Aura (+3):** Anyone you touch or grapple (or that touches or grapples you) may be infected with your Disease. The victim makes a saving throw for each round of contact (and potential infection). If your Disease Aura is always active (meaning you cannot control who is affected), it is only a +2 modifier.
- **Contagious:** Your disease is highly contagious; anyone coming into contact with an infected victim must make a Fortitude saving throw against the original DC to avoid becoming infected themselves.
- **Duration:** Disease has a special duration that cannot be modified.

ENHANCED FEAT

Effect: Feats
Action: Reaction
Range: Personal
Duration: Continuous
Cost: 1 point per rank

One of your ranked feats is enhanced (see *M&M*, **Chapter 4**); each rank in Enhanced Feat gives you one rank in the feat, just as though you had spent PP on the feat normally. Enhancing another feat requires purchasing this power separately.

An Enhanced Feat can be nullified, unlike a normal feat, but may gain additional benefits from *extra effort*, as with any other power. The Gamemaster approves any extra effort use in conjunction with your Enhanced Feat. An Enhanced Feat may also have appropriate descriptors applied to it, differentiating it from a normal

feat, although Enhanced Feat ranks still count towards any applicable maximum feat ranks. You can freely mix normal and enhanced feats.

POWER FEATS

- **Increased Maximum:** Each application of this power feat to an Enhanced Feat that normally allows for more than one rank but has a maximum number of ranks increases that maximum by one rank. This power feat must be taken once per each increase to the feat's normal maximum. Using any feat ranks that result in surpassing a PL requires spending a hero point to do so.

> **Feat Control**
>
> Some Gamemasters may believe certain feats are inappropriate for this power in some or all circumstances. In such instances, the Gamemaster merely exerts their authority to prohibit the feat's use in this way.

ENHANCED SAVE

Effect: Defense
Action: Reaction
Range: Personal
Duration: Continuous
Cost: 1 point per rank

One of your Fortitude, Reflex or Will saving throws is enhanced (see *M&M*, **Chapter 2**); each rank in Enhanced Save gives you a +1 bonus in the selected saving throw, just as though you had purchased saving throw ranks normally. Enhancing either of the other two saving throws requires purchasing this power separately. This power cannot be applied to Toughness saves.

An Enhanced Save can be nullified, unlike a normal saving throw, but may gain additional benefits from *extra effort*, as with any other power. The Gamemaster approves any extra effort use in conjunction with your Enhanced Save. An Enhanced Save may also have appropriate descriptors applied to it, differentiating it from a normal saving throw, although Enhanced Save ranks still count towards the maximum saving throw modifier of your power level. You can freely mix normal and enhanced saving throw bonuses.

POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Healing, Immunity (any effect that would normally fall under the selected saving throw type), Protection, and Regeneration
- **Critical Save:** If you roll a natural 20 on a check for this saving throw, you are allowed to roll another 20 and add the two totals together. Any additional results of 20 result in yet another roll that can be added to the total. This goes on until something other than a natural 20 is rolled.

EXTRAS

- **Alternate Modifier (+0):** An enhanced save with this extra uses an ability modifier other than that which is normally associated with the save type to determine the saving throws bonus. Normally this modifier does not change a power's cost (it is a +0 modifier). The Gamemaster may choose to add a modifier of +1 if the alternate modifier grants a significant advantage in the campaign, but usually the differences in utility against various targets even out. The Gamemaster should insist on a good reason why the alternate modifier is being applied. If the reason is nothing more than the player wishing to get further advantage out of their highest ability bonus without backing the choice with a reasonable concept, the Gamemater should outright disallow this extra's use in that instance.

FLAWS

- **Limited (−1):** Your Enhanced Save applies to only one of a broad type of effects that invoke the selected saving throw type. If your Enhanced Save applies to only one of a narrow type of effect requiring such a save it has a −3 modifier.

ENHANCED SKILL

Effect: Skills
Action: Varies
Range: Personal
Duration: Continuous
Cost: 1 point per rank

One of your skills is enhanced (see *M&M*, **Chapter 3**); each rank in Enhanced Skill gives you +4 ranks in the skill, just as though you had purchased skill ranks normally. Enhancing another skill requires purchasing this power separately. An Enhanced Skill's action is the same as that of the normal skill.

An Enhanced Skill can be nullified, unlike a normal skill, but may gain additional benefits from *extra effort*, as with any other power. The Gamemaster approves any extra effort use in conjunction with your Enhanced Skill. An Enhanced Skill may also have appropriate descriptors applied to it, differentiating it from a normal skill, although Enhanced Skill ranks still count towards the maximum skill ranks of your power level (PL + 5.) You can freely mix normal and enhanced skills.

POWER FEATS

- **Adroit:** Every time Adroit is applied to the Enhanced Skill, the skill's maximum number of ranks for your PL increases by 1.
- **Alternate Ability:** Instead of the skill's usual key ability, you select another that will apply. Gamemasters have final say on allowing this as a means to ensure the switch makes sense with regards to how the power works and is conceptualized.
- **Critical Skill:** If you roll a natural 20 on a check

Maximum Skill Ranks and Extra Effort Option

As an aspect of extra effort, as it applies to an Enhanced Skill, the Gamemaster may allow extra effort to permit more skill ranks be used than the game's PL would normally allow. Such a need is most likely to come up in the case of Devices that provide Enhanced Skills, such as a sensor granting Notice ranks or an advanced tool granting ranks of Craft. Extra effort will allow you to surpass your PL's normal skill rank maximum when using the Enhanced Skill, but doing so first requires a power check with a DC that is increased by +2 per rank used above the normal maximum.

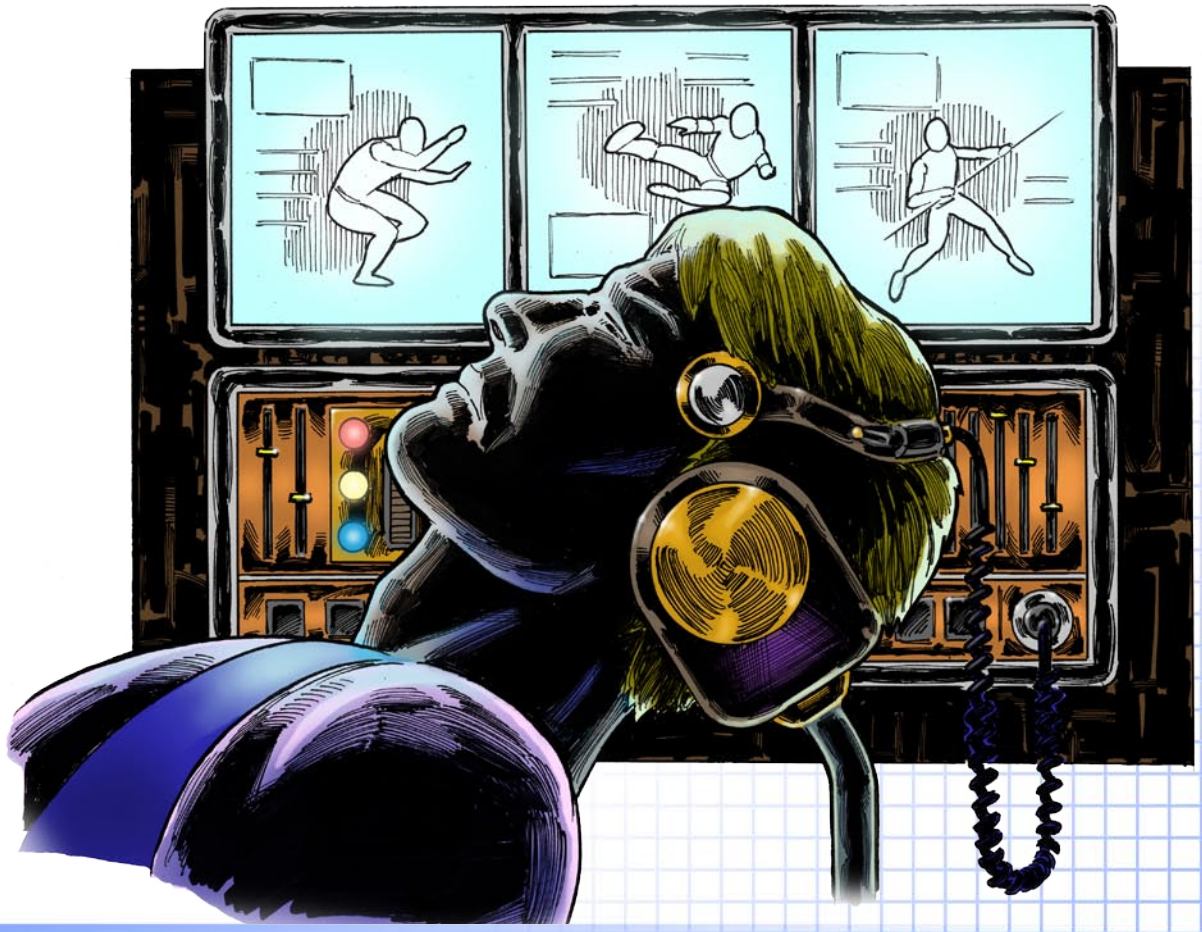
for this skill, you are allowed to roll another 20 and add the two totals together. Any additional results of 20 result in yet another roll that can be added to the total. This goes on until something other than a natural 20 is rolled.

EXTRAS

- **Action (+1):** Because skills can take longer than a full action to perform, each step down the **Time and Value Progression** table, making the Enhanced Skill's action faster, is a +1 extra. If the skill's action is variable, use the average (rounded up) to determine where on the **Time and Value Progression** table to begin.
- **Take 10 (+1):** When applied to a skill that normally doesn't allow for taking 10, this extra allows it to be done. The usual restrictions for taking 10 (cannot be distracted or under pressure) still apply.
- **Take 20 (+1):** When applied to a skill that normally doesn't allow for taking 20, this extra allows it to be done. The skill must allow for you to take 10 in order to apply this extra, either normally or by also applying the Take 10 extra. The usual restrictions for taking 10 (cannot be distracted or under pressure) still apply.

Take 10/20 Extras: A Caveat

Gamemasters should be careful about allowing characters with Quickness or Super-Speed to take a number of Enhanced Skill powers with the Take 20 extra just to boost their skill aptitude. Ensure that any such instance fits the character's concept and isn't merely a case of min/max'ing the character's PP returns.



FLAWS

- **Limited—Restricted Conditions (−1):** The skill can only be used under certain conditions, towards a specific purpose, etc. The required conditions must be very specific, to the point of severely cutting down the Enhanced Skill's utility and usefulness.

MARKSMAN

Effect: Skills
Action: Free
Range: Personal
Duration: Instant
Cost: 4 points per rank

You have an incredible talent for ranged weapons of all types. You can pick up anything from a musket to a laser pistol and wield it with the same, unparalleled level of talent. When using a ranged weapon, your Marksman ability grants you several benefits.

Firstly, your damage bonus equals either the weapon's normal damage or your ranks in Marksman (whichever is greater.) Even with relatively primitive weapons, your phenomenal shooting ability allows you to consistently hit weak points on your target. When you wield a projectile weapon, your talent rather than its hitting power determines its damage. You still gain the other benefits and drawbacks the weapon offers.

You also gain a bonus to your attack rolls equal to your ranks in Marksman when making ranged attacks with Devices or equipment. This bonus stacks with your normal Attack modifier, but your total Attack modifier cannot exceed the usual PL limits.

You may attempt trick shots, exceptionally difficult attacks that are impossible for anyone who lacks your super-human shooting ability. You can bank bullets off walls, shoot someone's hat off to scare them away, or hit a target in pitch-black conditions.

You can attempt any sort of trick shot, but they all fall into two categories. The first allows you to attempt to ignore environmental conditions that would normally make it impossible for you to attack a target, such as shooting around a corner. A trick shot to ignore an environmental condition requires a power check as a full action. The DC for this check depends on the difficulty of your trick shot, at your Gamemaster's discretion.

TABLE 1-8: TRICK SHOTS

TRICK SHOT DC	BENEFIT
15	Ignore a target's cover.
20	Bank a shot around a corner, make a ranged trip or disarm attack.
25	Ignore concealment.
30	Deny a target's Dexterity and dodge bonus to Defense.

If your check succeeds, you may then make an attack normally. The attack's range equals the distance the attack would have to travel to hit the target, which may include turning around corners. If your Marksman power check fails, your attack automatically misses.

The second use of a trick shot is as a substitute for a skill check or to temporarily gain the benefits of a combat feat.

As a full action, you can make an Intimidate check with your ranks in this power as a bonus to the attempt. To gain this bonus, you must make an attack against your target. If you hit, you deal no damage but gain the Intimidate bonus. Otherwise, resolve you Intimidate check normally.

By spending a hero point, you can gain the benefits of a single combat feat that improves your shooting ability for a number of rounds equal to your ranks in Marksman. Your Gamemaster determines if the feat is a valid choice, and you must meet its prerequisites (if applicable.)

POWER FEATS

- **Critical Aim:** Choose one specific type of weapon per rank of this power feat, such as pistols, assault rifles, sniper rifles, or some other weapon type. Your Gamemaster has final say on whether a weapon you choose is too broad or too narrow for this power feat. When using weapons of this type with the Aim action you may also add your Marksman ranks to your critical threat range if you also spend a hero point.
- **Long Shot:** Choose one specific type of weapon per rank of this power feat, such as pistols, assault rifles, sniper rifles, or some other weapon type. Your Gamemaster has final say on whether a weapon you choose is too broad or too narrow for this power feat. When using weapons of this type you gain one additional range increment per rank of this power feat.
- **Trick Shooter:** You gain a +2 bonus to all trick shot attempts per rank of this power feat.

FLAWS

- **Limited (Weapon):** You gain the benefits of Marksman only with one, specific type of weapon, such as pistols, assault rifles, sniper rifles, bows, or some other weapon type. Your Gamemaster has final say on whether a weapon you choose is too broad or too narrow for this flaw.

SUPER-SENSES PSYCHOMETRY (4 RANKS)

You can sense and read the psychic "fingerprints" left on objects by the emotions of those who owned, held or were around them. The stronger the emotions of the person or events and the greater the time spent in the object's presence, the easier it is to read what has been imprinted. The time since the event occurred will also be a factor, being easier the more recent the occurrence.

TABLE 1-9: PSYCHOMETRY DC MODIFIERS

CONDITIONS	DC MODIFIER
Time since event being read	Special *
Emotional strength of event …	
… insignificant (typical, everyday happenstance)	+10
… noteworthy (someone devoted emotional energy, but not much—perhaps only peripherally or as an afterthought)	+5
… minor (emotional release, but nothing out of the ordinary)	+0
… moderate (definite emotional investment, such as a symbol of true love)	−5
… major (something of great emotional significance, such as a vengeful murder)	−10
… extreme (something incredibly emotionally turbulence, such as genocide)	−15

* There is no time modifier if the event being read occurred within a time value on the **Time and Value Progression** table equal to or less than your Wisdom bonus, with a minimum value of 1 (1 action.) For each step down on the **Time and Value Progression** table beyond your Wisdom bonus since the event occurred the DC is increased by a +1 modifier. For example, if your Wisdom is 18 you have a +4 bonus. This means you suffer no DC modifier for reading events that occurred within 5 minutes. If the event you're trying to read happened a year ago, that would be 8 steps down the table, increasing the DC by +8.

TABLE 1-10: PSYCHOMETRY OUTCOME TABLE

ROLL	SUBJECT (PURPOSEFUL)	SUBJECT (RANDOM)	INFORMATION LEARNED
01-05	Learn of something entirely unrelated to desired subject	Learn about event in most distant past	Brief, unclear flash of insight (i.e., it's barely helpful and very cryptic)
06-10	As 01-05	As 01-05	A single, brief moment caught in time (i.e., minor clue)
11-14	Learn of something peripherally related to desired subject	Learn about even in recent past	A small clip or scene of an "emotional movie" (i.e., helpful clue)
15-18	As 11-14	Learn about event in immediate past	Entire scene plays out in jumpy, choppy flashes that may leave out important details (i.e., incredibly helpful clue)
19+	Learn of intended subject	Learn of most recent, most powerful possible subject	Entire scene plays out clearly, emotions and all (i.e., as good as being there)

To understand what the imprint is telling you, make an Investigate or Wisdom check (whichever you prefer or, if the Gamemaster restricts you to one or the other, depending on the circumstances.) The base DC for this check is 15, as modified by the following conditions. (The DC cannot be reduced below 5.)

Game Masters are encouraged to add their own modifiers if they feel the circumstances warrant it.

WHAT IS LEARNED?

How much is learned and about what is determined on the following random table (hey, reading emotions isn't exactly a science, no matter how powerful one's will to do so is!) Roll twice, once to indicate the subject of what has been read and again to indicate the degree of information. Two columns are presented for the subject: one is used if purposely seeking specific information (e.g., "who killed the woman who owned this comb?") and another for blindly probing the object in the search for any information at all without specifics in mind (e.g., "who has owned this comb I just found on the ground?")

As a modifier, add to both rolls the amount the Investigate or Wisdom check to use this power defeated the DC by. So, if the Investigate check to use Psychometry was against a DC of 20 and a 23 is rolled, a +3 bonus on these two rolls is gained.

You may continue attempting to learn new information from the same object so long as you continue using this power on it and making new rolls.

VARIABLE POWER

Effect: General
Action: Standard
Range: Personal
Duration: Sustained
Cost: 4–8 points per rank

You have a pool of (rank x 5) PP you can use to acquire certain other traits. No trait can have a rank greater than your Variable Power rank. The cost per rank determines what types of traits you can acquire:

- **4 points:** One trait of a particular type (ability

scores, skills, feats, or powers of a particular type or descriptor) at a time. Thus you could acquire any one skill at a time, for example, or any one power.

- **5 points:** Any one trait at a time.
- **6 points:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than (rank x 5) PP.
- **7 points:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than (rank x 5) PP.
- **8 points:** Any combination of traits adding up to (rank x 5) total PP.

It takes a standard action to change the allocation of your Variable Power's points. The allocation of those points is sustained, so if you stop maintaining your Variable Power for any reason (failing a Concentration check, for example), your allocated points "reset" to a "null" value: you lose any acquired traits and you must use the Variable Power again to regain them.

Any Variable PP you are unable to spend due to your power's limitations are "wasted" and not usable. So, for example, a character with Variable Power 1 (any one skill, 4 points/rank) can acquire 1 rank in any one skill at a time (since the trait is limited to the power's rank). This costs only a fraction of a power point, but the remaining points can't be allocated to anything, since the power is also limited to one skill at a time. The same is true with feats and some low-cost powers.

You must also place a particular descriptor on your Variable Power, limiting its scope to traits suited to that descriptor. For example, a Variable Power that mimics other traits is limited to the traits its subjects possesses, a Variable Power providing adaptations is limited to the stimulus to which it adapts, and so forth. This descriptor does not reduce the cost of Variable Power unless it's particularly narrow, and the GM is the final arbiter of what constitutes a suitable Variable Power descriptor and what descriptors are narrow enough to be considered flaws. Use the powers based on Variable Power in this chapter as examples of good descriptors.

At the Gamemaster's option, you can trade-off maximum trait rank with a Variable Power for additional PP on a 1-to-5 basis (that is, a 1 rank change in maximum trait value equals a 5-point change in available PP). For example, Variable Power 4 is normally 20 PP up to

rank 4 traits, but you could lower the maximum rank to 1 to increase available PP to 35, or lower PP to 10 to increase maximum rank to 6. Narrowing the points available to a Variable Power can limit the rank it can reach simply based on cost. Maximum trait rank can't be lowered below 1 and maximum PP can't be lowered below 5.

WEAPON MASTER

Effect: Skills
Action: Free or move
Range: Personal
Duration: Instant
Cost: 4 points per rank

Your talent with melee weapons transcends the usual limitations of mortal beings. You fight with unbelievable skill and unparalleled talent, allowing you to attempt maneuvers and attacks that would be impossible for lesser warriors.

When fighting with a melee weapon, you gain an Attack bonus equal to your power rank. This bonus stacks with other Attack modifiers, but remains limited by the usual PL maximum. In addition, your damage bonus with a weapon equals the normal damage for the weapon, or your ranks in this power, whichever you choose to use. Your skill is such that even a simple, mundane weapon is a deadly tool in your hands.

You can attempt heroic attacks in combat, allowing you to gain an edge on a foe by making a successful power check with this ability as a standard action. The action's DC depends on the action you wish to attempt. In general, your action must have a direct effect on your attack. For example, you couldn't use Weapon Master to run along a wall or jump a great distance, but you could use it to gain an advantage over an opponent, such as denying him a feat's bonus to his Defense modifier by attacking from an unexpected direction. After making the power check you must use your next standard action to attack in order to gain the benefits of your heroic action. If your power check attempt fails, you can use your next standard action as you wish. A list of options for the heroic action and their DCs follow.

By spending a hero point, you can gain the benefits of a single combat feat that improves your fighting ability for a number of rounds equal to your ranks in Weapon Master. Your Gamemaster determines if the feat is a valid choice, and you must meet its prerequisites (if applicable.)

TABLE 1-11: WEAPONS MASTER HEROIC ACTIONS

HEROIC ACTION DC	BENEFIT EXAMPLES
15	Ignore a target's cover.
20	Turn while charging to attack.
25	Ignore concealment.
30	Deny a target's feat and dodge bonus to Defense.

POWER FEATS

- **Fine Touch:** Consider a melee weapon's Toughness to be 50% higher than normal for the purpose of determining when it will break due to the user's Strength modifier. The weapon's Toughness is unchanged in all other respects.
- **Swashbuckler:** You gain a +2 bonus on all heroic action attempts per rank of this power feat.

FLAWS

- **Doubling:** You cannot more than double a weapon's normal damage modifier when replacing the latter with your ranks with this power. For instance, if a character with **Weapon Master 7** (*Flaws*: Doubling) is using a weapon that normally has a +3 damage bonus, the character could only apply 6 ranks of the power to increase the weapon's damage bonus to +6.
- **Limited (Weapon):** You gain the benefits of Weapon Master only with one, specific type of weapon, such as swords, daggers, clubs, or some other weapon type. Your Gamemaster has final say on whether a weapon you choose is too broad or too narrow for this flaw.

NEW POWER FEATS

Some power feats are intended to be specific to certain powers. In such situation, the power(s) is listed in parenthesis.

ADDED BOOST (ABSORPTION)

When Absorption power is applied to Boost, the character is normally applied to just one power. You may choose to Boost one additional power with the absorbed energy per application of this power feat. The absorbed energy may be split between the Boost instances as desired.

CENTRIFUGE SLINGSHOT (SPINNING)

If you've initiated (or are the subject of) a successful grapple, you can spin and then release your subject (or get out of the grapple if you are the subject.) Consider the subject to be hit by an attack with a damage bonus equal to your Spinning rank, but only for the sake of determining knockback. No actual damage is caused to the subject by the spinning, although he may suffer damage from landing, as normal for knockback.

EASILY REPAIRED (DEVICE)

The device features a design that makes it easier to fix. You gain +4 bonus to all the appropriate Craft checks to *repair* or otherwise mend any damage dealt to it.

HIGH-SPEED DODGE (ANY MOVEMENT POWER)

Increase your dodge bonus by reducing your rate of movement by an equal amount of ranks, to a maximum dodge bonus equal to your Dexterity bonus. Using this power feat requires you be in motion at a rate of at least 1 rank, however. Standing still, moving at a normal (non-powered) rate, or the like prevents use of this power feat.

INCREASE STEP (SPEED OR SUPER-SPEED)

Increase the amount you may move during a full action by 5 feet per application of this power feat. You may take this power feat more than once to a maximum equal to the amount of ranks in the power.

KNOCKBACK

Applied to an effect that causes knockback (see Knockback, *M&M*), this ranked power feat adds +1 per feat rank to the effect's rank when determining knockback. So a rank 5 Blast power with Knockback 3 is treated as Blast 8 for determining its knockback effect. Generally, this feat is limited to no more ranks than the rank of the effect, but the Gamemaster may modify this as desired.

PSYCHIC BOND (TELEPATHY)

You can forge a deep, intuitive link with a willing ally by concentrating for 5 minutes. While the two of you are linked, you gain an additional +1 bonus while aiding that person. You can also choose to act on the lower of your two initiative scores. In this case, you gain a +1 bonus to hit if you both attack or target the same opponent with powers and effects. Finally, you each gain a +1 bonus to Notice checks as you draw on each other's senses. You can only create and maintain one Psychic Bond at a time unless you increase this amount with the Progression power feat. A Psychic Bond has a sustained duration.

RELAY (TELEPATHY)

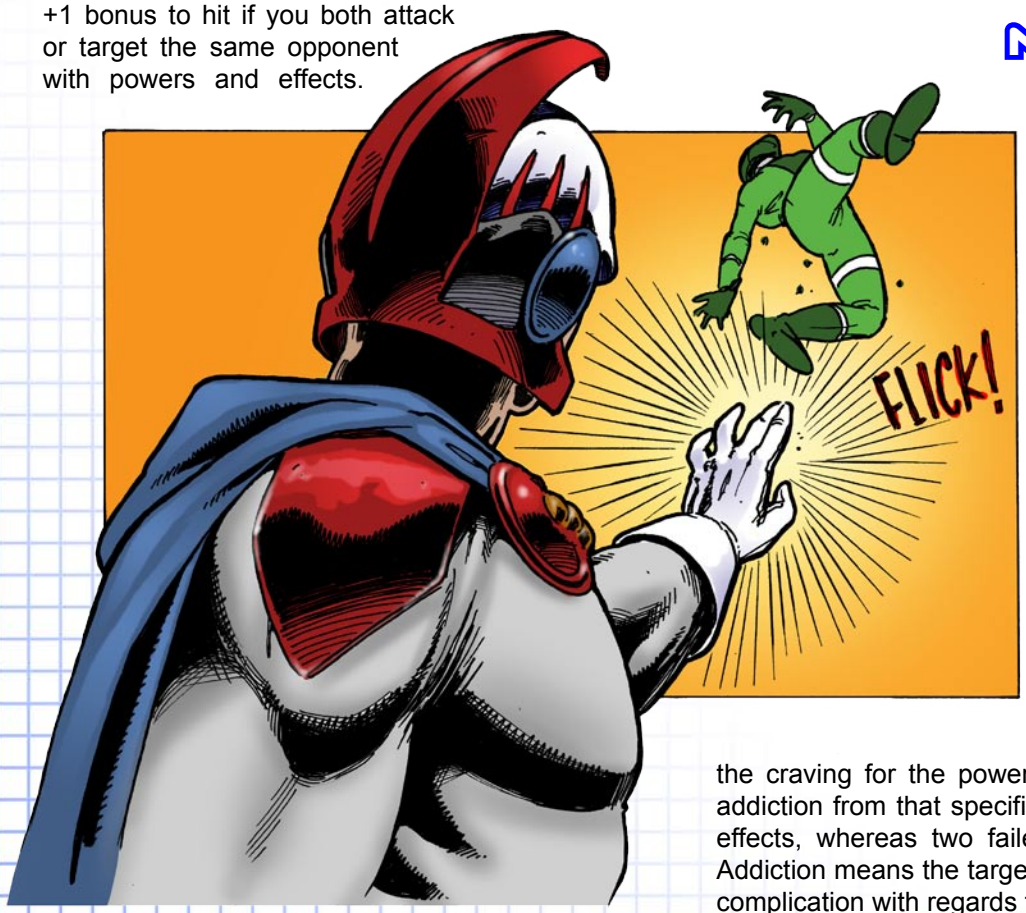
When connected to more than one mind through telepathy, your own mind can act as a relay point through which those others may communicate if they are out of range of each other. This is useful for building communal telepathy links, hive minds, and the like.

SPEED OF THOUGHT (ENHANCED INTELLIGENCE)

You can use your Intelligence modifier rather than your Dexterity modifier when making initiative checks. Other initiative modifiers stack with your Int modifier normally.

TRANSMIT KNOWLEDGE (TELEPATHY)

You can transfer some of the knowledge you possess to a person with whom you're actively using the Telepathy power to contact. This transference lasts for as long as you sustain contact. You can transfer one of your skill ranks to your target per Telepathy rank. The recipient uses these ranks as normal, although you may not use them while you're transmitting knowledge, and the former need not already have the skill being transmitted.



NEW EXTRAS

ADDICTIVE (+1 MODIFIER/STEP)

This extra makes a power's effects addictive for the target. If the target's initial save against the power's affect fails, the target is at risk of becoming addicted and a Will or Fortitude saving throw (decided during the power's design) must be made the following day against the same DC. This save DC is +3 per step of this extra beyond the first. The target makes another Will or Fortitude save (as appropriate) each day that follows. Two successful saves in a row eliminate the craving for the power and negates possibility of addiction from that specific application of the power's effects, whereas two failed saves in a row against Addiction means the target has acquired the Addiction complication with regards to the power's effects.

Handling the Addictive Extra

Although this extra will most likely see use as something to add to the experience of powers that affect the subject's mind and/or emotions, it is indeed possible to create physically harmful powers with addictive effects. In such cases, the Gamemaster and player must decide if the addiction is oriented towards the power alone or to its more general effects. For instance, if a character has steel claws with the special effect of being coated in a toxin that can make their victims addicted to being slashed, the Gamemaster must decide if the addiction is to those particular claws alone or if the victim becomes addicted to the feeling of their flesh being slashed, regardless of what is used to perform the mutilation.

Do not include the initial save against the power itself when counting the two back-to-back successful or failed saves. Healing can counter an Addictive effect with a (DC 10 + power rank + each additional step of this extra) check. The Addictive extra has no effect on targets without an ability score related to that of the Addictive power even though the power's effect still works normally on such targets. For example, constructs cannot be affected by the Addictive extra if its power requires Fortitude saves, nor can extra affect anyone with Immunity to Addiction.

ALTERNATE ATTACK (+0/+1 MODIFIER)

A power with this modifier uses the opposite Attack modifier (melee or ranged) than is normal for an attack of its type. This can be used to represent "point-and-hit" ranged attack powers or "ranged" attacks that spring immediately from the character, instead using elements like Touch and Extended Reach to simulate a short range attack because Ranged isn't appropriate to the power's concept. Normally this is a +0 modifier, but if the switch grants the character an exceptional benefit the Gamemaster may want to increase the modifier to +1.

AUTONOMOUS (ILLUSION; +2 MODIFIER)

This extra is applied to the illusion power to make the illusions operate independently of their creator with an intelligence equal to the level of the power. The creator gives the illusion a set of rules to follow at the time of creation, and the illusion follows them, but is otherwise incapable of any independent action. The creator can still override the illusion as a free action.

CONCEALABLE (DEVICE; +1 MODIFIER/STEP)

The item's design makes it easier to hide. Each application of this extra grants the user a +4 Sleight of Hand bonus when trying to hide the device. The Gamemaster may limit the number of times the extra can be applied to suit common sense, size, etc.

DURATION (ADDENDUM)

Adding the Lasting notation to a power's duration counts as an additional step up for this extra.

GAZE (+0/+3 MODIFIER)

Your ranged power can affect one target per round that meets your gaze. It is perception range (+1) but Sight-Dependent (–1) (see the Sense-Dependent flaw for details on how such effects work.) If your power affects anyone who looks at you, this is a net +3 extra (the previous, plus making the power's action a reaction to an onlooker's gaze.)

IMPERVIOUS (+1 MODIFIER/STEP; ADDENDUM)

This extra may be applied to the same appropriate power more than once. Each step beyond the first will counteract an additional step of an attack's Penetrating ability. There is no further affect beyond this counteraction—in other words,

Using Alternate Attack Responsibly

Alternate Attack, like all power modifiers, should first and foremost be used to achieve a power and character concept rather than as a way to cheat the system and take advantage of other elements of the character that may be better, but result in a power that doesn't make sense. Adding this extra to a fireball Blast power simply because the character has lots of ranks in Attack Focus (melee) would be an irresponsible use of this extra, for instance. An example of how to use Alternate Attack properly follows.

Air-Punch Gun

Guns are typically purchased with Blast, but the concept here is a weapon with an incredibly short range—pretty much immediately in front of the user. The gun unleashes a powerful blast of concussive air that hits like a punch, so we'll build it with Strike and Extended Reach but still want it to be ranged, as is the case with other guns. The result might look something like this:

Strike 8 (*Power Feats*: Extended Reach 4; *Extras*: Alternate Attack [ranged]) at a cost of 12 PP

TABLE 1-12: INSTANT RADIOACTIVE EFFECTS

SITUATION	POWER'S RANKS	1 ACTION
Character in irradiated area:		
Lightly irradiated	4 or less	mild
Moderately irradiated	5 to 10	mild
Highly irradiated	11 to 15	mild
Severely irradiated	16 or more	low
Character directly exposed to radioactive source/power:		
Lightly radioactive materials/power	4 or less	mild
Moderately radioactive materials/powers	5 to 10	mild
Highly radioactive materials/powers	11 to 15	low
Severely radioactive materials/powers	16 to 20	moderate

applying Impervious steps to the defense more times than the attack has applied steps of Penetrating does not further reduce the amount of operational Impervious Toughness lost to the Penetrating effect.

PASSIVE POWER-UP (ABSORPTION; +1 MODIFIER/STEP)

Passive or ambient exposure to energy you can absorb will allow you to absorb 1 PP worth of energy per day per step of the extra. Each additional step increases this by 1 PP per day. Applying the Progression power feat, with each rank reducing the value on the **Time and Value Progression** table, may shorten this timeframe. For example, one rank of Progression would mean 1 PP is passively absorbed every 5 hours at one step, while two steps would mean it is absorbed every hour. Energy absorbed in this fashion is otherwise treated as energy absorbed normally.

Examples of passive/ambient exposure would be running for characters that absorb kinetic energy via the impact of their feet hitting the ground, whereas those who absorb heat would be able to power-up on a hot summer day. Gamemasters have final say as to what qualifies for Passive Power-Up.

PENETRATING (+1 MODIFIER/STEP; ADDENDUM)

This extra may be applied to the same power more than once. Each step beyond the first will counteract an additional step of Impervious applied to the targeted defense. There is no further affect beyond this counteraction—in other words, applying more steps of Penetrating to the attack than the defense power has applied steps of Impervious does not further reduce the Impervious Toughness by any degree.

PULL (+0 MODIFIER)

When applied to a trait that both causes knockback and has an area, the knockback pulls the targets in towards the center of the area of effect rather than outwards away from the center. If the knockdown distance is greater than the distance from the knockback's target to the effect's center the target continues past the center in a straight line. Adding a unique power feat, *Centered*, to a power with this extra means the knockback's target stops at this center point rather than continuing through it and onward.

RADIOACTIVE (+1 MODIFER/STEP)

This extra, when applied to a power that requires a Toughness, Fortitude, or Will saving throw causes it to inflict the harmful effects of radiation sickness, as per the *Radiation Sickness* rules in **Chapter 9** of the *MManual*. Failing the initial saving throw requires an additional Fortitude save against the DC appropriate to the degree of exposure with failure resulting in the effects outlined in the *MManual*.

Powers with an instant duration use the following table to determine the degree of radiation exposure. Also provided is an equivalent effective power rank for each degree of exposure.

Each additional step of this extra increases the severity of exposure by one degree for each type of exposure. For example, being directly stuck by a **Blast 10** (*Extras*: Radioactive 2) power would cause a low severity of exposure for the one action of contact instead of the usual mild severity.

SELF-DESTRUCTIVE (MIND CONTROL; +2 MODIFIER)

You may issue commands to controlled subjects that would be harmful, even deadly, to the latter. Such commands grant the subject a +8 bonus to their saving throw to resist, however.

SELF-FUELLED (+1 MODIFIER/STEP)

By optionally allowing the power to feed upon your life force you may temporarily boost the power's ranks. The type of damage you can inflict and the benefits it gives you depends on how many steps of this extra you apply to the power. Purchasing more than one step allows you to use this extra at any step of reduced value rather than suffering your maximum damage from it.

Reducing the extra's value by 1 (minimum value of +0) means you can't control this aspect of the power and must always use it at its maximum capacity.

Reducing the extra's value by 1 (minimum value of +0) means you cannot use the power at all without also using the Self-Fuelled feature.

TABLE 1-13: SELF-FUELLED

SELF-FUELLED MODIFIER	DAMAGE SUFFERED	POWER RANKS INCREASE
+1	Bruised	+1
+2	Stunned	+2
+3	Staggered	+3
+4	Injured	+4
+5	Disabled	+5
+6	Unconscious	+6
+7	Dying	+7
+8	Dead	+8

WIDE (+1 MODIFIER/STEP)

When applied to the base power of an array of Alternate Powers, this modifier provides an additional 2 PP per power rank to distribute among the powers of the array. No power can have more PP allocated to it than the base power's total cost without the Wide modifier, but points can be shared among the Dynamic Alternate Powers of the array. You can apply the Wide modifier multiple times; each time, it increases the number of PP available to the array by 2 per rank in the base power. You can apply Wide as a partial modifier to fine-tune the number of additional PP it grants (see the Powers chapter of *M&M* for details on partial modifiers.)

Wide Example

Example: A character with a power array uses as its base power Blast 12 (24 PP.) The array's Dynamic Alternate Powers are Dazzle 12, Snare 12, and Telekinesis 12, each costing 2 PP (for 2 ranks of the Alternate Power feat.) By applying the Wide modifier to Blast (the base power), the character may distribute a total of 48 PP among the powers in his array: 24 for the base power, plus 24 for the Wide modifier. This means the character can use two of the powers in his array simultaneously at full power.

NEW FLAWS

ACTIVATION (–1 MODIFIER)

Activating the power requires a power check every time, without exception, no matter how trivial or insignificant the desired use may be. This cannot be applied to powers that, according to their description, already require a power check with each use.

ADDITIONAL SAVE (+0/–1 MODIFIER)

An effect with this flaw grants two saving throws rather than just one, if either save succeeds, the target avoids the effect. It only applies to effects that allow a saving throw. The additional save can be the same type as the first or a different save; choose when the modifier is applied. The saving throws are assumed to occur simultaneously. The added saving throw's DC is the same as that of the power's normal saving throw. For example, a Damage Aura effect might involve whirling blades an attacker can avoid with a successful Reflex saving throw, circumventing the need for a Toughness save against the damage.

If this additional save is applied to an attack power and is meant to replace the attack roll, the initial step of this flaw is +0 instead of −1. The value is also +0 instead of –1 if the additional saving throw only reduces the power's effect by half rather than negating it entirely.

BULKY (DEVICE; –1 MODIFIER/STEP)

This flaw only applies to devices/equipment, causing it to become awkward and more difficult to conceal. Each step of this flaw imposes a −4 Sleight of Hand penalty when trying to hide the item and a –2 penalty to attack when using it one-handed. These penalties are in addition to any others associated with other factors, such as the item's size.

BUNGLING (–1 MODIFIER/STEP)

The character does not have complete control over his power or has not yet learned how to master it. This flaw imposes a −4 penalty per step to all power checks (or skill or ability checks, but not attack rolls) related to the power's activation and/or operation.

CHECK REQUIRED (–1 MODIFIER/STEP; ADDENDUM)

Each additional step taken for this flaw increases the check's DC by 4. This flaw appears in *M&M: UP*.

DURATION (ADDENDUM)

Removing the Lasting notation from a power's duration counts as an additional step downward for this flaw.

FADES (–1 MODIFIER/STEP; ADDENDUM)

Each additional step of this flaw increases the amount of PP lost by the step's value on the **Time and Value Progression** table. For example, Fade 3 would lose 5 PP per use.

FRAGILE (–1 OR –2 MODIFIER)

The power doesn't work properly or at all if the character is injured. If injured, the character must make a power activation check to get the power to function, regardless of any other circumstances. A penalty is applied to this power check depending upon the character's degree of injury: −2 if Bruised, Injured, and/or

Stunned, and −4 if Staggered and/or Disabled. These penalties are compounded, so someone failing a damage save by 5 against a lethal attack would suffer a −6 (−2 each for Stunned + Bruised + Injured) penalty to a power check involving a Fragile power. Spending a Hero point allows the character to use the power once without needing to make this activation check.

If the power won't turn on at all if *any* degree of damage has been suffered, not even allowing a power activation check to attempt doing so, this flaw is a −2 modifier. A Hero point may still be spent to activate this power once under such circumstances.

FLUCTUATING (–1 MODIFIER/STEP)

For some reason, such as a faulty connection with its energy source, the power operates at an unreliable strength level. Make an independent power check each time you use this power or for every round it has been in operation for if its duration allows for it. If this power check fails, the power loses 1 rank per step of the flaw for one minute, to a minimum of 0 ranks. A power reduced to 0 ranks turns off entirely until at least 1 rank returns.

Subsequent power checks for the purpose of this flaw are at –1 per rank this power has already been reduced by.

GRADUAL (–1 MODIFIER)

When applied to a power with an area of effect and duration longer than Instant, this flaw causes that area to fill with the power gradually instead of immediately. The power gains 1 rank of potency per round it remains active for until its total ranks are attained. A power that turns off before reaching its maximum amount of ranks loses the benefit of those missing ranks.

> **Gradual Example**
>
> A **Blast 3** (*Extras*: Burst, Concentration; *Flaws*: Gradual) power would have a 5-foot radius (1 rank) in the first round, a 10-foot (2 ranks) radius in the second round, and would reach its maximum 15-foot radius (3 ranks) in the third round following its activation. If the user's concentration ended in the second round, the power's area of effect would not improve beyond its 10-foot radius for that use and would only have a potency of 2 ranks instead of its maximum of 3 ranks.

KNOCKBACK ONLY (–1 MODIFIER)

When applied to a power that normally causes damage, the attack will instead only cause knockback. Only use damage determination to see if knockback occurs, but do not actually apply any damage effects from the attack itself. Damage may still be suffered from the knockback, as normal.

NO KNOCKBACK (–1 MODIFIER)

The power, which normally causes Knockback, is no longer capable of doing so.

OVERLOAD (ABSORPTION; –1 MODIFIER)

An Absorption power with the Energy Storage extra becomes dangerous if the amount of stored energy exceeds the character's normal maximum storage limit. Normally, excess energy dissipates harmlessly, but this flaw induces a particular result. Construct this result as per the Side-Effect flaw, except this Side-Effect occurs only when more energy is absorbed than may be stored rather than occurring with each use of the power. This also simultaneously reduces the amount of energy stored to zero.

PHASING (INSUBSTANTIAL; –1 OR +0 MODIFIER)

This is something of a variation on the Unreliable flaw. Although still insubstantial for most purposes, the character phases in and out of corporeality enough that attacks that normally wouldn't affect the insubstantial character will do so. When an attack that normally wouldn't affect the insubstantial character is used against the latter, roll 1d20, and on a roll of 11 or higher the attack works normally, but on

a 10 or less the attack doesn't harm the insubstantial character. Phasing is a +0 modifier if it only applies to a certain type of attack, such as silver weapons or powers with the psionic descriptor.

All other aspects of the character's Insubstantial power remain unchanged.

PRIMING (–1 MODIFIER)

A power with this flaw requires time to reach its full potential, and so may only be applied to powers that gain more potency for the same effect with additional ranks (such as with Blast) rather than new effects per rank (such as with Super-Senses.) Once initiated, one rank worth of the power's total affect is built towards in a priming process with each passing of the power's normal Action (consider move and standard actions to be the same for calculating this time)—if the power is activated before it reaches its full charge (its full rank value) it operates at the rank it is currently charged to. Activating the power, whether it has primed to its full charge or not, still requires meeting the power's Action requirement. This flaw cannot be applied to powers that activate as a free action or reaction.

A primed power, upon reaching its full potential, can remain in reserve for as many rounds as it has ranks until needed rather then unleashing it immediately. If the power is not unleashed after this time has passed it shuts off and the priming process must begin again if the power is to be used. Applying the Progression power feat may modify how long the power may be held in reserve.

Priming Example 1: Blast

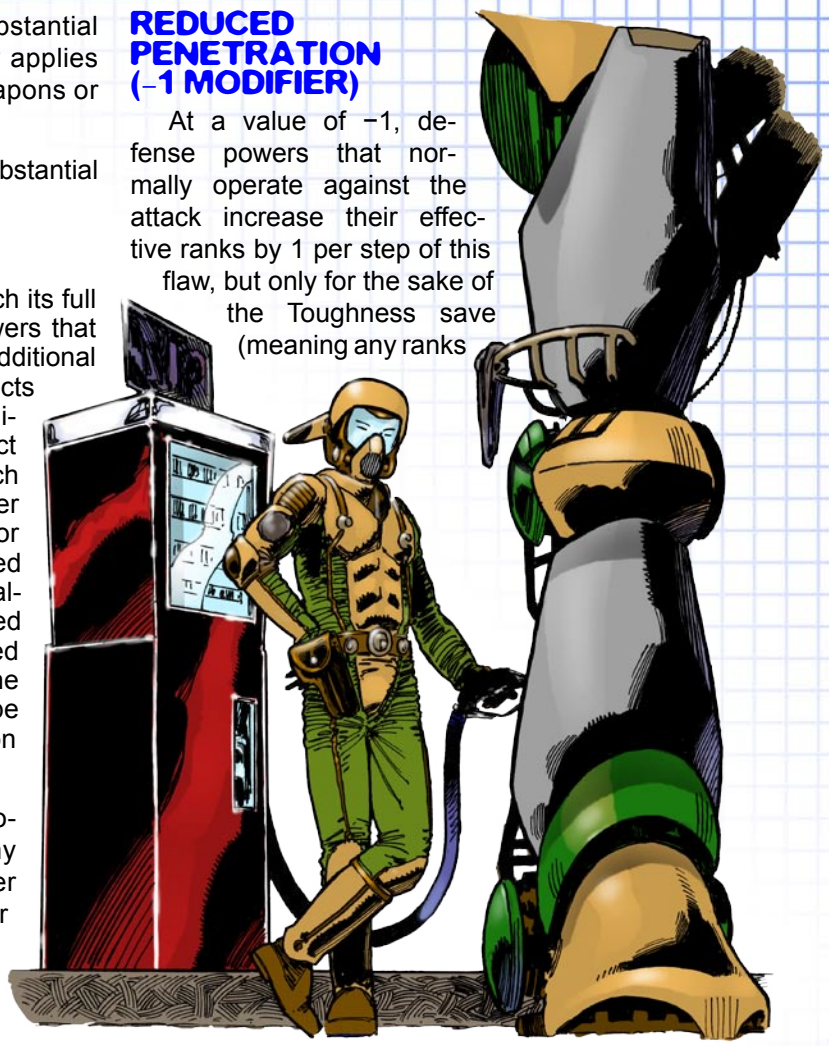
A character with **Blast 10** (*Flaws*: Priming) would require the passing of 10 standard actions (5 rounds) to reach his full power of 10 ranks once he decides to initiate the power. If 5 standard actions pass and the character is forced to use his blast before it reaches its full potential, he spends a standard action (the sixth standard action of the process) to do so and gains the benefit of **Blast 5**.

Priming Example 2: Teleport

A character with **Teleport 6** (*Flaws*: Priming) would require 6 move actions (3 rounds) to be capable of teleporting his maximum distance of 600 feet. If he teleports after only 3 actions have passed (1.5 rounds), he can spend a move action (the fourth move action of the process) and teleport up to 300 feet as though he had **Teleport 3**.

REDUCED PENETRATION (–1 MODIFIER)

At a value of −1, defense powers that normally operate against the attack increase their effective ranks by 1 per step of this flaw, but only for the sake of the Toughness save (meaning any ranks of Impervious remain unchanged.) This does not apply to Toughness saves that do not have a defense power supplementing their effectiveness—in other words this flaw does not affect the character's natural Toughness value determined by Constitution.



For example, a **Blast 6** (*Flaws*: Reduced Penetration 2) power targets a person with Toughness +4, **Protection 2** (*Extras*: Impervious [1 rank].) The target's +4 Toughness save modifier does not change, but his Protection power's effectiveness would operate as though it were **Protection 4** (*Extras*: Impervious [1 rank]) against the Blast.

RELOAD (VARIES)

Because the **M&M Superlink** system is designed for fast-paced play, the default is to not worry about ammunition beyond common sense reminders from the Gamemaster from time to time, especially when it is cinematically advantageous to do so. However, in some instances it is conceptually and/or mechanically important (even necessary) to take note of a limited amount of ammunition and/or reload time. This flaw can also be used to represent a power that needs a certain amount of time to pass between activations—a recharge time, if you will.

Reloading Examples

Example 1: Let's build a Blast power of 4 ranks that requires 1 action to reload and has 5 shots. The time provides us with a value of 2 (1 rank for 1 action, plus 1), minus 3 (the rank for a value of 5.) This would normally mean the flaw becomes an extra but because the reload flaw caps at +0 the final effect is as a +0 modifier flaw. Such a quick-loading weapon could increase its ammunition capacity beyond 5 shots and not have any affect on the flaw's modifier because, due to allowing so many uses of the power, reloading has little tangible effect on game play beyond the power's concept. This **Blast 4** (*Flaws*: Reload [1 action, 5 uses]) power would have a PP cost of 8.

Example 2: This time we want to build a Flight power of 6 ranks that requires recharging between uses. We'll design it so that 5 minutes is needed between uses, indicating a value of 5 (4 ranks for 5 minutes, plus 1.) However, we want it to be self-charging so this value is reduced to 4. The power must recharge between every use so we subtract 1 from this modifier (the rank of the value of 1.) So, our flaw's final worth is as a –3 flaw. This **Flight 6** (*Flaws*: Reload [5 minutes, self-reload, 1 use]) power would have a PP cost of 2.

There are two factors that must be considered when determining this flaw's value: the time needed to reload and how often a reload is necessary.

Permanent powers cannot have this flaw.

1) RELOAD TIME

This flaw has a value equal to the rank of the time needed to reload, as represented by the **Time and Value Progression** table, plus 1. Whoever is reloading the weapon must devote their attention to the reload process during this time, using their actions to do so. Reduce the flaw's modifier by 1 if the power is self-loading/self-recharging and will undertake the process on its own, allowing the user to direct his attention elsewhere until the power may be used again.

2) USES BEFORE RELOAD

Subtract from the modifier determined by reload time the rank of the value on the **Time and Value Progression** table representing how many times the power may be used before reloading becomes necessary. Alternatively, this value can be used to indicate the

TABLE 1-14: RELOAD TIME AND VALUE PROGRESSION

RANK	RELOAD TIME	TIME MODIFIER	USES BEFORE RELOAD	USE DURATION	USE MODIFIER
1	3 seconds (1 action)	+2	1	3 seconds (1 action)	−1
2	6 seconds (1 round)	+3	2	6 seconds (1 round)	−2
3	1 minute (10 rounds)	+4	5	1 minute (10 rounds)	−3
4	5 minutes	+5	10	5 minutes	−4
5	20 minutes	+6	25	20 minutes	−5
6	1 hour	+7	50	1 hour	−6
7	5 hours	+8	100	5 hours	−7
8	1 day	+9	250	1 day	−8
9	1 week	+10	500	1 week	−9
10	1 month	+11	1,000	1 month	−10
11	3 months	+12	2,500	3 months	−11
12	1 year	+13	5,000	1 year	−12
13	5 years	+14	10,000	5 years	−13
14	10 years (decade)	+15	25,000	10 years (decade)	−14
15	50 years	+16	50,000	50 years	−15
16	100 years (century)	+17	100,000	100 years (century)	−16
17	500 years	+18	250,000	500 years	−17
18	1,000 years (millennium)	+19	500,000	1,000 years (millennium)	−18
19	5,000 years	+20	1 million	5,000 years	−19
20	10,000 years	+21	2.5 million	10,000 years	−20

So, Do I Have To Add Reload To All The Firearms?

Just because we've introduced a Reload flaw doesn't mean you're now expected to go add it every firearm. That would not only be a pain to undertake, but would throw off the established costs and would bog down your game with minutia the rules are specifically designed to ignore. No, you should only add this flaw to firearms (or any trait, for that matter) when it is conceptually important to do so.

The exception may be a low-power, dark and gritty setting where gunplay is more common than super powers. Examples include campaigns involving so-called "street level" vigilantism rather than four-color super beings, or if using the rules to emulate non-super-hero genres, such as the Old West or a game taking place in World War II. In such cases where a little more realism is required beyond what is considered to be the default, fast and easy presentation, Reload becomes a more important (and normal) factor in the game. Even in such instances, though, most guns will result in a +0 modifier.

total time of use a continuous or sustained power may operate before a reload becomes necessary. By way of example, rank 4 on the **Time and Value Progression** table can either represent a power that has 10 uses between reloading or a continuous or sustained duration that tops out at 5 minutes before it must be reloaded.

A modified presentation of the **Time and Value Progression** table has been provided for ease of finding the proper modifiers for the reloading time and amount of uses.

Calculating a Reload value, the result cannot be higher than +0 (in other words, this flaw cannot become an extra.) Even a result of +0, although not as useful as a power entirely lacking the Reload flaw, is largely thematic in its operation in a game, which is why this flaw can be +0 and doesn't have a maximum worth of −1 instead.

SELF-DESTRUCT (DEVICE, –3 MODIFIER)

This flaw means using the power destroys the entire Device once the power expires or is activated, depending upon how the power works and is conceived. This flaw cannot be applied to permanent powers but can be applied to powers other than devices with the Gamemaster's permission, so long as it is understood the character with the power automatically suffers a dying damage result.

SOURCE (–1 OR –2)

The power only works when you have access or contact with a particular source, such as electricity, scrap metal, being on the ground, and so forth. Without this source or the necessary contact, your power doesn't work. At the Gamemaster's discretion an incredibly rare source counts as a −2 flaw.

Mechanically this is a shorthand variation of the Limited flaw that somewhat crosses over with the Power Loss drawback.

STATIONARY (DEVICE; –1 OR –2 MODIFIER)

The device or equipment must be erected and remain stationary to use. It may be broken down and set-up into components to be moved elsewhere with an appropriate skill check, typically a related (DC 10 + Device ranks) Craft check, requiring 1 step up the **Time and Value Progression** table per Device rank. As a −2 flaw, the Device cannot be broken down and moved.

TRAIT REDUCTION (–1 MODIFIER)

Using the power reduces the specified trait's value by 1 per use of the power. Trait points lost in this fashion return at a rate of 1 point per round. Each additional step can increase the amount of points lost per use, additionally reduce a point from another ability score, or increase the time needed to recover a single point by one step on the **Time and Value Progression** table.

WEAKENS (AREA) (–1 MODIFIER)

In order to apply this flaw, the power must have two or more ranks and the Area extra (cloud, cone, line, shapeable, or trail only.) Reduce the effective rank of the power by 1 per area/per rank increment of the power the area (5 feet/rank for a burst, 25 feet/rank for a line, or 10 feet/rank for a cone, for example) beyond the first increment from the center/point of origin of the area of effect. This effectively changes the area into something resembling the Explosion extra. For example, if the power has 8 ranks and Burst with the Line extra, its power ranks would look like this:

TABLE 1-15: WEAKENS' (LINE) EXAMPLE

DISTANCE FROM ORIGIN	EFFECTIVE RANK
0 to 5 ft.	8
6 to 10 ft.	7
11 to 15 ft.	6
16 to 20 ft.	5
21 to 25 ft.	4
26 to 30 ft.	3
31 to 35 ft.	2
36 to 40 ft.	1

WEAKENS (RANGE) (–1 MODIFIER)

This flaw may only be applied to a ranged power of two or more ranks. Reduce the effective rank of the power by 1 per range increment it travels from the point of origin beyond the first increment, also making each range increment beyond the first shorter than those which came before because each new range increment is based on the power's progressively worsening, altered rank.

WILD (–1 MODIFIER/STEP)

Once activated, controlling the power's direction becomes difficult. When applied to any ranged power, roll a die for each range increment before its effect manifests. Consult the following table with each roll to see if the effect diverts from its intended path and, if so, in what direction. Add the power's rank to this roll as a bonus, reducing this bonus by 1 per increment traveled beyond the first.

TABLE 1-16: WILD POWER DIRECTION

ROLL	DIRECTION
1-2	Veers left 45 degrees
3-4	Veers right 45 degrees
5-6	Veers down 45 degrees
7-8	Veers up 45 degrees
9-10	Veers left and up 45 degrees each
11-12	Veers right and up 45 degrees each
13-14	Veers left and down 45 degrees each
15-16	Veers right and down 45 degrees each.
17-20	Unchanged; stays on course

If the power veers of its originally intended course it will continue on that direction until it meets the conditions of its effect's activation (such as an energy blast hitting something or telepathy running across a person) or another roll changes its course yet again.

NEW COMPLICATIONS

AMNESIA

The character has lost some or all of his memory. Maybe it's just recent memories that are gone, or the character's entire identity. The degree of amnesia determines how often the complication is rewarded for getting in the way.

ANTI-SOCIAL

The character possesses some form of anti- or counter-social behavior or attitude, such as feeling alienated from people who would otherwise be their peers or by being an active participant in a counter-culture movement.

DEBT

The character owes money, or something else valuable (such as an important favor), to someone. In most cases, some sort of lending institution or credit house exists, and the payments aren't too arduous but will still cause problems. The character just has a harder time getting credit and has to turn over a substantial amount of any profits he makes on an adventure to the lender.

FLASHBACKS

The character suffer flashbacks at inopportune moments, often distracting him. Work with the Gamemaster to determine what the flashbacks are of (past traumas or perhaps lost memories?), decide when they come into affect, and what their implications are on game play and the story. The Gamemaster may require a Will save to resist the flashback's effects.

INSANITY

The character suffers from some form of psychiatric disorder that makes normal functioning difficult. The various types of mental illness vary widely, and two are already mentioned in the core rules (obsession and phobia), but some examples follow:

Depression: Overpowering feelings of sadness and guilt that make concentration and normal functions such as sleeping and eating incredibly difficult. Thoughts of death and suicide are common.

Kleptomania: A compulsion to steal, regardless of whether the person actually needs what they take.

Mania: Overcome with energy, often manifested in an inability to sleep, fluidity and rapidity of ideas and thought, coupled with irritability and exaggerated animation and happiness.

Manic-Depression: The person switches between periods of mania and depression, usually without provocation.

Megalomania: Delusions and fantasies of obtaining and wielding wealth and power, possibly even omnipotence.

Paranoia: An unreasonable belief that one is being persecuted, often reinforced by apparent (possibly self-fulfilling) logic. This makes trusting others incredibly difficult, if not impossible.

Psychopath: Anti-social behavior represented by violent and/or perverted (often criminal) actions undertaken without feeling or guilt.

Despite what one might think, some insanity types, especially those like Megalomania and Psychopath, may not be appropriate complications for villains if running a game where the players take on the role of bad-guys. This is not to say villains don't possess these insanity types, merely that the insanity must be a setback for the character's regular operation. For villains who seek to kill wantonly or take over the world, this means the insanity is a part of how they openly operate rather than something to be kept under wraps and prevented from interfering with the villain's life.

NEW DRAWBACKS

BAD LUCK

This drawback is under the Gamemaster's control most of the time. The Gamemaster can rule an arbitrary event happens during a lively moment where it would be an interesting time to introduce such a thing to the game, or he can rule it happens after a particularly bad roll or situation.

The Gamemaster should decide how to manifest the drawback based on the drawbacks' intensity using the following examples as guidelines of what's appropriate:

- **Minor:** On a natural 1 made during an attack, the character trips and loses his Dodge bonus for the next round. While pursuing an escaping speedster a car crashes in the way, forcing the character to lose some ground.
- **Moderate:** A critical hit is negated because falling debris helps blunt the attack. A wound tears open while undertaking a skill check, imposing an additional –4 penalty. The character gets a natural 1 with his attack and so accidentally drops his weapon.
- **Major:** Falling debris risks harming the character and is considered as an attack from the environment. The starship's life support is knocked out by an incoming attack and what air is left is venting into space from the damaged area.

Bad Luck occurs more frequently than other drawbacks, however, so uncommon Bad Luck happens every other adventure (DC 10), common bad luck occurs once per adventure (DC 5), and a very common drawback will happen twice or more per adventure (DC 2.)

BURN-OUT

Upon the occurrence of a pre-defined condition, the trait this drawback is linked to (almost certainly a power) will disappear—permanently. The player and the Gamemaster should work out the condition using the following criteria:

1. The Burn-Out condition has a chance of showing up equal to the drawback's frequency.

2. The Burn-Out should be something the character can avoid, even if she may not want to avoid it.

3. A logical or thematic reason for the Burn-Out to occur should exist. Don't define a condition that makes no sense to the game or the character's concept.

4. Both the player and the Gamemaster operate under the knowledge that the Burn-Out will almost certainly occur at some point (otherwise it isn't really much of a drawback).

The previous points, 2 and 3, combine to define whether the Burn-Out condition is considered minor, moderate or major in its intensity. Increase the value of the drawback by +1 per 10 PP (rounded down) spent on the trait. For example, a power worth 33 points would increase a common, moderate Burn-Out conditions value from 3 to 6.

Some examples of Burn-Out conditions include:

- An opponent soundly defeats the character in an adventure.
- The character completes a particular mission of great importance (this would probably only happen after several adventures, but completing the adventure is important to the character for some reason despite knowing the trait will Burn-Out afterward.)
- The character suffers a particular effect (she suffers damage to the point of being Disabled, she is the victim of a particular type of uncommon attack, etc.)
- A character's trait is somehow negated or removed from play (a Contact who has a good chance of being killed, a Device someone is trying to steal or destroy, etc.)

COMPLEX

This power drawback, which indicates a detrimental degree of complexity, is limited to vehicles, devices, equipment and the like that must be created and repaired. Design and construction check DCs for devices, along with any DCs for repairs and maintenance, are increased by +5 for a minor drawback, +10 for moderate, and +15 for major. At the Gamemaster's discretion, this same DC modifier can be applied to Disable Device checks made against the item. If this is allowed, reduce the drawback's value by 1 PP.

The drawback's frequency is determined by how often the item's need for repairs, maintenance, etc. will get in the way.

DAMAGE RESTRICTION

Choose to apply this power drawback to either nonlethal or lethal damage. With a value of 1 PP, the power is now only capable of causing the selected damage type.

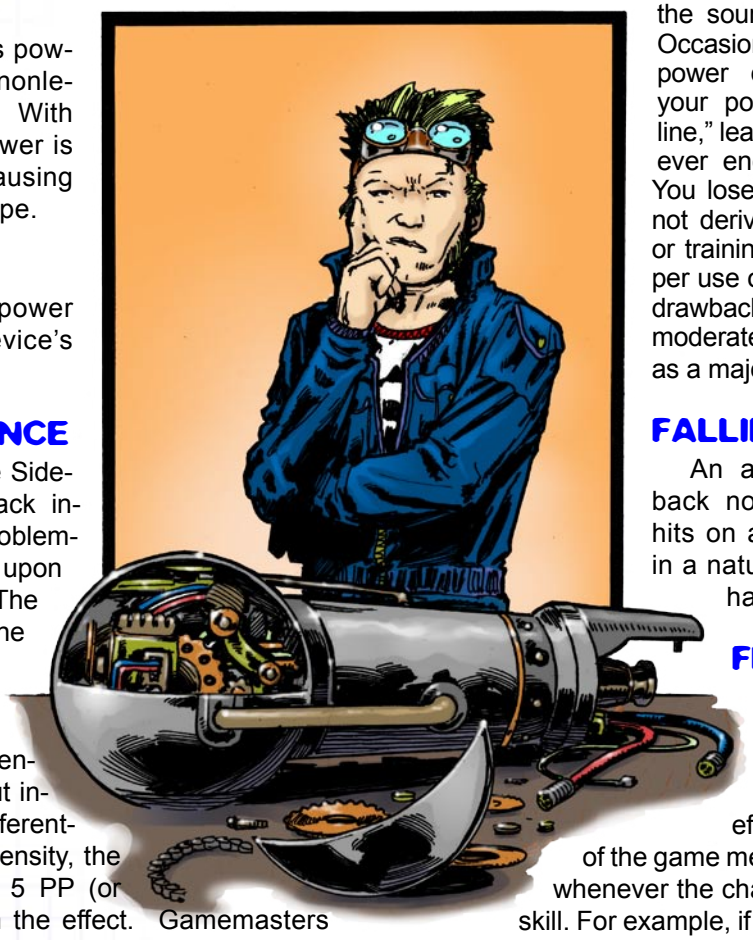
DELICATE

Every point of this power drawback reduces a device's Toughness by 3.

DIRE CONSEQUENCE

Much resembling the Side-Effect flaw, this drawback induces some sort of problematic/detrimental state upon meeting its conditions. The condition that induces the Dire Consequence has a value based upon how frequently the character is likely to encounter it, as normal, but intensity is determined differently. For every 1 PP of intensity, the Dire Consequence has 5 PP (or equivalent) to spend on the effect. Gamemasters may allow consequence effects that are not purchased using PP, but must use his best judgment to decide a roughly equivalent PP value for such an effect in order to determine what it's value is.

Dire Consequence is ideal for characters that live by some sort of preternaturally regulated code of conduct, such as those who serve a Higher Power, or whose powers come from a supernatural or divine source that innately discourages abuse by means of the drawback. This drawback can also easily be used to represent powers, on their own or collectively in a concept, that are not meant to operate in certain locations or under certain circumstances.



ENCUMBERING

A –3 penalty is imposed upon the character's Defense bonus per 1 PP of this power drawback, and any Dodge bonus is always negated in any round this power is operating in. Encumbering may be used to represent heavy, clumsy or bulky weapons or armor that prevent the user from being as capable of getting out of an attack's way, etc.

EXTERNAL POWER SOURCE

Your powers are not intrinsic—the superhuman energies that infuse your body are transmitted from an outside source. This source may be an artificial intelligence beaming you energy from a satellite system, a mystic entity you have sworn to serve, or an inter-dimensional aperture that only you can tap into—you and the Gameamster may define the source however you wish. Occasionally (as defined by the power drawback's frequency) your power source goes "off-line," leaving you only with whatever energy you have stored. You lose ranks from all powers not derived from either devices or training at a rate of one rank per use of the power for a minor drawback, 3 ranks per use as a moderate drawback, and 5 ranks as a major drawback.

FALLIBLE ATTACK

An attack with this drawback no longer automatically hits on an attack roll resulting in a natural 20. This drawback has a 1 PP value.

FLAWED TRAIT

This drawback is linked to a particular feat or skill. There is a chance for a negative effect in either the result of the game mechanics or role-playing whenever the character uses the feat or skill. For example, if applied to the Contacts feat, a contact may only aid the character in exchange for something, the degree of which depends on the Drawback's value. Some reason would have to exist why the character would need to keep the contact happy and the assistance coming. Another example would be Knowledge (history): the character would normally be considered to have sweeping knowledge of history in general, but this drawback could be applied to indicate a total lack of knowledge in a particular region or era. The value of such a drawback would depend on just how much information is not known and how important it is. It can also be applied to skills to disallow re-rolls or prevent the character from taking 10 or 20 altogether or perhaps just in certain situations.

Gamemasters must be careful when allowing this drawback so that it is not applied as just another means to gain additional PP—the Flawed Trait must have an apparent affect on game play. For instance, applying this drawback to Knowledge (history) with the result of not knowing anything of colonial Australia likely won't impact a game that takes place entirely amongst the back alleys of New York City.

FRAIL

Whether due to age, disease, or some strange genetic quirk, you are easily exhausted. You must make a Fortitude saving throw any time you make Acrobatics, Climb, Escape Artist, or Swim checks (even if the skills are used untrained), as well as every 30 seconds (5 rounds) you are engaged in combat. Instead of the usual intensity DCs, this drawback has a save DC of 10 for minor, 15 for moderate, and 20 for major. If the saving throw fails, you become fatigued. Cumulatively increase the save DC by +1 per additional minute of skill use or per additional 5 rounds of combat.

HEAVY RECOIL

Activating the power has a recoil that hammers its user with tremendous force, causing the user to make a Strength check. On a failed Strength check (applying any Immovable bonus to the roll), the recoil knocks the power's user prone and any check to use the power (such as an attack roll) suffers a penalty to hit equal to how much the Strength check failed by. In the absence of a Strength check a naked die roll is used.

The Strength check's DC depends upon the power drawback's intensity: a minor DC is equal to the power's ranks, a moderate DC is (5 + power's ranks), and a major DC is (10 + power's ranks.) How often the power is used and how central it is to the character's concept determines the drawback's frequency.

HINDERED

This power drawback imposes a negative value on a trait, returning a PP value for the drawback equal to the cost of the trait if it had been purchased for beneficial purposes. For instance, –2 Strength would be worth 2 PP as a drawback whereas –3 Defense would be worth 6 PP. Applying this drawback to a feat would either prevent its use outright or reduce its ranks by the indicated amount, depending upon the drawback's value and feat's nature. This is most useful for building devices and the like, such as a battlesuit that impedes the wearer's reflexes (reducing Dex, Reflex save bonuses, and/or preventing the use of certain feats, such as Improved Initiative.) Halve the drawback's value if the its application is further conditional within the parameters of the power it is applied to, such as the drawback only being active when the power it is applied to is used at full power.

A Look at Hindered

The Hindered drawback is merely a way to represent in mechanics something Gamemasters may be allowing already: the reduction of traits due to external influence. In some cases Hindered is unnecessary, such as applying it to one of the six abilities without a concept such as a device within which to frame the reduction, because the core rules already account for this. (If the ability reduction is conditional, however, the Hindered drawback may be the way to go.) However, in most other cases reducing a trait has, until now, been left to the Gamemaster's on-the-fly house rules by following the train of logic presented for abilities and applying its mechanical soundness to other traits.

INACCURATE

When applied to an attack power, a –2 penalty to the attack roll is suffered. This power drawback is worth 1 PP per –2 of the penalty. Inaccurate may be used to represent clumsy weapons, balance issues brought on by poor design, a power that always seems on the verge of escaping control, etc.

INCOMPETENT (ABILITY)

Select an ability (Strength, Intelligence, etc.) to which apply this drawback—you cannot apply it to Constitution. When using any skill related to that ability you aren't able to use it untrained and cannot take 20 or 10. This is worth 1 PP for Strength or 2 PP for Intelligence, Wisdom, Dexterity or Charisma.

INDECISIVE

Whether you are a coward or merely slower than you should be to initiate action because you find it difficult to come to decisions, you suffer a −4 penalty to initiative checks per point of this drawback. Also, you cannot use the Quick Draw, Seize Initiative, or Sneak Attack feats even if you possess them.

INEPT (PL MAXIMUM)

For some reason, be it a simple lack of ability or wide cultural differences, the character is innately inept at a certain aspect of character development. This drawback reduces one of the character's normal areas where PP may be spent and are limited by PL, such as the character's maximum Attack or Defense value, maximum skill ranks, and so on. A minor drawback reduces one of these areas by one-quarter, a moderate drawback halves the normal PL maximum, and a major drawback reduces them by three-quarters. Round down. Frequency depends on how much of a detriment the drawback will be to the character.

Each instance of this drawback only applies to one of the following areas although you can apply this drawback separately to more than one area if desired.

- Attack bonus maximum
- Defense bonus maximum
- Maximum save DC Modifiers (applies to one save type)
- Maximum Toughness
- Maximum Save Bonus (apply separately to each)
- Maximum Ability Score (apply separately to each)
- Maximum Skill Rank (apply separately to all skills related to a single ability)

If these values are otherwise modified, such as through the **Attack/Defense Trade-Off** option, apply such modifiers first and then use this drawback to further modify the PL maximums.

This drawback is especially useful for developing character concepts intended to be heavily flawed.

LIFELINKED

A character with this drawback shares a deep connection with another being, item, or place that binds them together. Any time the linked being/item/place suffers damage, the Lifelinked character must make a Will saving throw against the same damage. If both Lifelinked beings/items/places take this drawback, the link works both ways. If the other being/item/place dies or is destroyed, a Lifelinked character must make an immediate Will save or die as well. This drawback has a value of 4.

LIGHT TOUCH

An attack causes less than usual knockback by applying a –1 penalty to the Knockback result per 1 PP value of this power drawback. Obviously this cannot apply to a power that does not cause knockback.

LIMITED ACTION

Due to programming, mystic control, or unshakable conscience, characters with Limited Action cannot commit certain, relatively *important* actions under specified circumstances. A character with Limited Action (Killing) as a major drawback, for instance, would never kill a person or allow someone to die because of his inaction, and would not use Lethal attacks. Other options for Limited Action include giving away a secret identity, violating a specific moral code, or betraying a particular authority figure. Characters can do nothing to overcome the compunction unless the Gamemaster decides otherwise, and such allowances should result in radical consequences for the character. The nature of this drawback isn't simply a matter of choice, but rather something that is "written" into the character's very makeup.

LOSE CONTROL

A specific situation, substance, or the like causes the character to lose control of his actions and bring about some effect. This effect can be a type of behavior (e.g., entering a blind rage, as per the Rage feat, whenever around blood), activating a specific power (e.g., igniting an explosion centered on the character when wounded), or even the activation of another drawback (e.g., causing a Separate Personality to assume control if taunted, teased, or the like.)

The drawbacks's intensity determines the saving throw (usually Will) required to resist the effect's onset. Increasing the drawback's value by another 1 PP means another save versus the same DC is required to exit/turn off (or whatever) the drawback's resulting effect if it is of a sort that has a duration, or otherwise needs some sort of decision or action to recover from, either prematurely or ultimately. On the other hand, the drawback's value is reduced by 1 to 3 PP if the effect isn't all that debilitating or troublesome.

Powers with this drawback cannot also have the Uncontrolled Flaw.

LOW THRUST

For each movement power this power drawback is assigned to, the character's Strength is halved for the purpose of determining carrying capacity when performing a charge, rush, or slam action, but only while moving under that power. This drawback is worth 1 PP per application.

NO HEALING

This power drawback prevents you from healing naturally. You cannot make recovery checks against injured, disabled, or dying damage conditions. When defining why you cannot heal naturally, you must define an external condition(s) that allows the character to recover from such damage conditions. For example, an intelligent robot with this drawback may define the healing condition as "repairs," meaning he must be repaired in the same fashion as any other machine rather than healing normally with sufficient time. Intensity is always considered major but frequency is regulated by how easy it is for the character to come by the external healing condition.

NON-CRITICAL

A trait that normally allows for a critical roll is no longer capable of such a result. This power drawback has a 1 PP value but cannot be applied to powers with an area of affect.

POOR HEALER

You find recovering from damage with greater difficulty than normal. As a minor drawback, all recovery DCs are +2, +5 as a moderate drawback, and +10 as a major drawback. Furthermore, when subjected to the Healing power (or any similar affect), any beneficial bonus or power rank is halved. Determining frequency requires considering the character's resistance to damage (how big his Toughness save and/or Protection is, primarily) in order to decide how likely the character is to suffer damage per game session.

POWER NULLIFIER

An active power's currently operational effects are immediately nullified by the introduction of a certain condition. Unlike the Power Loss drawback, Power Nullifier does not influence a character's ability to use a power, instead only affecting its resulting influence, much like the Nullify power with an absolute certainty of working. For instance, Power Nullifier would not be able to prevent a character from using Mind Control but would remove Mind Control already influencing a subject. This power drawback's value is 3 for very common conditions that negate the power's effects, 2 for common, or 1 for uncommon.

PRICE

There is a "price" to be paid for using the trait this drawback is applied to. This Price can be an actual cash requirement, in which case the trait's purchase DC should be determined as though it were a piece of equipment with the same capabilities. Typically, the purchase DC must be rolled against every time the power is used.

Most likely, the Price will be a role-playing effect. Maybe every time a piece of Equipment is used, parts of it need replacing or servicing by a specialist (who may charge a high fee or ask a favor), most likely after the adventure.

To determine the Price's value as a drawback, use the frequency to outline how often the Price must be paid (+4 if it must be paid with every use or the like), while the intensity judges how much of an impediment this Price is, based on the character's convenience and capability to pay.

REDUCED AREA

Only powers that already have the Area extra or a built-in area of effect may have this power drawback. For every 1 PP of this power drawback's value, halve the power's effective ranks solely for the sake of determining the size of the power's area of effect, rounding down. In all other respects, the power's rank remains unchanged. The total area of effect cannot be reduced below 5 feet.

In the case of Explosion (and similar effects tied to an area), the power's effects also disperse quicker across this reduced area, doing so at a rate of the power's actual ranks divided by the effective ranks of its area, rounded down. For example, **Blast 10** (*Extras*: Explosion) with the drawback Reduced Area –1 would be considered to be **Blast 5** (*Extras*: Explosion) purely for the sake of determining the explosion's radius. This means the power would have an explosive radius of 50 feet and would lose 2 ranks of power from the maximum 10 ranks per 10 feet of explosion away from the center.

REDUCED RANGE

This power drawback reduces the number of range increments of a ranged effect, which normally has a maximum range of ten increments. For –1 point, it reduces the effect to half that, or five increments (the same as throwing range.) For –2 points, it reduces the effect to two increments. A greater reduction should be handled by making the effect touch range, possibly with some measure of the Extended Reach power feat, if necessary.

SHORT RANGE

Reduce the foot multiplier by one step down the **Time and Value Progression** table per application of this drawback, meaning a ranged power's range increment would be (rank x 5 feet) at a value of −1 PP, (rank x 2 feet) at −2, and (rank x 1 foot) at −3. You cannot apply more than 3 steps of this power drawback to a single ranged power.

SHUTDOWN

Shutdown requires you to roll a die every time the power is used. On a roll of 10 or less using the power turns off another power that is specified when this drawback is initially selected. (Innate powers cannot be selected.) If the power being used and the power to be shutdown are the same, the power turns on, for a duration of Instant if the power normally lasts longer and is then shutdown immediately thereafter. If the power has an Instant duration, it cannot apply Shutdown to itself. A power that has been shutdown will be considered nullified for 1 minute.

Increasing the amount of powers shutdown by this drawback increases its value by one step per value increase on the **Time and Value Progression**, although you cannot do so for a greater value than the minimum rank needed to include all the powers you possess. Furthermore, increasing the time the power is shutdown for by one rank on the **Time and Value Progression** table also increase's this drawback's value by 1 PP. For instance, a character with 8 powers applies this drawback to 5 of those powers for a duration of 1 hour, for a final result of a Shutdown drawback worth 6 PP.

For an additional 1 PP, the powers affected by this flaw are determined randomly every instance of rolling a 10 or less for the purpose of activating the Shutdown flaw rather than selecting them.

SLOW HEALER

You take longer to recover from damage. Instead of using the normal drawback intensity, a +0 intensity moves the recovery time one step down the **Time and Value Progression** table, taking longer with each step. Each additional +1 value of the intensity lengthens the recovery time by yet another step. Determining frequency requires considering the character's resistance to damage (how big his Toughness save and/or Protection is, primarily) in order to decide how likely the character is to suffer damage per game session.

Unless a good reason can be provided, the Gamemaster should put a cap on how much value can be gained from this drawback. Once the healing period stretches beyond the common reach of the game's span, it no longer has value. For example, in a game that has very little time pass as out of game "down

time," a recovery time of 10 years really has no value as something that will affect the game and should not be granted a PP value, although it can still be retained as a story element.

SLOW LEARNER

For some reason the character has a hard time improving in a certain area of character development. Choose what the area of slow improvement shall be from among the following; the cost varies by what the character is slow to learn:

- **Ability:** Select one of the six abilities. Improving this ability now costs 2 PP per point of ability increase. This is a moderate drawback for abilities important to the character's concept and is minor for those that are not. Only allow a major drawback for abilities that are leaps and bounds more important to the character than all others. Reducing an ability below 10 still only provides 1 PP in return, all though each point to bring the ability back up to 10 (or more) costs 2 PP, as with increasing any ability this drawback is applied to.
- **Feats:** They now cost 2 PP. This is a moderate drawback if the character has a typical number of feats for the game and only minor if he has very few feats or none at all. Characters that are very feat-oriented would consider it a major drawback.
- **Skills:** Pick any of the six abilities and any skill related to that ability is much more difficult for the character to learn—all skills of that key ability now require purchasing 2 ranks per each actual rank gained (in other words, 4 ranks of skill now cost 2 PP or you may alternatively rule that 1 PP spent on skills only gains 2 ranks in stead of 4.) This is a moderate drawback for abilities with skills important to the character's concept and/or that have a lot of related skills and minor for those that are not important and/or only have a few related skills. Only allow a major drawback for abilities with skills that are leaps and bounds more important to the character than all others.
- **Power:** Select a power effect type (e.g., alternation, attack, mental) to apply this drawback to. The power's *base* cost (meaning before applying power modifiers) is doubled and power feats for this power now cost 2 PP. Extras increase the cost per rank by double their normal modifier but flaws remain unaffected. This is a major drawback for an effect central to the character's concept, and will be either a moderate or a minor drawback for less important power effects. Normally you cannot take this for a power effect type your character does not possess any powers for, although the Gamemaster may allow this as a minor drawback if such powers will likely be a choice for the character's future improvement.

Adjust the drawback's value if it only applies to certain abilities, skills, types of feats, specific powers, etc. If the trait has multiple aspects, such as a skill that may have this caveat applied in some instances and not in others, adjust the trait's value up or down accordingly to suit the situation. For example, if applying Slow Leaner (Int and Dex Skills; advanced technology only), a skill of Drive 8 would be 8 ranks when operating primitive vehicles such as horse-drawn wagons, but would be considered 4 if used to operate a car. Be creative in how this is applied.

Eliminating Slow Learner

Slow Learner may be seen by some abusers of the rules as a way to grab quick, "free" PP at the beginning of the game by applying it to areas that have nothing to do with their concept. Remember, as with any other drawback, the Gamemaster has final say over appropriateness. Also keep in mind that allowing this drawback is not simply a matter of where the player decides to spend PP during character creation, but is also gambling on what the character may or may not need in the future.

Later in the game it will almost certainly be easier to pay the PP to get rid of this drawback than continuing to pay the inflated costs it oversees, but that is yet another thing the Gamemaster should carefully mediate. What has happened in the character's life that suddenly makes them able to improve themselves in the area covered by Slow Learner so much easier? The Gamemaster should make the character earn the right to get rid of the drawback through hard work and determination to overcome the problem rather than just handing it to them at the cheap expense of a few PP.

TECHNOLOGY REPELLANT

Characters with this weakness are nearly incapable of using any type of advanced technology. They suffer a penalty on all Computers, Craft*, Disable Device*, Drive*, Knowledge (technology), Pilot* and otherwise technology-related skill checks. Any Devices, equipment or the like of a high-tech nature will break and become inoperable if any check to use, modify or in any way interact with them fails by 5 or more. These broken items require some time and an appropriate repair check to fix.

- **Minor:** −1 penalty on tech-related skill checks, and broken items require a standard action and an appropriate DC 10 Craft *repair* check to fix.
- **Moderate:** −3 penalty on tech-related skill checks, and broken items require a full round and an appropriate DC 15 Craft *repair* check to fix.
- **Major:** −5 penalty on tech-related skill checks, and broken items require 1D4+1 full rounds and an appropriate DC 20 Craft *repair* check to fix.

* ONLY WITH REGARDS TO CHECKS INVOLVING ADVANCED TECHNOLOGY.

TIMED

Most often used in conjunction with the Normal Identity drawback, Timed is a power drawback that only allows the power or identity to operate for a limited amount of time, after which it typically requires a period of downtime before it may be used again. The operational time chosen for the drawback must be less than the power's or identity's usual duration. To determine this drawback's intensity, use the following table to calculate a total by adding the modifier listed for the power's operational duration with its downtime duration.

TABLE 1-17: TIMED INTENSITY DETERMINATION

DURATION	OPERATIONAL	DOWNTIME
3 seconds (1 action)	+10	−10
6 seconds (1 round)	+8	−7
1 minute (10 rounds)	+6	−3
5 minutes	+3	+0
20 minutes	+1	+1
1 hour	+0	+3
5 hours	−3	+6
1 day	−7	+8
1 week or longer	−10	+10

A power that can be turned off early while reducing its downtime by the same ratio applies a –3 modifier. For example, a power with an operational duration of 20 minutes and downtime duration of 1 hour would only be inaccessible for 15 minutes (three-quarters of the latter) if the power was active for 5 minutes (three-quarters of the former.)

A total value of –3 to 0 indicates a minor drawback, 1 to 7 a moderate drawback and 8 or higher is a major drawback. A value of –4 or less is a complication and not a drawback.

This drawback's value cannot be lower than 1 PP, no matter what options are selected.

UNRELIABLE ATTACK

For every 1 PP placed in this drawback, a narrow or broad type of attack (unarmed, ranged, a particular power, etc.) approved by the Gamemaster increases its natural miss range by +1. For example, 3 PP of this drawback applied to unarmed attacks means a natural roll ranging from 1 to 4 always misses. For 4 PP per +1 this drawback applies to all attack rolls rather than just a specified type.

CHAPTER 2: MAKING A BETTER BAD GUY

If you have ever read a comic book, you'll know that a super-hero is only as noteworthy as their villains. Indeed, in comic books it is often the villain more so than the hero that drives the story and pulls the reader in. Role-playing games are much the same—if the villain doesn't capture one's imagination the game will likely whither and die from lack of interest. This is especially true of super-hero games because villains are the driving motivation for the characters to strap on their capes and face the wild, wicked world every morning. But it isn't enough that your players' characters notice the villain—the characters must admire them for their wickedness, if only a little.

The villain should be admired to some degree because his concept and actions must do more than just grab the players' attention, but also retain it. The bad guy must be so evil, vile, outrageous, cool or, yes, even humorous, as to stick in the players' memories and create in them a desire for the villain's return, for such is the true hallmark of a successful comic book bad guy: coming back to fight another day. Furthermore, the Gamemaster will surely get sick of putting in the effort to write up villains who only last for a single appearance while the players will likewise become fed up with one-trick ponies and likely begin demanding something more intelligent and engaging.

A great villain must be more than a cardboard cutout or shooting gallery target against which the heroic characters will toss their powers and inevitably triumph. Villains that stand out from the rest of the flock are more than just a sum of their game statistics—they have a history and personality, not to mention goals, that drive them to do what they do with purpose (well, usually.) These factors and more should be considered when presenting a villain to your players. The better you answer these questions, the more likely it is your players will show interest and want the character to return later in the game.

These aspects of the villain character will also determine the tactics used against the player characters because not all villains think alike, especially when they have different goals. Is the villain the sort who learns from his mistakes and accounts for them in future encounters or is he driven by ego, stupidity, or insanity to keep trying new twists on the same thing, over and over?

A Gamemaster should be careful to maintain the illusion of acting as the villain throughout the game and not let his own knowledge of what's going on influence the outcome too greatly. A villain that acts out of character because the Gamemaster knows or conceives of something that doesn't make sense for the bad guy's in-game circumstances will break the carefully crafted illusion and reduce the character to little more than the latest two-dimensional representation of what the players have previously faced.

Usually the most interesting bad guys are those tailored to a specific, unique concept but that isn't always possible due to writer's block, time constraints, and so on. In such instances, the provided hero and villain archetypes, here and in the core rules and other appropriate game supplements (**Misfit Studios'** *Metahuman Mystics & Supernatural Supers* line of products is full of ideas), are a good place to start building bad guys from. Still, these are just a foundation that must be built upon and altered to suit your specific needs.

Throwing an evil mystic or armored megalomaniac archetype at the heroes once in a while is fine if you're using it as shorthand, but such opponents quickly lose their luster because they'll all be the same save for whatever name you've given them. That's boring. You need to keep your villains fresh (yes, even those built on archetypes) by changing this and that, even if only a little, so that there is always something about the character that remains unexpected.

Regardless of what the villain's game statistics may be, defining an interesting personality and set of goals for the villain may suffice to set it apart from the archetype you've used as a foundation. Introduce interesting and unexpected story elements into the villain's past, and into his current desires and goals. Maybe the bad guy has fallen in love with one of the player characters or is even related to one of the heroes. If the player group has lost or retired characters through the course of game play, perhaps the bad guy is really this former friend returned to gain vengeance on the comrades he thinks abandoned him. Go nuts and let your imagination run wild because the more unexpected the events surrounding the villain, the more memorable he'll be!

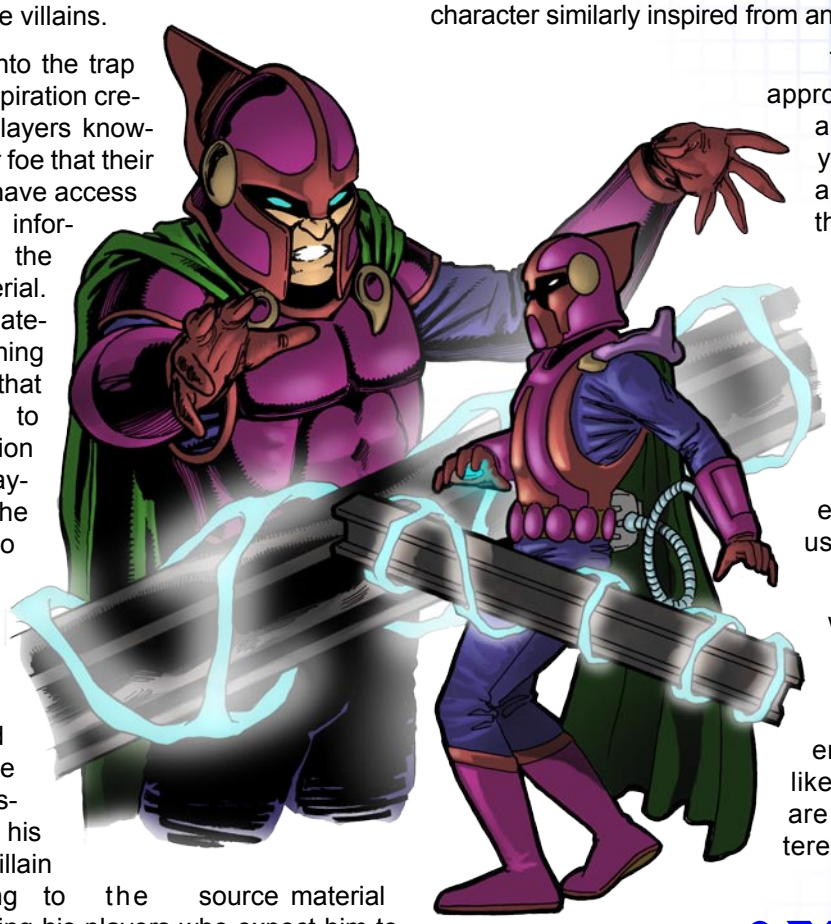
Unfortunately, even with plenty of resources to draw from, a good idea for a noteworthy villain can still elude even the most creative Gamemasters. When that happens, its time to draw on what you know, and that means looking at the books, comics, and movies that inspire you for ideas.

IN THE BEGINNING...

Many players and Gamemasters undertaking games in the super-hero genre tend to do so because of enjoyment derived from comic books (or comic-inspired movies), a trend that often results in player and

non-player characters that resemble those taken from favored source material. The character bitten by a radioactive insect and can stick to walls as a result, the shadowy, gadget-wielding nocturnal detective, and the lone alien who seeks to blend in with humanity while at the same time protecting it are all common themes that players bring into their games. But one must be careful that a line is drawn between "inspired by" and "the same as," unless the latter is wholly one's intention. Otherwise the Gamemaster and other players will come to view the character in the same terms as the source material, robbing the character of any potential to develop its own identity. As this is true for the heroes, so too is it true for the villains.

Villains that fall into the trap of becoming their inspiration create the risk of the players knowing things about their foe that their character shouldn't have access to, all because that information appeared in the inspirational material. Also, if original material reveals something about the villain that wasn't known prior to the villain's introduction to the game, the players will likely expect the villain of their game to follow a similar path, something that would surely interfere with the Gamemaster's own designs and intentions. If the Gamemaster chooses to continue on his own path for the villain rather than sticking to the source material he then risks alienating his players who expect him to stick to the canon material. So, ideally, the Gamemaster should create some distance between the original and the game's version of the character from the beginning so everyone will realize they are two separate entities, allowing the character to evolve as the game needs.



There are some simple ways a Gamemaster can shake things up to create the necessary distance between the original source and your derivative character. Altering the villain's power source is one such method. The battlesuit-wearing villain taken from a comic book is fitted with arcane armor in the game or maybe the powers all become innate, for example, or the fire-using villain from the movie can be changed to use electricity in the game.

Another useful technique is to switch abilities for something else entirely unrelated to the character in the source material, providing a surprise for players who expect a carbon copy of the bad guy they're familiar with.

Taking a solo villain and making him a group player, or vise versa, is another route that is often enough of a curve ball to obscure the character's inspiration.

A rather simple technique is to combine two inspirational villains into a single character, taking from them both what is desired for the single bad guy. From that point on, the amalgamated character should be subjected to the same techniques and scrutiny needed to change him from the source material as would any other character similarly inspired from an alternate media.

Two more radical approaches are to take a hero or villain from your source material and switch what side they are on, from good guy to villain, or even change their gender! Both methods can often be sufficient on their own to throw off most players so long as each technique is used sparingly.

A Gamemaster who finds the right balance between original material and what the players will recognize will likely find his players are that much more interested in his games.

A VILLAIN IS ONLY AS GOOD AS HIS MACHINATIONS ARE EVIL

One of the more defining questions concerning a villain is what drives them to do evil? Why don't they use their powers for good or, at the very least, just ignore their powers altogether and try to lead normal lives? You'll want to come up with an answer that is both true to the villain's concept and engages the players enough to keep them interested. Sure, there are standbys that will always do in a pinch, but they lack the appeal and staying power of something that's been put together with more thought and care.

Greed is easily the most common motivator for villains. It's a simple, easily employed excuse for some-

one turning bad. Unfortunately, it's also cliché and usually unimaginative; sure, there are interesting spins you can put on greed, but in the end it breaks down to little more than "I see it, I want it, I take it." Arguably, greed is a great motivator for so-called 'street-level' villains, such as thugs, mobsters and the like, but begins to lose its luster the higher up the power scale one goes unless the greed manifests in a similarly grand fashion, and what bigger and bolder way to illustrate a character's greed than with the desire for conquest? (But more on that later.)

The problem with the whole "villain robs bank, heroes catch villain, villain goes to jail, villain gets out of jail, villain robs bank again" formula is it gets very stale very quickly. While the details can be switched around to offer a bit of variety—one week it's a bank and the next it's an auction house that gets robbed—the crux of the matter remains the same: take stuff and try to get away to spend it. Yawn. Most players shall quickly become bored of their super-powered characters facing similarly empowered opponents who do nothing but steal because the Gamemaster will have take the story in unusual and increasingly nonsensical directions to make such villains at all challenging. This is why such villains work best as quick time-filler encounters or as part of a larger picture rather than acting as the game's focus.

Another approach to the greedy villain is that of the mercenary or assassin. While such characters are often portrayed as evil or immoral, it's not uncommon for this sort of bad guy to operate according to his own sense of justice and honor. The latter, when it exists, usually mitigates their activities but there remains their greed—their desire to improve their lot in life through unconventional and illegal means. This isn't to say that all mercenaries are good guys just looking for someone to show them the light—it isn't even saying that all mercenaries and assassins act primarily out of a need for cash. The character may be driven by other motives and their current occupation is just something that is necessary for the time being, for whatever reasons.

Greed can also push a person to become a criminal out of necessity, especially when the bad guy's ultimate goal is something other than theft itself—something expensive. Many a mad scientist has his minions steal in order to fund his whacky experiments, experiments that on their own merits may actually have nothing criminal about them. And then there are the unfortunate individuals afflicted with some sort of unusual illness or debilitation, requiring massive funding to keep the villain alive and, possibly, search for a cure. By this same token, it's possible the villain's heart is in the right place and he seeks to redress some harm he has afflicted on others or maybe cure someone else, and similarly large amounts of cash are needed to do so.

And what about theft and greed on a much larger scale? Say … that of a nation or planet? While the pursuit of conquest can be considered the villain taking something that doesn't belong to him, there's a big difference between taking a few hundred thousand dollars from a bank and taking control of an entire country. Yes, despite what you've heard, sometimes size *does* matter.

Conquest—the desire to take by threat, guile or force a city, nation, continent, planet or galaxy that doesn't belong to the villain—is often another, more dramatic manifestation of greed. The desire for power and resources is not the only driving force behind a villain's need for conquest, however. Some bad guys seek the path of conquest out of a sense of ideological superiority—their beliefs surpass those of the people they seek to lord over, and so the conquest is righteous in the villain's eyes—or maybe they are out to prove their own personal superiority as an individual. Similarly, some conquerors seek to prove their idea of racial superiority, be that a matter of local ethnicity or the star-spanning superiority of one race born on a given planet above those races born to other worlds. Sometimes, and almost certainly most tragically, there are those conquerors that seek nothing more than to destroy that which came before them, or perhaps destruction is the end as well as the means. True conquerors, as opposed to those who pitifully aspire to such a tyrannical title, are counted amongst the most dangerous foes the player characters can face because they are necessarily backed with the resources their goals demand.

Although not a defining goal, like heroes, some villains are set upon their career by circumstance rather than design. Being in the wrong place at the wrong time is not just a common method for gaining powers, but can also outline the terms of one's standing in the eyes of the law. Misunderstandings, seemingly innocuous mistakes that snowball into something worse and frame-ups can all cause a person to become a villain for lack of any other choice. Of a similar vein, however, villains of circumstance are also the most likely to redeem themselves and set matters right because their status as bad guy was not entirely a matter of their own making.

Although greed and conquest are likely the most common reasons for someone becoming a villain, never underestimate insanity as a useful too for driving a foe. Why does the bad guy blow stuff up? Because a little voice in his mind told him to. How come he kills children at random? Because he believes them possessed by demons. What drives him to conquer the world? He believes himself to be the only one fit to save the planet from itself. You get the idea.

While great for adding flavor to a game, like most things insanity will quickly grow tired and uninteresting if overused. Not every villain should be insane—some will just be good ol' fashioned evil. Don't take that the wrong way, however. There's nothing stopping a villain from being both insane and evil. The issue with combining the two is that the context of both is altered by the other's inclusion. Evil brought on by insanity means the villain can be cured if captured which, if used properly, can make for more interesting stories because it allows the Gamemaster to manipulate players more

through the non-player character's alternating state of mind (and, in relation to that, state of evil.) Comics are rife with such villains who are "cured" and return to productive lives only to once more raise high villainy's banner following something that causes a regression. This keeps the players on their toes, but is another trick in a Gamemaster's arsenal that should not be overused.

Fame is yet another goal, although it is far less common amongst villains than just about every other reason for turning to the Dark Side. While there are certainly easier, more reliable ways to become famous other than stealing stuff and hurting people, those villains who seek fame (likely in conjunction with other goals) do so because they enjoy their fame being of a taboo sort other than is found with the glittering heroes or even amongst popular music and film celebrities. To such bad guys, "infamous" and "famous" are synonymous.

One of the more dangerous villain types are those who fight for a true cause—a desired end that exists beyond mere greed or thirst for power, although tyranny and avarice may both prove to be symptoms or tools of such a cause. Common causes include an ideological belief, such as religion, total freedom from all governing bodies, ethnic superiority, the right of intellectuals to govern, national pride, revenge, or any number of banners. Essentially, if a thing can rally supporters it can become a cry for those with super-powers to gather behind it and take on all comers, even if doing so places them on the wrong side of the law.

The degree to which a villain may follow such a cause varies, ranging from the transparency of mere lip service to the blind fellowship of zealotry. Zealots are almost certain to be the most dangerous of those who take up villainy in order to serve a cause because they adhere to the belief that what they are doing is somehow correct or deserved. This same zealotry also adds a degree of predictability that a villain who only pays lips service to the cause lacks, however, because the former can always be relied upon to do what is best for the cause whereas the latter's behavior can be mediated by other factors. Regardless, a villain with a cause is handy because it provides the Gamemaster with a focus upon which to build the game, if only for a brief time.

Other goals and motives certainly exist for villains to undertake, but the previously mentioned are some of the more common. Other goals will become apparent as the game unravels within the setting, practically writing themselves to suit the circumstances and results of the player characters' actions.

DIFFERENT TIME, DIFFERENT EVIL

A villain's goals and motivation will definitely differ between characters of different eras, be they of a super-hero genre (silver, golden, etc.) or historical periods. Each different era is rampant with its own unique ideals and stereotypes on both heroes and villains, although many are meta-elements that step back from reality a bit and dive more into theatrics and false conceptions. For example, while it may be appealing to imagine the mustache-twirling villain in a game placed in the Old West, such an image is purely a theatrical stereotype of the era and does not represent reality.

Of course, it is such theatrics that make playing in different eras so notable and fun.

A large part of making one era seem different from the next (and why play in a such a time if these variations are not meant to be noted?) is playing up to and feeding the players' expectations, and much of that, you'll likely find, is indeed rooted in these stereotypes. After all, if you want your game to be more than just a modern mindset and attitude played against the backdrop of the past, you'll need to play up to such stark contrasts to enliven the game's flavor and set it apart from a game set in the present.

One may think history would be the right place to start looking for the proper way to play a villain in a different era, but you'd be wrong. History is the backdrop. It is the details that fill in the time and spaces between the characters, but it should not be the defining elements of a typical super-hero game in another era. It is the exaggeration and misconceptions surrounding history that will be needed to create the environment the Gamemaster is likely looking for. For example, if playing a golden age of super-heroes game, one would play up to the black and white nature of good and evil—the moral shades of gray to be found in modern comics simply didn't exist in that era so far as the stereotypes are concerned. Good guys were valiant and self-sacrificing and the bad guys were predictably evil and horrific. These stereotypes are inherently tied to thoughts we conjure when we contemplate the golden age of comics and filtering out that conception alters the notion of that time's reality.

Thankfully, most of these stereotypes are over the top enough to be recognized by most players.

TELLING THE STORY

Even a villain with incredibly well defined goals can still be hamstrung by a poorly crafted story or character background. A well-prepared back-story—be it that of a villain or player character hero—provides the Gamemaster with material from which plot points may be pulled. A seemingly innocuous fact dropped without thought into a character's origins story may later spark ideas on a single event or perhaps even an entire plotline. A truly devious Gamemaster can also use such background elements as red herrings to confuse the players by leading them to believe that an element of their back-story has been activated within the current

plot, directing their suspicions in one direction while actually leading the story down another path. Use what is available to keep the story moving.

Also keep in mind that the villains are a part of a world that continues to move forward around the characters. Even though the player characters haven't seen a particular group of villains for several story arcs doesn't mean the latter aren't still doing something. The bad guys aren't just sitting around, playing video games and watching television as they await their turn to come back into the heroes' lives. It is during such downtime that villains plot and prepare for the next such encounter or, if the player characters aren't the villain's biggest concern, this is also when they take on non-player character heroes "backstage." Of course, all this activity taking place out of the sight and minds of the player characters means the villains are similarly continuing to improve—they are improving control over their powers and expanding their knowledge base, as represented by a continuing crawl towards the next PL. This "off camera" progress provides further opportunities to surprise the heroes with new twists to the villain for the next encounter and helps keep the game fresh.

The villain's advancing story can also be shifted about by having solo villains sign on to a group, be it a newly established collective, a previous group born anew, or as a member of an established group. Likewise, a group member can split off to try taking on the world by his lonesome. Villains who join a group will differ from previous incarnations in that they will have access to group tactics, but they will also have to learn how to be a single cog in a larger machine. This is especially true of villains who are incredibly strong willed and/or consider themselves a leader unless they are brought into the group to command it. If not, there will definitely be conflict with the group's existing leader. The flip side of this coin is bad guys who decide to go solo will change as much as is needed to survive without anyone watching their back or directing their movements, especially if the villain isn't known for being much of a planner or thinker.

Another aspect of the off-camera villain transition is having the bad guy move up (or possibly down) through the ranks of the criminal underworld. A once laughable villain the heroes barely considered a threat during their previous encounter can later return with a new bag of tricks and altered outlook on the whole villain shtick. Such an unexpected change will throw the player characters for a loop because the bad guy they remember beating on so easily during their previous encounter has become a true threat.

Contrariwise, a villain the heroes once knew as one o their toughest foes can fall upon hard times and be reduced to a pitiful lackey of a new enemy, throwing the heroes off the scent of whomever is really pulling the strings. A Gamemaster needs to keep in mind there has to be reasons why such radical changes occur, however, even if they aren't immediately made known to the player characters. Without a logic working behind such events, they can work to dilute the world the Gamemaster and players are collaborating on to build rather than strengthen it.

THE DARK REFLECTION

As has previously been discussed, villains that are recognizable to the players are often a quick and easy route to fun, but there is another way to make the bad guy familiar other than emulating existing material: make him the polar opposite of one (or all) of the heroes. If the player characters see a bit of themselves in their enemy, the story will likely be drawn off into new and interesting directions. Not only do such plot devices create interesting villains to fight, considering such foes often possess abilities that mirror and counter that of the heroes, but they also spawn many opportunities for great role-playing.

There are several ways to handle the dark reflection of a hero, with many being staples of the super-hero comic book genre. A corrupted, twisted clone of the hero is an oldy but a goody, as is the appearance of an until-then unknown sibling (especially twin) that possesses similar powers but a radically different outlook on the world.

One of the more interesting (and common) ways to present the hero's dark reflection is to take the cliché to its most literal conclusion: the villain is an evil version of the hero. This twist is usually accomplished by having the villain somehow transported from an alternate dimension where that place's version of the hero (or entire group of heroes, if the Gamemaster wants to pull all the stops) is actually a villain. Such dimensions

typically turn the entire story's casts on its head—not only are the heroes villains, but the villains the players are familiar with are the good guys of this other plane of existence. Such characters make for interesting opponents because the villain and hero will be able to anticipate each other and will know exactly how the other's powers work.

A similar but slightly different variation on this theme of the villain as a literal dark version of the hero is the villain being transplanted out of history, usually from the future. It is possible the villain is actually the hero, taken from a moment yet to come following some life-shattering event that caused the hero to switch sides, or perhaps the bad guy isn't truly a version of the hero at all but merely someone who adopted his ways and supplanted his identity. For example, it's possible the villain from the future is one of the hero's descendants who has taken a polar opposite view of life and turned to wickedness, or maybe the bad guy is just someone who has decided to steal the hero's identity for his own ends. The latter is especially useful if the hero is of the sort that can leave a legacy to be found by future generations, as is the case with metahumans that gain their abilities from technology, magical items, deities, cosmic forces, and so on.

Stepping back from the literal dark reflection for a moment, let's explore a type of opponent that isn't exactly a villain but finds himself on the opposite side of the law, if not necessarily justice, because of his methods. The so-called "anti-hero" can be used as a hero as much as a villain, depending on how deep within the grayer shades of morality the character exists, possibly serving justice while working contrary to the law.

The anti-hero can show the good guys what they may have become if some things in their lives had been different—if they'd gone left when they should have gone right, so to speak—and forces them into a position of self-examination. It is this aspect of what may have been that makes anti-heroes so interesting. If they are used as just another shade of villain to oppose the heroes' sense of righteousness, the anti-hero will quickly lose much of the flavor that spurs on its appeal.

Of course, there are also going to be characters other than anti-heroes who aren't easily defined as either hero or villain, and it remains up to the player characters to decide how they shall react to such indecipherable individuals. Rebels who fight in the name of justice, freedom, and righteousness in the face of the law of the land are good examples of this. Certainly, such radicals may truly be fighting for a worthy cause, but their operations are contrary to the law and this will quite likely put them at odds with any characters that strive for a firmer balance between justice and legality.

Transforming a heroic associate into a villain can also attain this same sense of introspection. Imagine how one's values and confidence in one's sense of right and wrong would be shaken by having a fellow hero—a confidant, teammate and friend—fall into darkness. After all, if it can happen to someone the players considered a champion of good, what is there to prevent them from likewise suffering from temptation and corruption, especially since such a change is rarely sudden but heralded by hints and clues the player characters obviously missed. Themes such as this step beyond the usual "see bad guy, stop bad guy" simplicity that often plagues super-hero genre games by adding unexpected twists and forces the players to ponder more than just immediate events.

Such villains can be exceptionally dangerous because they'll likely know things about his former friends—now opponents—that can be exploited. If the hero-turned-villain knows any of his former allies' secret identities, for example, he can strike at them or their families when they are at their most vulnerable. Their changing of allegiances can also cause great harm to those heroes the villain once associated with, covering them with distrust and damaging their reputation.

Similarly, a change of heart can overcome a villain, bringing the bad guy over to the side of justice. This is an especially interesting plot twist when the once-villain was a reoccurring element in the campaign and the characters' main opponent. But what can cause a villain to completely reverse his evil ways and join the side of good? Let's look once more to comic books for the answer.

Some crooks get involved in crime for the money alone; give them an "honest" job (as a government operative, private investigator, freelance troubleshooter, etc.) and you now have someone who has no (or a greatly reduced) interest in perpetrating evil deeds. Perhaps the villain was won back to the light by reason or by an atrocity that was too much even for his jaded soul to handle. It's also possible the villain has fallen in love or become a parent, altering their world perspective and forcing them to see they can never be with their beloved or family so long as they are running from the law. And what would happen if this same cause of the villain's reversal of ideals were removed, would he or she then turn back to their evil ways? This last question can spice up just about any campaign considering the level of suspicion that would almost certainly already be dogging a converted scoundrel.

The Gamemaster should be careful not to overuse any of these devices, though, or he risks damaging their value as a surprise element.

"YOU AGAIN!" THE ARCHENEMY

One of the more important aspects of creating memorable villains is defining the former's motivation and reasons for using his knowledge and powers towards

evil ends. Is the villain a common criminal just out for money, is he seeking revenge against someone in particular (or maybe all of mankind), or does he seek to conquer the world? Knowing and understanding a bad guy's motivations is essential to defining the NPC's role within the campaign. Sure, it may be fun every now and again to have a bad guy enter a game just so that the player's can test out their powers in new ways or earn some experience, but this is not the way for a Gamemaster to build up a villain into the role of "archenemy," a NPC villain who will be one of the heroes' greatest, long running threats throughout the campaign.

As previously alluded to, developing a villain into an archenemy first requires the Gamemaster make the bad guy as three-dimensional as possible. What are the villain's goals? Why did he turn to evil? What are his favorite methods and tactics? Who are his allies and why have they chosen to help him? Who are his other enemies and does being the villain's enemy necessarily make them friends to the player characters? All good questions the Gamemaster should be prepared to answer if he wants the players to invest enough interest in the NPC to allow him to rise to the station of archenemy.

An archenemy creates a sense of consistency in the plot by providing a familiar face that keeps coming back for more, no matter how many times the player characters soundly thump it. Unlike those criminals who the player characters just happen to stumble across and catch in the act as part of a random encounter, the archenemy is designed to work towards greater and grander things. If the archenemy becomes embroiled in common criminal acts, he is no different than any number of other faceless opponents and won't stand out from the crowd enough to take notice. Indeed, it is their drive to pull off grand or otherwise noteworthy schemes that keeps drawing back the hero's attention, eventually earning the bad guy the title of archenemy.

An archenemy is far more than lofty goals and wide-ranging schemes, however. He must have the abilities and resources needed to make him a constant and returning threat—an archenemy isn't much good if he is soundly defeated once and isn't later able to make a comeback. It should be obvious that an archenemy should certainly not be a breeze to walk all over, but should continue to pose a serious threat to the hero and whatever he stands for. Better yet, the degree of threat should continue to increase as time goes on because a truly notable archenemy learns as much about his opponent as possible.

It is their ability and desire to find new ways to pose a threat to the hero that makes an archenemy dangerous and interesting to introduce into the game. These threats should also be of a scope that goes beyond mere danger to life and limb, meaning an archenemy need not necessarily be the sort of villain that puts the entire world at risk—it's the risk he poses to the hero that matters. Using what they know of their constant foe, an archenemy will use ploys and diversions that will test the hero's resolve, ethics, sense of legal and moral responsibility, and capacity for putting the greater good's welfare above their own.

An archenemy's ability to evade capture and live to trouble the hero another day is perhaps their most necessary ability. It doesn't matter if their miraculous escapes are the results of powers, careful planning, or pure luck, but an archenemy that ends up in jail and stays there is hardly a reoccurring threat. This is part of why climactic battles with these paramount villains should be epic in their importance to the hero and be a true culmination of the plot rather than just another random fight that will blend in with all the rest five minutes after the last punch is thrown. Making conflict with an archenemy unique and memorable is all part of the villain's mystique and its relevancy to the process of building a true nemesis should not be underestimated.

WITH A LITTLE HELP FROM MY FRIENDS ...

While going fist to fist (or energy blast to energy blast) with one's archenemy is all well and good, it will quickly lose its appeal if that's all there is to the game. Something must take up the time between bouts with one's nemesis, and the game will be equally boring if Gamemaster's answer to this problem is nothing more than common robberies and seemingly random and meaningless fights in the streets.

An easy way to fill these gaps while offering a challenge and variety is to introduce criminal organizations (see **Chapter 4**, *The Many Faces of Evil* for plenty of tools for doing so) and teams of villains. Both offer Gamemasters an easily exploited resource, but for different reasons.

Although randomly throwing teams of bad guys at the heroes runs the same risks as does solitary villains chosen for no other reason than they are cool or formidable, there is an upside to such a tactic. Firstly, the varied backgrounds and goals one finds in a team allows the Gamemaster a greater chance to find a reason for the encounter other than merely needing something to kill the time between plot points. Furthermore, even facing a team the heroes have battled before need not be a rehash of the previous conflict because multiple members means the combatants can switch up opponents with the hope of avoiding mistakes that resulted in the villains' defeat during the previous encounter.

Evil organizations can likewise offer a dynamic pool of possibilities to draw from. Although a villainous organization can be just as useful as the focus for the game's main plot, it's generally expansive reach means it will likely be simultaneously working towards multiple goals, not all of which need to be explained. This allows the Gamemaster to drop members into scenes between major plot points with little explanation while maintaining narrative plausibility and cohesion.

This same mutability makes organizations and teams useful as more than just filler. Their size often provides them impressive resources in terms of manpower and their ability to manipulate events to suit their needs. This power makes them an ideal plot focus and ultimate enemy within a story, especially if encounters during downtime in a previous plot arc involving a different foe were used to plant the seeds of the current conflict, especially since their manpower allows them to do this in seemingly unrelated regions, making it much more difficult for the heroes to connect the dots. Few things can be as satisfying for a Gamemaster as watching the look on a player's face as the pieces of a puzzle begin to fall together as events they previously thought were entirely unrelated show themselves to be parts of a much bigger plan.

Yet another reason for Gamemasters to make good use of teams of bad guys and organizations is their ability to rebound from defeat in new and surprising ways. In any game there is always the chance that even the most dangerous and carefully constructed archenemy will one day be defeated in such a way that even the most creative of Gamemasters couldn't bring him back into the story without totally flying in the face of rational and common sense. A team or organization, on the other hand, can replace losses with a new member, which not only allows them to return after a sound defeat without much additional explanation, but also provides a useful excuse for changes in abilities and tactics.

Keep these differences and points in mind when deciding how to pace a story's downtime or main arc, otherwise the plot can end up accidentally derailed and the player's disappointed with its thematic and logical consistency.

KEEP COMING BACK FOR MORE

But now we come to an important question for any super-hero game: what good is spending all this time and effort building up a villain into something that will offer more than just a brief moment's entertainment if the player characters are going to end up subduing him the first time out, be it by killing him or just locking him up in jail? One of the primary causes of Gamemasters resorting to seemingly random, quickly conceived conflicts to toss at the heroes is a lack of preparation time or inspiration, so who wants to waste what thought and energy has been put into something better by ending it quickly? To avoid this trap, part of the NPC's design should include reasonable ways to bring the villain back into the picture later on.

For many Gamemasters, their instincts will first tell them that making their villains powerful enough to slap the heroes around like rag dolls is the obvious and easiest way to keep the bad guy alive. While this is likely true, it is almost certainly going to ruin the players' fun in the process. Pumping up a bad guy in this fashion can also make Gamemastering the character difficult because, while having maxed-out Impervious Protection and an attack power that can flatten half a city will certainly make for a tough fight, it also leaves little room to round out the character. The end result is the inevitable loss of interest. Such villains ignore the careful balance a Gamemaster should strive for between making their scoundrels tough enough to put up a fight but not so powerful that they'll easily and obviously place the fight out of the player characters' reach.

Another obvious, yet precarious, route to take is to equip each carefully crafted villain with a direct means of escape. Teleporters, powers that freeze time, or conveniently located escape tunnels and delaying obstacles or minions are all typical of this technique. While this is all well and good for saving the villain's butt so he can come back to cause trouble another day, play-

ers will often grow tired of everyone they fight having a get out of jail free card to play. This is why, as with most things regarding proper villain design, a balance must be achieved.

First and foremost, the Gamemaster must consider if the means of escape is reasonable and if it gels with the rest of the character's concept. It's all well and good in a low PL, street-level game to make a regular opponent of a master assassin who lives by his wits and guns rather than any super powers, but tossing in a global teleporter that allows him to escape any and all attempts to capture quite possibly won't suit the character, no matter how useful it would be in his line of work. Where did he get the teleporter, for instance? And, considering he can go wherever he wants, why hasn't he chosen to do something more grand and profitable with it? Keep things like this in mind.

Another possibility that requires quick thinking rather than preparation is to use the surroundings as the story's tool rather than as just the conflict's backdrop. If the villain falls off a cliff and out of site rather than face jail time, is there a river to break his fall? If left for dead upon a chilly mountaintop, are there any benevolent and ancient monks in a hidden, nearby monastery to bring him back from the brink of oblivion? This sort of "off camera" escape is a staple of comics that writers enjoy employing to bring back characters long thought dead.

And never underestimate the value of a good hostage. Taking an innocent bystander as proof against pursuit is a good standby for extracting a villain, but taking someone important to the heroes covers this aspect and has the additional benefit of possibly launching another sub-plot. For instance, if the villain not only gets away but also manages to do so without returning the loved one, will the hostage become bitter towards the heroes? Will the hostage be killed anyway, or perhaps brainwashed into turning against the good guys? Such situations hold great potential for throwing the heroes' lives into turmoil.

Although such contingencies are handy when all else fails, they should not be overused otherwise the players will begin to feel that nothing they do can truly affect the world around them—triumphing over evil will always be out of reach, but because of the Gamemaster's meddling rather than anything either the heroes or villains actively do. Likewise, there are times when a Gamemaster may have to let a carefully crafted villain fall by the wayside in light of player character actions, even if he [the Gamemaster] had further plans for the NPC. If the Gamemaster is not willing to do this, he is again telling the players nothing they do will affect the game world. In gamer parlance, this sort of fiat is the worst kind of "railroading" if it is used too often, or against all reason.

Aside from the frustration excessive villain railroading will create for players, the players will begin to expect everyone they think defeated beyond all possibility of return to miraculously come back at a later time, no matter how unreasonable such a return may be. Certainly, overuse kills the element of surprise this tool can conjure if used sparingly and with careful thought, but it also encourages player characters to go to extreme measures to ensure the villain really won't be coming back, forcing the Gamemaster to use even more unreasonable means to revive the character should he choose to do so. It's a vicious cycle of predictability and one-upmanship that can quite possibly end up ruining the fun for all involved.

The key to a villain's continued existence without sacrificing good sense and fun is moderation. The Gamemaster should be careful not to overdo the whole "oh, look who's back ... again" technique, nor should he back his players against the wall so that they feel they are left with no other choice than to do unheroic things in order to ensure their victory. A little forethought, some careful planning, and the intelligent selection of a villain's powers and/or gear can all go far to ensuring the bad guy's escape and survival without the Gamemaster having to paint himself into a corner.

NEW VILLAIN ARCHETYPES

BEAST LORD

BEAST LORD				PL 10	
STR	DEX	CON	INT	WIS	CHA
+4	+5	+4	+0	+2	+2
18	20	18	10	14	14

TOUGH +4	**Skills:** Acrobatics 8 (+13), Climb 12 (+16), Escape Artist 4 (+9), Handle Animal 12 (+14), Intimidate 10 (+12), Notice 10 (+12), Ride 8 (+13), Search 8 (+8), Sense Motive 4 (+6), Stealth 10 (+15), Survival 12 (+14), Swim 6 (+10)
FORT +10	**Feats:** Acrobatic Bluff, Animal Empathy, Assessment, Blind-Fight, Diehard, Endurance 2, Environmental Adaptation (select one, most likely inhabited by a favored animal), Favored Environment (select one, most likely inhabited by a favored animal), Sidekick 12 *, Sneak Attack, Startle, Trainer 8, Track
REF +10	**Powers: Animal Control 10** (*Extras*: Burst), **Animal Mimicry 4** (*Flaws*: Subject Required), **Super-Senses 3** (Danger Sense, Low-Light Vision, Scent)
WILL +7	**Combat:** Attack +10, Damage +4 (unarmed), Defense +10, Initiative +5
	Abilities 34 + Skills 26 (104 ranks) + Feats 32 + Powers 65 + Combat 40 + Saves 16 = 213

* SPEND ON ONE OR MORE BEAST COMPANIONS

Like many master villains, the Beast Lord sees great value in employing an army to aid in pursuit of his goals and ambitions. However, instead of recruiting a mass of cannon fodder street criminals or building an army of robots, the Beast Lord amasses creatures from the animal kingdom to do his bidding. Beast Lords tend to roost in headquarters that are heavily into animal motifs, possibly even going so far as to resemble a beast's lair more than anything else.

Because of this close association with animals and his understanding of their primal nature, the Beast Lord is a capable (if raw) and dangerous foe in combat, operating on instinct as much as cognitive thought and planning.

Variations and Capers

The Beast Lord is actually an evolved or mutated animal, hence his animal-like powers and affinity for all things bestial. Make the Beast Lord more animal-like, such as by skewing his abilities to be more in line with the ability variation displayed by the normal creature of the same type. It's also possible the Beast Lord is an avatar or similar representative of an ancient god associated with beasts.

A DAY AT THE ZOO

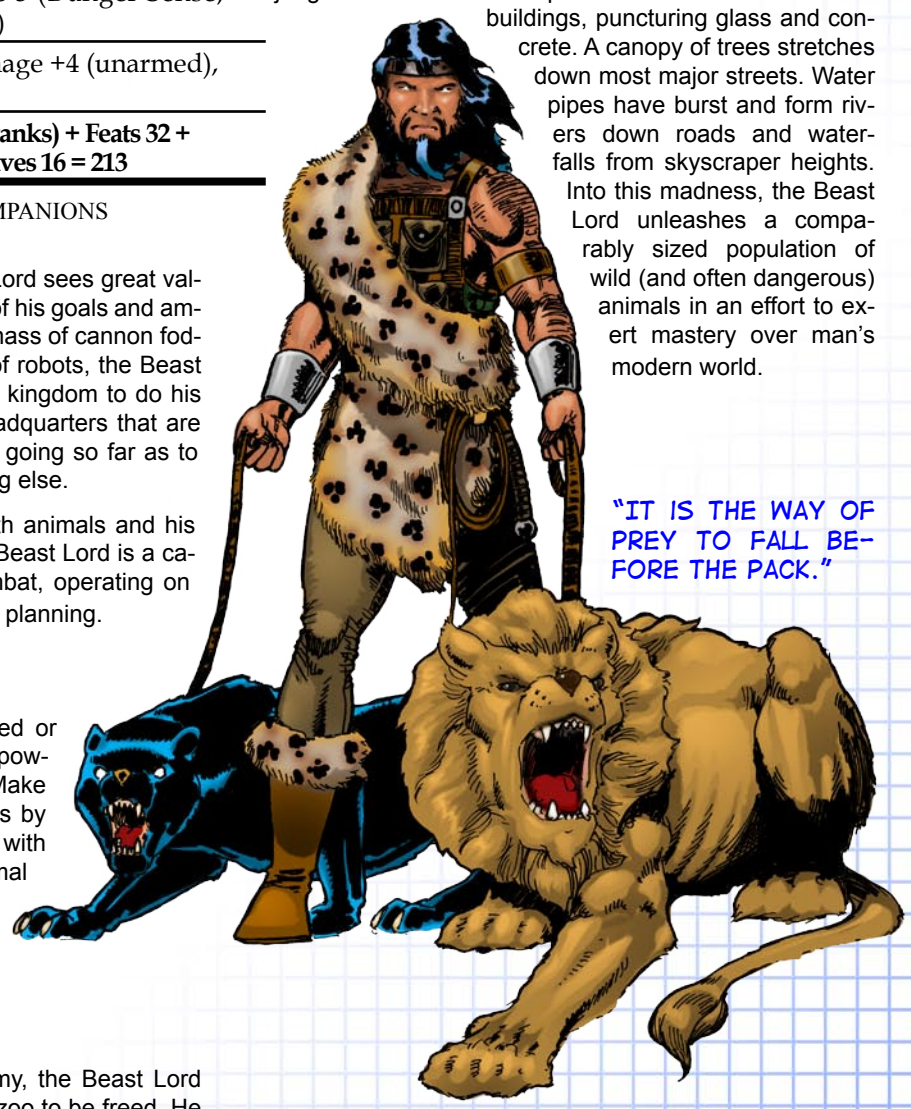
In an effort to expand his bestial army, the Beast Lord has arranged for the animals in the local zoo to be freed. He will then use the animals in pursuit of his goals or, at the very least, to cause as much chaos and destruction as possible while attempting to expedite the animals' permanent escape. If he has the ability to do so, he could try this throughout a much larger area, or even an entire country, at all zoos simultaneously.

NATURE'S CHAMPION

The Beast Lord has grown tired of mankind's continuing abuse of its environment, especially with regards to the affect on animals and their natural habitats. As a self-appointed champion of the animal kingdom, the Beast Lord looks to push mankind back upon itself and defend (if not grow) what lands remain to the beasts. If people must die so that the animals may survive, so be it.

URBAN JUNGLE

Using powerful magic, super-science, or a similar extraordinary means, the Beast Lord has managed to transform the metropolitan area into a literal urban jungle. Wild vines claw up the sides of even the tallest buildings, puncturing glass and concrete. A canopy of trees stretches down most major streets. Water pipes have burst and form rivers down roads and waterfalls from skyscraper heights. Into this madness, the Beast Lord unleashes a comparably sized population of wild (and often dangerous) animals in an effort to exert mastery over man's modern world.



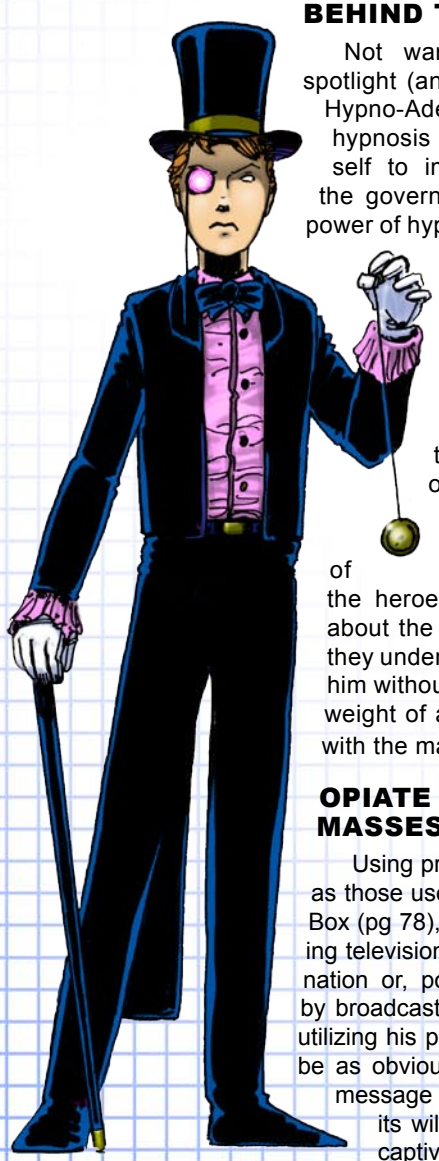
"IT IS THE WAY OF PREY TO FALL BEFORE THE PACK."

HYPNO-ADEPT

The Hypno-Adept is a master of mesmerism, capable of bending the will of others to his own with a look through the strength and skill of his hypnotism. What makes this mind lord's mental manipulations so dangerous is they cannot be nullified, as may regular powers, because they are the result of skill rather than metahuman ability.

Variations and Capers

The Hypno-Adept's hypnotism works through one of the other senses, with sound being the most likely. However, imagine the havoc the villain could cause if hypnotizing his subjects required little more than a touch or scent. Another interesting twist is adding ranks of other powers that allows the villain to subliminally convince those around him that he's not there or in a disguise at all times, representing the finer subtleties of the Hypno-Adept's ability to manipulate others. It's also possible the Hypno-Adept is nothing more than a sentient signal bouncing through the airwaves, attempting to manipulate organic life through its own inventions, such as the television and radio.



BEHIND THE THRONE

Not wanting to take the spotlight (and risk) himself, the Hypno-Adept has used his hypnosis to ingratiate himself to important people in the government. Through the power of hypnotism, the Hypno-Adept has convinced the VIPs that he is a valuable confidant and advisor, possibly even a holy man or prophet if the nation remains open to such religious interaction at its highest levels of power. Although the heroes may know the truth about the Hypno-Adept, how will they undertake any action against him without bringing down the full weight of a law that clearly sides with the master manipulator?

OPIATE FOR THE MASSES

Using principles much the same as those used in designing the Idiot Box (pg 78), the Hypno-Adept is using television to hypnotize the entire nation or, possibly, even the world by broadcasting his image and then utilizing his powers. The attempt can be as obvious as an openly defiant message of conquest that works its will upon an audience too captivated by watching a villain on TV to turn away, or it could be as subversive as the hypnotist hiding as a legitimate character on a show as he works his hypnotics into his routine.

SWITCHING TEAMS

One of the heroes, or an incredibly well known and powerful hero, is acting extremely unusual of late. Although merely puzzling at first, the hero's actions soon degrade to the point of being criminal. Although the other heroes will almost certainly assume some form of mind control, they will be confounded by their inability to nullify the effects. The heroes will have to save their peer from himself before he completely ruins his reputation or hurts someone.

"LOOK INTO MY EYES AND FEEL MY DESIRES BECOME YOUR GOALS."

HYPNO-ADEPT				PL 15	
STR	DEX	CON	INT	WIS	CHA
−1	+0	+0	+5	+8	+4
8	11	11	20	26	18

TOUGH +0	**Skills:** Bluff 8 (+12), Concentration 10 (+18), Diplomacy 6 (+12), Gather Information 4 (+8), Intimidate 8 (+12), Knowledge (behavioral sciences) 10 (+15), Knowledge (philosophy and theology) 6 (+11), Knowledge (super-beings) 6 (+11), Language (select 2), Perform (oratory) 8 (+12), Profession (hypnotist) 12 (+20), Sense Motive 8 (+16)
FORT +6	**Feats:** Banter, Commander, Dodge Focus 4, Eidetic Memory, In the Wings 2, Mesmerist, Minions 10, Skill Mastery (Bluff, Gather Information, Perform: oratory, Sense Motive), Specialization (Profession, hypnotist: suggestion, post-hypnotic suggestion) 2, Taunt, Trance
REF +6	**Powers: Enhanced Attractive 2** (*Flaws*: Subject must be hypnotized), **Mind Control 18** * (*Power Feats*: Innate, Progression [time between Will saves] 4, Subtle, Alternate Powers—**Confuse 18** * [*Power Feats*: Innate, Progression (time between Will saves) 3, Selective, Subtle; *Extras*: Burst, Move Action; *Flaws*: Hypnotism Check Required, Sense-Dependent (eye contact)], **Emotion Control 18** * [*Power Feats*: Innate, Progression (time between Will saves) 3, Selective, Subtle; *Extras*: Burst, Move Action; *Flaws*: Hypnotism Check Required, Sense-Dependent (eye contact)], **Illusion 11** * [All senses, *4 PP/rank*; *Power Feats*: Innate, Progression (area) 6, Selective, Subtle; *Extras*: Burst; *Flaws*: Hypnotism Check Required, Sense-Dependent (eye contact)]; *Extras*: Burst, Conscious; *Flaws*: Hypnotism Check Required, Sense-Dependent [eye contact]), **Mind Shield 8**
WILL +15	**Combat:** Attack +6, Damage −1 (unarmed), Defense +8 (+12 dodge), Initiative +0
	Abilities 34 + Skills 22 (88 ranks) + Feats 25 + Powers 58 + Combat 28 + Saves 19 = 186

*DYNAMIC

IMMORTAL DESPOT

Immortal Despot				PL 10	
STR	DEX	CON	INT	WIS	CHA
+5	+5	+5	+5	+5	+5
20	20	20	20	20	20

TOUGH +5	**Skills:** Acrobatics 8 (+13), Bluff 6 (+11), Climb 4 (+9), Computers 2 (+7), Concentration 4 (+9), Diplomacy 4 (+9), Escape Artist 8 (+13), Gather Information 6 (+11), Intimidate 12 (+17), Knowledge (behavioral sciences) 6 (+11), Knowledge (current events) 8 (+13), Knowledge (history) 14 (+19), Knowledge (super-beings) 12 (+17), Knowledge (tactics) 14 (+19), Knowledge (theology and philosophy) 8 (+13), Language (select 12), Notice 6 (+11), Profession (select 4) 6 (+11), Ride 12 (+17), Sense Motive 6 (+11), Stealth 6 (+11) Survival 8 (+13), Swim 2 (+7)
FORT +15	**Feats:** Connected (select 2) 2, Contacts (select 2) 2, Eidetic Memory, Endurance 3, Equipment 6, Fearless, Fearsome Presence 5, Improved Grab, Improved Grapple, Improved Initiative 2, Master Plan, Rage 2, Reliable Attack (unarmed), Track
REF +15	**Powers: Immortality** (See *M&M: UP*, recovery bonus +3, recovery rate +3), **Immunity 4** (Critical hits, suffocation)
WILL +15	**Equipment:** Whatever gear, vehicles and weapons suit the moment. Typically armed with a knife and heavy pistol, although he much prefers the hands on approach to combat.
	Combat: Attack +12, Damage +5 (unarmed), +6 (19-20; knife), +4 (heavy pistol), Defense +12, Initiative +13
	Abilities 60 + Skills 48 (192 ranks) + Feats 29 + Powers 15 + Combat 48 + Saves 30 = 230

Born at the Dawn of Mankind or a similarly distant, crucial period of pre-history, the Immortal Despot is an accident of nature, magic, or something similar and is thus unaffected by the usual boundaries of death and aging. With such a span to evolve, the Immortal Despot has reached the peak of natural human development and thus seeks to continue his evolution, be it physical, mental, spiritual or even social. This means this savage, mighty, deranged warrior out of time and student/master of humanity will do what is necessary to continue on, a fact made easier after having been granted such a long time to distance himself from the weak "bugs" that are normal people.

Variations and Capers

Rather than living through the ages in his own body, the Immortal Despot requires assistance to sustain his unending lifespan. As an inheritor, the villain must inhabit the bodies of his own descendants, transferring his mind by psychic, mystical, or technological means. It's also possible the Immortal Despot now only exists as a body jumper—a spirit of pure intellect and immortal energy that must possess a new host in order to survive as each previous one dies.

DEAR OLD DAD

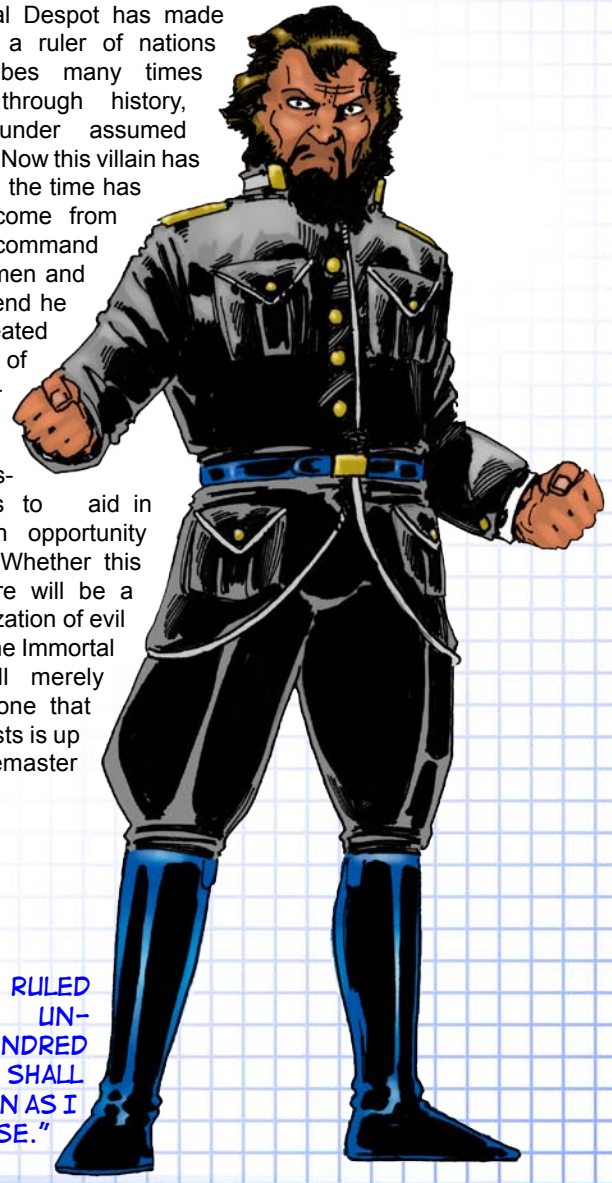
Of all the skeletons for a hero to find revealed in his family closet, it is to learn he is related to a super villain. Making things worse is the fact that this villain is an infamous Immortal Despot. This ageless ancestor has recently turned his attention to the hero, deciding it is time to make his descendant a part of his plans. Whether the Immortal Despot needs to feast upon the hero's flesh to survive, steal his body to house his undying consciousness, or for something else entirely is up for the hero to learn while staying out of his ancestor's grasp.

FALSE GOD

Full of his own insane arrogance and undying will, the Immortal Despot has come to view himself as a living god and has erected a fanatical cult of zealots around himself. These minions will do anything for their false god, including perpetrating deadly scheme after deadly scheme in his name against non-believers. Not only must the heroes stop whatever it is the Immortal Despot has decided he must perpetrate against mankind as part of his divine right, but they must also shatter the religion he has built around himself.

RETURN OF THE KING

Using his vast range of acquired knowledge, the Immortal Despot has made himself a ruler of nations and tribes many times down through history, often under assumed names. Now this villain has decided the time has again come from him to command lesser men and to this end he has created a cult of personality around himself, using mortals to aid in creating an opportunity for power. Whether this means there will be a new organization of evil around or the Immortal Despot will merely take over one that already exists is up to the Gamemaster to decide.



"I HAVE RULED BEFORE UNDER A HUNDRED NAMES. I SHALL RULE AGAIN AS I SO CHOOSE."

KING OF KILLERS

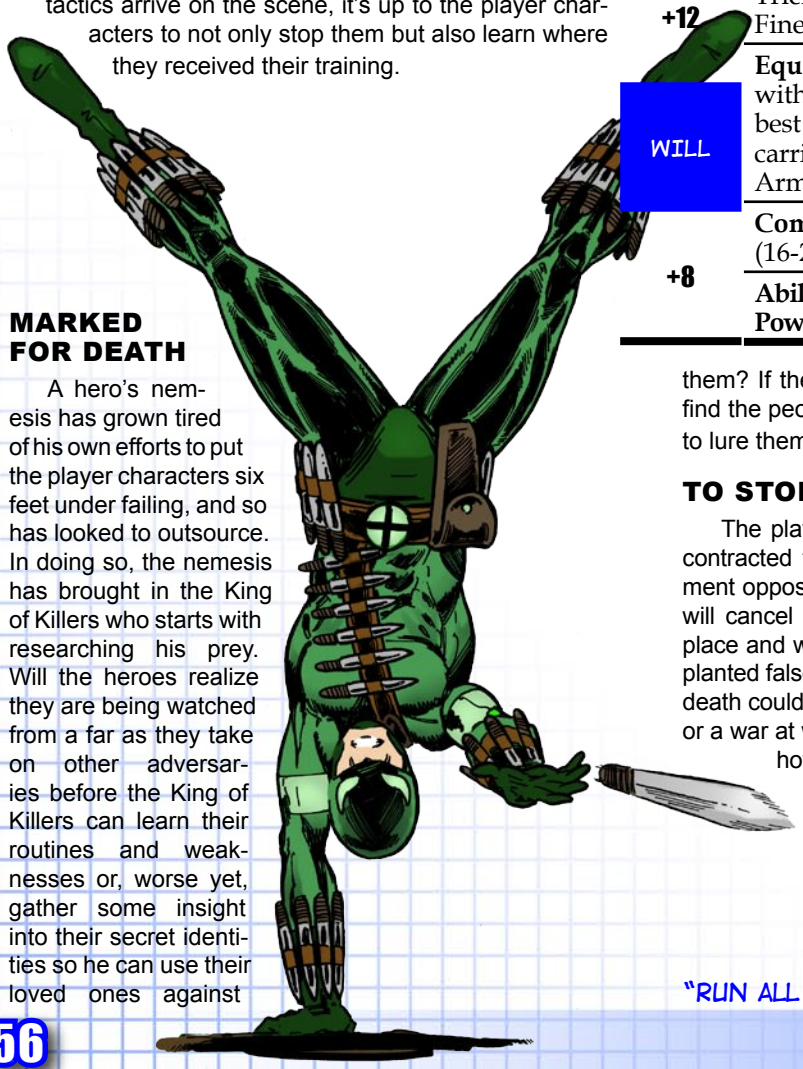
A cold-hearted killer, through and through, the King of Killers is a master assassin and consummate professional. The King of Killers rarely has much of an agenda of his own, although rivalries with heroes that continually get in his way and/or show up his talents are common, so he is happy to kill for its own sake or for others (at a hefty profit.)

Variations and Capers

Instead of dividing his attention between mastery of melee weapons and ranged weapons, the King of Killers can focus all his talent into just one of the two. Aside from only taking just one of Marksman or Weapon Master, a specialized King of Killers will also take feats such as Attack Specialization and Improved Critical to further their refinement. Furthermore, utilizing trademark Devices that build upon the character's weapon focus will make him all the more deadly.

KILLER U

The King of Killers has decided there are other ways to make money beyond putting one's neck on the line for a client. Rather than accepting any new contracts, the King of Killers has instead opened up a school for training would-be assassins. Of course, one can't merely send in a resume and ask for a campus tour, so when a rash of new highly-trained assassins with similar moves and tactics arrive on the scene, it's up to the player characters to not only stop them but also learn where they received their training.



MARKED FOR DEATH

A hero's nemesis has grown tired of his own efforts to put the player characters six feet under failing, and so has looked to outsource. In doing so, the nemesis has brought in the King of Killers who starts with researching his prey. Will the heroes realize they are being watched from a far as they take on other adversaries before the King of Killers can learn their routines and weaknesses or, worse yet, gather some insight into their secret identities so he can use their loved ones against them? If the heroes don't catch on quick enough, they may find the people they care about being taken hostage in order to lure them into the crosshairs.

TO STOP A WAR

The player characters learn the King of Killers has been contracted to take out a visiting VIP from a foreign government opposed to the heroes' nation. If killed, the VIP's nation will cancel the covert, fragile negotiations that were to take place and will blame the host nation thanks to some carefully planted false information left behind by the King of Killers. The death could quite easily spark an international incident at best or a war at worst. No matter what, the heroes have to find out how the King of Killers plans on making his move and when so they can save the VIP and prevent a conflict between two super-power nations.

King of Killers				PL 12	
STR	DEX	CON	INT	WIS	CHA
+3	+6	+3	+1	+2	+0
16	22	16	12	14	10

TOUGH +3	**Skills:** Acrobatics 8 (+14), Climb 8 (+11), Concentration 8 (+10), Craft (chemical) 8 (+9), Craft (mechanical) 8 (+9), Disable Device 8 (+14), Disguise 8 (+8), Drive 4 (+10), Escape Artist 8 (+14), Gather Information 4 (+4), Intimidate 12 (+12), Knowledge (current events) 6 (+7), Knowledge (tactics) 6 (+7), Language (select 8), Notice 8 (+10), Pilot 4 (+10), Search 4 (+5), Stealth 8 (+14), Survival 4 (+6)
FORT +9	**Feats:** Accurate Attack, All-Out Attack, Ambidexterity, Assessment, Blind-Fight, Connected (assassins, military) 2, Contacts (assassins, military) 2, Diehard, Equipment 12, Fearless, Fearsome Presence 6, Improved Aim, Improved Critical (choose attack) 2, Improved Critical (knives) 3, Improved Initiative 2, Master Plan, Poisoner, Precise Shot, Quick Draw, Ranged Pin, Sneak Attack, Strongarm, Throwing Mastery 4, Uncanny Dodge (visual, auditory, olfactory) 3
REF +12	**Powers: Marksman 5** (*Power Feats*: Critical Aim [pistols, sniper rifles, thrown knives] 3, Long Shot [pistols, sniper rifles, thrown knives] 3, Trick Shot 3), **Weapon Master 5** (*Power Feats*: Fine Touch, Swashbuckler 3) 29
WILL +8	**Equipment:** The King of Killers will be armed with a variety of weapons, depending on what best suits the situation and target, but always carries some hidden small arms and knives. Armor is also common during overt operations.
	Combat: Attack +10, Damage +3 (unarmed), +8 (16-20; knives), Defense +10, Initiative +14
	Abilities 30 + Skills 33 (132 ranks) + Feats 51 + Powers 53 + Combat 40 + Saves 18 = 225

"RUN ALL YOU LIKE. YOU CAN'T OUTRUN MY AIM."

Mastermind — PL 6

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+7	+4	+7
10	12	10	25	18	25

TOUGH +0	**Skills:** Bluff 10 (+17), Computers 6 (+13), Concentration 8 (+12), Craft (select one) 10 (+17), Diplomacy 10 (+17), Disguise 4 (+11), Gather Information 10 (+17), Investigate 4 (+11), Knowledge (business) 10 (+17), Knowledge (civics) 10 (+17), Knowledge (current events) 8 (+15), Knowledge (history) 8 (+17), Knowledge (tactics) 12 (+19), Knowledge (theology and philosophy) 6 (+13), Language (select 4), Notice 4 (+8), Profession (select one) 8 (+12), Sense Motive 4 (+8)
FORT +4	**Feats:** Benefit (alternate identity), Benefit (wealth) 20, Commander, Connected (business, criminal underworld, politics) 3, Contacts (business, criminal underworld, politics) 3, Ear to the Ground (business, criminal underworld, politics) 3, Equipment 10, Headquarters 20, Improved Master Plan, In the Wings 3, Jack-of-all-Trades, Master Plan, Organization 30, Teamwork, Well-Informed
REF +7	**Powers: Device 10** (Superweapon; *3 pp/rank*)
WILL +10	**Combat:** Attack +5, Damage +0 (unarmed), Defense +7, Initiative +1
	Abilities 30 + Skills 34 (136 ranks) + Feats 99 + Powers 30 + Combat 24 + Saves 16 = 233

A planner and a plotter, the mastermind survives on the merits of his goals and strategies rather than by the potency of any powers. Acting through dummy corporations and the like that often abuse the letter of the law to skirt the law's intention, Masterminds are the spider at the heart of a tangled web of plans within plans and hide behind a convoluted paper trail and layers of minions that act as their eyes and hands.

Variations and Capers

Apply different Benefit (wealth), Equipment, Headquarters, and Headquarters options, or redistribute ranks between them for Masterminds with notably more of one than the other. See the various minion archetypes for examples of suitable Mastermind minions, paying special attention to those of a covert nature.

THE ENEMY OF MY ENEMY IS MY ENEMY

Rather than attacking his enemies directly, the Mastermind has manipulated them into fighting each other. Whether groups of heroes or entire nations, carefully planted false information, propaganda, and insinuated allegations first lead to friction and then, with a subtle nudge from the Mastermind, spills over into chaos if not outright conflict.

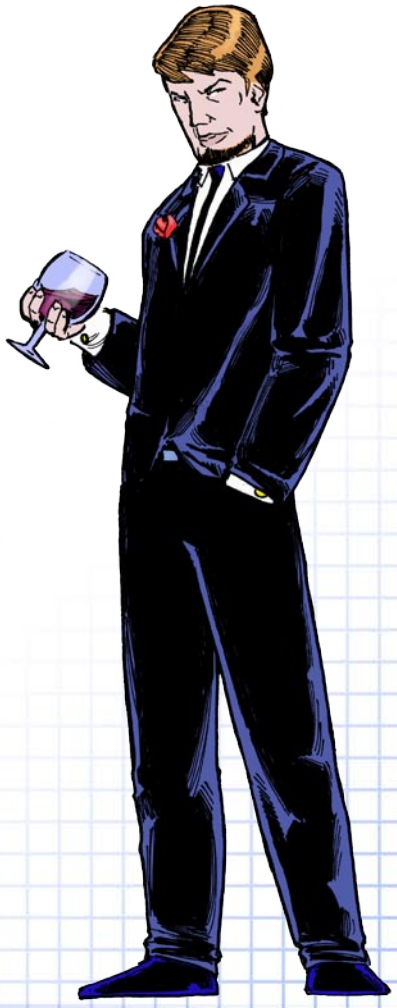
HELLO, MR. PRESIDENT

Despite a history of criminal activity (proven or not), the Mastermind has decided to try a new route to power: political office. Using all means available, the Mastermind employs tactics such as charitable donations and social projects to win the public's trust and appear reformed while blackmail, bribes, and assassination are used behind the curtain to bring others in line. Even though the heroes may know the Mastermind hasn't left his evil ways behind, will they be able to prove it before it is too late?

THE WHISPER BEHIND THE FACE

Rather than revealing himself (even as just a super villain alias), the Mastermind is pulling someone else's strings from the shadows. Most likely, the puppet is an established organization or group of villains already familiar to the heroes. Regardless of how the puppet got involved by the Mastermind (indeed, it's most likely even they don't know who is really pulling their strings), uncovering the manipulation will not be easy for the heroes as they will have to unravel many layers of obfuscation and bypass numerous red herrings in order to reach the truth.

"YOU THINK YOU'VE WON, BUT YOU ONLY KNOW WHAT I WANT YOU TO KNOW. SOON THE TRUTH SHALL BE REVEALED THROUGH MY VICTORY!"



QUEEN OF THIEVES

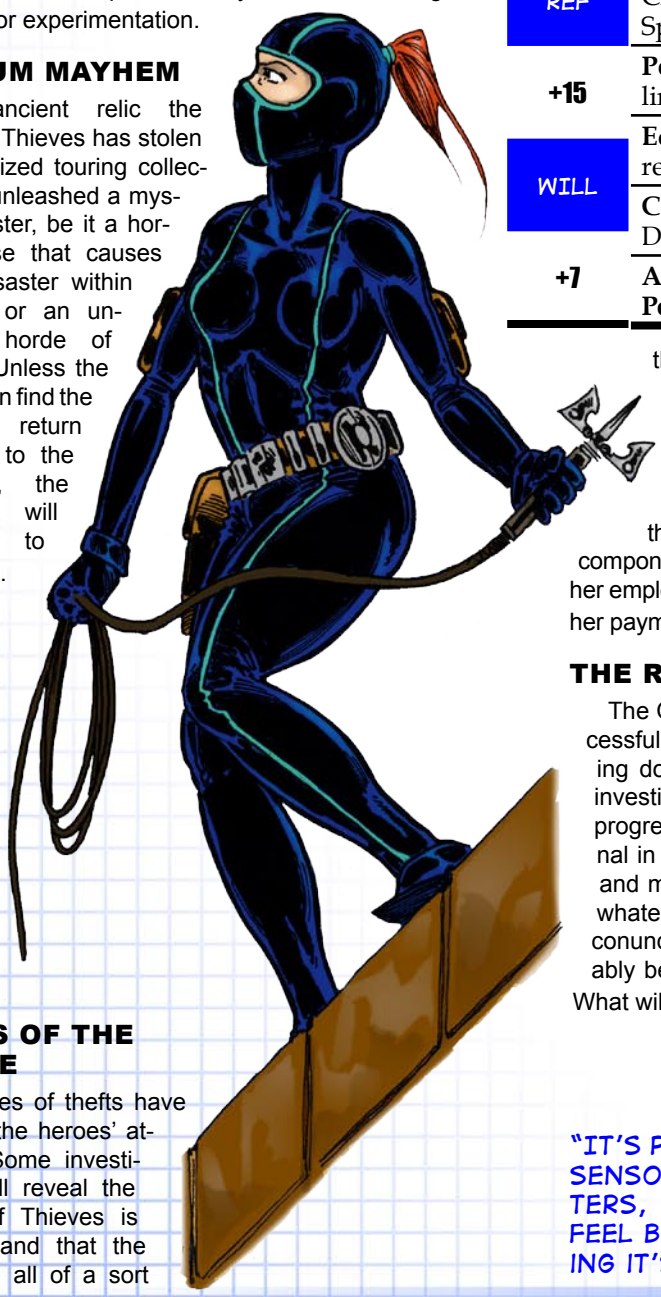
For the Queen of Thieves, villainy is all about greed—taking what others have and making it her own. Unless playing a low-powered, street-level game the danger this character represents isn't of the direct conflict sort, but of the variety where the Queen of Thieves activities and goals impede the heroes' own needs and efforts.

Variations and Capers

For the most part, a Queen of Thieves is low-powered and won't pose much of a direct threat to heroes who are used to going toe to toe with powerhouses, but her ability to get in the way can be enhanced in several ways. Adding some powers such as Invisibility or Teleport will make catching the Queen of Thieves much more difficult, allowing the villain to commit bolder and more frustrating crimes and then escape. Considering the Queen of Thieves mundane nature, such abilities would most likely come from a Device, but it's also possible they are the result of genetic mutation or experimentation.

MUSEUM MAYHEM

An ancient relic the Queen of Thieves has stolen from a prized touring collection has unleashed a mystical disaster, be it a horrible curse that causes untold disaster within the city, or an unleashed horde of undead. Unless the heroes can find the thief and return the item to the collection, the mayhem will continue to get worse.



PIECES OF THE PUZZLE

A series of thefts have come to the heroes' attention. Some investigation will reveal the Queen of Thieves is involved and that the items are all of a sort that, when combined, can possibly be used to create an incredibly dangerous weapon that was previously thought to be nothing more than theoretical. It turns out the Queen of Thieves has been offered a lot of money by another master villain to snatch these components and is herself wholly unaware of what they do when combined. If caught and shown what the components are meant to do, will the Queen of Thieves flip on her employer for the greater good or will her sense of loyalty to her paymaster prove to be the stronger tie?

THE ROBIN HOOD SYNDROME

The Queen of Thieves has been on a rash of highly successful and profitable thefts of late with no signs of slowing down, bringing her to the heroes' attention. As their investigation and attempts to catch the Queen of Thieves progress, the heroes learn their prey's targets are all criminal in some (likely secret) way and that the stolen goods and money are being given to charities and the poor (for whatever reason.) This presents the heroes with a moral conundrum: while the Queen of Thieves actions may arguably be for the greater good, she is still breaking the law. What will the player characters do?

Queen of Thieves				PL 5	
STR	DEX	CON	INT	WIS	CHA
+3	+6	+2	+2	+2	+3
16	22	14	14	14	16

TOUGH +2	**Skills:** Acrobatics 12 (+18), Bluff 8 (+11), Climb 12 (+15), Computers 6 (+8), Concentration 10 (+12), Craft (electronic) 8 (+10), Craft (mechanical) 8 (+10), Disable Device 12 (+14), Disguise 4 (+7), Escape Artist 10 (+16), Gather Information 8 (+11), Knowledge (art) 6 (+8), Knowledge (civics) 6 (+8), Knowledge (current events) 6 (+8), Knowledge (technology) 4 (+6), Notice 12 (+14), Search 12 (+14), Sleight of Hand 8 (+14), Stealth 12 (+18)
FORT +6	**Feats:** Acrobatic Bluff, Ambidexterity, Contacts (criminal underworld, smugglers) 2, Equipment 8, Hide In Plain Sight, Improved Initiative, Improvised Tools, Second Chance (lock pick, tripping traps/security) 2, Specialization (disable device: security device)
REF +15	**Powers: Super-Movement 4** (Slow Fall [safety line], Sure-Footed)
WILL +7	**Equipment:** A variety of criminal and security-related gear, and likely a light weapon or two
	Combat: Attack +6, Damage +3 (unarmed), Defense +6, Initiative +10
	Abilities 36 + Skills 41 (164 ranks) + Feats 18 + Powers 4 + Combat 24 + Saves 18 = 143

"IT'S PROTECTED BY ARMED SENTRIES, MOTION SENSORS, IR, LASER GRIDS, PHOTON EMITTERS, AND PHEROMONE SENSORS? I ALMOST FEEL BAD FOR TAKING THEIR STUFF CONSIDERING IT'S SO POORLY GUARDED."

TRAP MASTER

Trap Master				PL 10	
STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+6	+4	+4
10	14	14	22	18	18

TOUGH +2	**Skills:** Bluff 4 (+8), Computers 4 (+10), Craft (chemical) 8 (+14), Craft (electronic) 12 (+18), Craft (mechanical) 12 (+18), Craft (structural) 15 (+21), Disable Device 8 (+14), Disguise 4 (+8), Gather Information 8 (+12), Knowledge (physical sciences) 9 (+15), Knowledge (tactics) 8 (+14), Notice 4 (+8)
FORT +6	**Feats:** Benefits (Wealth) 11, Contacts (criminal underworld, mercenaries) 2, Distract (bluff), Enduring Inventions 6, Equipment 10, Favored Environment (headquarters), Headquarters 20, Improved Master Plan, Inventor, Master Plan, Master Trap-Maker, Rapid Builder (choose)
REF +8	**Powers: Concealment 2** (Normal sight; *Flaws*: Only in headquarters), **Variable Power 5** (Spontaneous traps, any trait, *8 PP/rank*; *Flaws*: Full-round action)
WILL +8	**Equipment:** Spend up to 50 PP on vehicles, weapons, and gear
	Headquarters: Spend up to 200 PP on headquarters, including any deathtrap "playgrounds" the Trap Master may have prepared
	Drawbacks: Action (Spontaneous traps; 5 minutes) −2
	Combat: Attack +4, Damage +0 (unarmed), Defense +6, Initiative +2
	Abilities 36 + Skills 24 (96 ranks) + Feats 56 + Powers 37 + Combat 20 + Saves 14 − Drawbacks 2 = 185

The Trap Master is neither a lover nor a fighter. Rather, he is someone who believes carefully planning, an extra helping of foresight, and a devious understanding of both one's environment and one's foe is the path to victory. By combining the two latter points, the Trap Master prepares a given area with deathtraps designed to either subdue and/or kill, depending upon his intentions.

Trap Masters tend to be more than just a tad theatrical, enjoying the hunt as much as the kill. How else can one explain why someone would choose to continually employ often woefully complex and convoluted plans and gadgets to ensnare and harm rather than merely put a bullet in their foe's head?

Variations and Capers

Rather than pursuing his own goals, the Trap Master is purely mercenary, working for others for cold cash. Such a villain must be more adaptable because their abilities must suit more eventualities rather than being tailored to one particular goal or opponent.

GAME OF DEATH

The heroes are invited to participate in a charity event on a far-off island, travel expenses included. The event requires the heroes complete a competition and, if they finish, their mysterious (or false) benefactor will donate a handsome sum to a charity of the heroes' choice. Soon after arrival, the heroes learn that nothing is as it appears. The entire island is actually a series of puzzles, mazes, and deathtraps designed to finally do away with the troublesome player characters.

RACE AGAINST THE CLOCK

Hostages have been taken and placed in a deathtrap by the Trap Master. Unless the heroes go through the trapped maze in the set amount of time, the hostages will die. This scenario can come about because the hostages are needed to draw the heroes in, or because the Trap Master needs to distract the heroes away from something else.

TRAPS FOR HIRE

Tired of failing on his own to kill the hero, or in need of a distraction, a nemesis has hired the Trap Master to take on the heroes on the nemesis' behalf. This will likely make the encounter more difficult for the player characters because they won't have any frame of reference with which to gauge their assailant's motives and methods.

"BEHIND ONE OF THE DOORS BEFORE YOU IS THE WAY OUT. DEATH AWAITS YOU BEHIND THE OTHER TWELVE. CHOOSE."

THE RANK AND FILE

BEHIND EVERY GREAT EVIL GENIUS IS AN ARMY OF LACKEYS WAITING TO DIE FOR THEIR MASTER'S CAUSE.

No matter how dangerous or malevolent a villain may be, he can only do so much himself. This is why so many join teams—not only do more hands make evil work easier, but diversification of ability improves the chance of success. But, when it comes to working with other metahuman bad guys, teams of villains often find their goals and egos clashing, which is partly why so many would be far more content to sitting on a solo, gilded throne atop a criminal empire staffed by underlings and cannon fodder.

The following section of **Better Mousetrap** provides simple, easy to use game stats for a variety of common minion archetypes a Gamemaster will likely wish to employ in service to such a villain. Each minion archetype is presented in two sets of game statistics, one for low-powered games and one that should offer a bit more of a fight. Gamemasters can use these examples to quickly fill the rank and file of their own villainous organization, or they can be used as a basis for tailoring specific minions.

ASSAULT TROOPER

Low-Level			PL 6 /Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1/+5	FORT +2	REF +1	WILL +0

Skills: Climb 2 (+3), Intimidate 3 (+3), Knowledge (tactics) 2 (+2), Notice 2 (+2), Profession (soldier) 4 (+4), Survival 3 (+3)

Feats: Equipment 6, Hard as Nails, Teamwork

Equipment: Blaster rifle, grenades, tactical vest. 1 in 3 will be armed with a grenade launcher, rocket launcher or other heavy weapon instead of a blaster rifle.

Combat: Attack +4, Damage +1 (unarmed), +8 (blaster rifle), Defense +4, Initiative +0

Abilities 4 + Skills 4 (16 ranks) + Feats 8 + Combat 16 + Saves 2 = 34

High-Level			PL 8 /Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +3/+7	FORT +7	REF +3	WILL +2

Skills: Climb 4 (+7), Intimidate 4 (+4), Knowledge (tactics) 6 (+6), Notice 2 (+2), Profession (soldier) 6 (+6), Search 2 (+2), Survival 4 (+4)

Feats: Equipment 8, Hard as Nails 3, Lucky Shot, Power Attack, Power of Many, Power of One, Teamwork

Equipment: Blaster rifle, grenades, tactical vest. 1 in 3 will be armed with a grenade launcher, rocket launcher or other heavy weapon instead of a blaster rifle.

Combat: Attack +7, Damage +3 (unarmed), +8 (blaster rifle), Defense +7, Initiative +0

Abilities 14 + Skills 7 (28 ranks) + Feats 16 + Combat 28 + Saves 8 = 73

The assault trooper is intended for heavy action and will usually act in support of troopers or as the spearhead of an attack.

BRUTE

Low-Level			PL 2 /Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +3/+4	FORT +5	REF +1	WILL +0

Skills: Climb 4 (+7), Drive 4 (+4), Intimidate 4 (+4), Knowledge (streetwise) 4 (+4)

Feats: Equipment 2, Hard as Nails 2, Loyalty (leader), Power of One, Strongarm, Teamwork

Equipment: Leather jacket, a knife and/or small firearm

Combat: Attack +4, Damage +3 (unarmed), Defense +2, Initiative +0

Abilities 10 + Skills 4 (16 ranks) + Feats 8 + Combat 12 + Saves 3 = 37

A brute is little more than raw muscle. They are a blunt instrument that serves little purpose beyond roughing someone up or carrying something heavy.

COMMANDO

High-Level			PL 5 /Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +4/+5	FORT +9	REF +2	WILL +1

Skills: Climb 6 (+11), Drive 4 (+4), Intimidate 6 (+6), Knowledge (streetwise) 4 (+4)

Feats: Attack Focus (melee) 2, Diehard, Equipment 2, Hard as Nails 4, Improved Critical (unarmed), Loyalty (leader), Power of One, Strongarm, Teamwork

Equipment: Leather jacket, a knife and/or small firearm

Combat: Attack +5 (+7 melee), Damage +5 (19-20; unarmed), Defense +4, Initiative +0

Abilities 20 + Skills 5 (20 ranks) + Feats 14 + Combat 18 + Saves 7 = 64

Low-Level			PL 6 /Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

SAVES	TOUGH +2/+6	FORT +5	REF +4	WILL +3

Skills: Climb 2 (+3), Disable Device 2 (+2), Intimidate 3 (+3), Knowledge (tactics) 2 (+2), Notice 2 (+3), Profession (soldier) 4 (+5), Stealth 4 (+5), Survival 3 (+4), Swim 2 (+3)

Feats: Equipment 6, Lucky Shot, Power of Many, Swarm 2, Teamwork

Equipment: Assault carbine, grenades, knife, tactical vest

Combat: Attack +6, Damage +1 (unarmed), +5 (assault carbine), +2 (knife), Defense +5, Initiative +1

Abilities 10 + Skills 6 (24 ranks) + Feats 11 + Combat 22 + Saves 8 = 57

Elite troopers, the commando is assigned special operations of an especially dangerous and/or covert nature.

High-Level			PL 7 /Minion Rank 7		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

SAVES	TOUGH +3/+7	FORT +8	REF +8	WILL +5

Skills: Climb 5 (+8), Disable Device 4 (+5), Intimidate 5 (+5), Knowledge (tactics) 5 (+6), Notice 4 (+5), Profession (soldier) 6 (+7), Stealth 6 (+9), Survival 5 (+6), Swim 4 (+7)

Feats: Equipment 8, Hard as Nails, Improved Initiative, Lucky Shot, Power of Many, Power of One, Swarm 4, Teamwork

Equipment: Assault carbine, grenades, knife, tactical vest

Combat: Attack +8, Damage +3 (unarmed), +5 (assault carbine), +4 (knife), Defense +7, Initiative +7

Abilities 22 + Skills 11 (44 ranks) + Feats 18 + Combat 30 + Saves 14 = 95

CYBER-BRUTE

Low-Level			PL 4 /Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
14 (+2) /18 (+4)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

SAVES	TOUGH +2/+6	FORT +4	REF +1	WILL +0

Skills: Climb 4 (+6/+8), Drive 2 (+2), Intimidate 4 (+3), Knowledge (streetwise) 2 (+2)

Feats: Equipment 4, Hard as Nails 2, Improved Critical (unarmed), Loyalty (leader), Power of One, Strongarm, Teamwork

Powers: Enhanced Strength 4 (*Extras*: Penetrating), **Impervious Protection 4**, **Super-Strength 2**, **Super-Senses 5** (Darkvision, Infravision, Radio, Ultra-Hearing)

Equipment: A heavy weapon

Combat: Attack +4, Damage +2/+4 (19-20; unarmed), Defense +2, Initiative +0

Abilities 6 + Skills 3 (12 ranks) + Feats 11 + Powers 23 + Combat 12 + Saves 3 = 58

A cyber-brute is made for tearing into hardened opponents, such as super-tough heroes, tanks, and battlesuits.

CYBER-TROOPER

Low-Level			PL 5 /Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
10 (+0) /14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1/+5	FORT +3	REF +1	WILL +0

Skills: Climb 2 (+2/+4), Intimidate 2 (+2), Knowledge (tactics) 2 (+2), Notice 2 (+2), Profession (soldier) 4 (+4)

Feats: Equipment 4

Powers: Blast 4 (Arm blaster), **Enhanced Strength 4**, **Impervious Protection 4**, **Super-Strength 1**, **Super-Senses 5** (Darkvision, Infravision, Radio, Ultra-Hearing)

Equipment: Assault rifle, grenades

Combat: Attack +3, Damage +0/+2 (unarmed), +4 (arm blaster), +5 (assault rifle), Defense +3, Initiative +1

Abilities 4 + Skills 3 (12 ranks) + Feats 4 + Powers 27 + Combat 12 + Saves 2 = 52

The cyber-trooper is a basic foot soldier that has been enhanced with cybernetic implants.

High-Level			PL 7 /Minion Rank 7		
STR	DEX	CON	INT	WIS	CHA
18 (+4) /24 (+7)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

SAVES	TOUGH +3/+9	FORT +8	REF +2	WILL +1

Skills: Climb 6 (+10/+13), Drive 4 (+4), Intimidate 6 (+5), Knowledge (streetwise) 4 (+4)

Feats: Attack Focus (melee) 2, Diehard, Equipment 4, Hard as Nails 4, Improved Critical (unarmed) 2, Loyalty (leader), Power of One, Strongarm, Teamwork

Powers: Enhanced Strength 6 (*Extras*: Penetrating), **Impervious Protection 6**, **Super-Strength 2**, **Super-Senses 5** (Darkvision, Infravision, Radio, Ultra-Hearing)

Equipment: A heavy weapon

Combat: Attack +5 (+7 melee), Damage +4/+7 (17-20; unarmed), Defense +4, Initiative +0

Abilities 14 + Skills 5 (20 ranks) + Feats 17 + Powers 30 + Combat 18 + Saves 7 = 91

High-Level			PL 6 /Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
12 (+1) /16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +2/+7	FORT +7	REF +4	WILL +3

Skills: Climb 4 (+5/+7), Intimidate 4 (+4), Knowledge (tactics) 6 (+6), Notice 4 (+4), Profession (soldier) 6 (+6)

Feats: Equipment 2, Improved Initiative, Move as One

Powers: Blast 6 (Arm blaster), **Enhanced Strength 4**, **Impervious Protection 5**, **Super-Strength 1**, **Super-Senses 9** (Darkvision, Infravision, Radio, Tracking, Tremorsense, Ultra-Hearing)

Equipment: Assault rifle, grenades

Combat: Attack +6, Damage +1/3 (unarmed), +6 (arm blaster), +5 (assault rifle), Defense +5, Initiative +5

Abilities 8 + Skills 6 (24 ranks) + Feats 4 + Powers 37 + Combat 22 + Saves 11 = 88

FROGMAN

Low-Level			PL 4/Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1	FORT +3	REF +1	WILL +0

Skills: Intimidate 2 (+2), Knowledge (tactics) 2 (+2), Notice 2 (+2), Profession (soldier) 2 (+2), Swim 4 (+4)

Feats: Environmental Adaptation (water), Equipment 4, Favored Environment (water)

Equipment: Assault rifle, knife, SCUBA gear, multi-tool

Combat: Attack +3, Damage +0 (unarmed), +5 (assault rifle), +1 (19-20; knife), Defense +3, Initiative +1

Abilities 4 + Skills 3 (12 ranks) + Feats 6 + Combat 12 + Saves 2 = 27

A frogman is a basic cannon fodder type who is an expert at operating in a water environment with the aid of SCUBA gear. The frogman's assault rifle has been modified for underwater use and fires metal darts rather than bullets.

High-Level			PL 6/Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +2	FORT +7	REF +4	WILL +3

Skills: Intimidate 4 (+4), Knowledge (tactics) 6 (+6), Notice 4 (+4), Profession (soldier) 4 (+4), Swim 6 (+7)

Feats: Environmental Adaptation (water), Equipment 5, Favored Environment (water), Improved Initiative

Equipment: Assault rifle, knife, SCUBA gear, multi-tool

Combat: Attack +6, Damage +1 (unarmed), +5 (assault rifle), +2 (19-20; knife), Defense +5, Initiative +5

Abilities 8 + Skills 6 (24 ranks) + Feats 8 + Combat 22 + Saves 11 = 55

INFILTRATOR

Low-Level			PL 3/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	11 (+0)

SAVES	TOUGH +1/+4	FORT +1	REF +4	WILL +1

Skills: Acrobatics 4 (+6), Bluff 2 (+2), Climb 4 (+5), Disguise 4 (+4), Escape Artist 2 (+4), Notice 2 (+2), Search 2 (+3), Stealth 4 (+6)

Feats: Distract (bluff), Equipment 4, Evasion, Improvised Tools

Equipment: A variety of criminal and surveillance gear, as the mission demands. Light pistol, armored jumpsuit

Combat: Attack +3, Damage +1 (unarmed), +2 (knife), +3 (light pistol), Defense +4, Initiative +2

Abilities 12 + Skills 6 (24 ranks) + Feats 7 + Combat 14 + Saves 4 = 43

The infiltrator is an expert at sneaking into places designed to keep people out.

High-Level			PL 3/Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

SAVES	TOUGH +1/+4	FORT +4	REF +7	WILL +4

Skills: Acrobatics 6 (+9), Bluff 4 (+5), Climb 6 (+7), Disguise 6 (+7), Escape Artist 6 (+9), Notice 4 (+5), Search 4 (+5), Stealth 8 (+11)

Feats: Attack Focus (melee) 2, Distract (bluff), Dodge Focus 2, Equipment 4, Evasion, Improvised Tools, Throwing Mastery 2

Equipment: A variety of criminal and surveillance gear, as the mission demands. Light pistol, armored jumpsuit

Combat: Attack +4 (+6 melee), Damage +1 (unarmed), +4 (knife), +3 (light pistol), Defense +6 (+8 dodge), Initiative +3

Abilities 16 + Skills 11 (44 ranks) + Feats 13 + Combat 20 + Saves 10 = 70

PILOT / DRIVER

Low-Level			PL 3/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

SAVES	TOUGH +0/+3	FORT +2	REF +4	WILL +1

Skills: Concentration 3 (+4), Craft (mechanical) 3 (+3), Notice 2 (+2), Drive 4 (+6) *or* Pilot 4 (+6)

Feats: Ace (select vehicle type), Equipment 5

Equipment: Vehicle, light pistol, undercover vest

Combat: Attack +4, Damage +0 (unarmed), +3 (light pistol), Defense +4, Initiative +2

Abilities 6 + Skills 3 (12 ranks) + Feats 6 + Combat 16 + Saves 4 = 35

The pilot/driver is skilled at operating their chosen type of vehicle

High-Level			PL 4/Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

SAVES	TOUGH +1/+4	FORT +3	REF +6	WILL +1

Skills: Concentration 5 (+6), Craft (mechanical) 4 (+4), Notice 3 (+3), Drive 8 (+10) *or* Pilot 8 (+10) and other skill at 4 ranks

Feats: Ace (select three vehicle types) 3, Equipment 6, Improved Initiative

Equipment: Vehicle, light pistol, undercover vest

Combat: Attack +6, Damage +1 (unarmed), +3 (light pistol), Defense +6, Initiative +6

Abilities 10 + Skills 6 (24 ranks) + Feats 10 + Combat 24 + Saves 6 = 56

SHARPSHOOTER

Low-Level			PL 5/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1/4	FORT +3	REF +2	WILL +0

Skills: Climb 2 (+2), Knowledge (tactics) 2 (+2), Notice 2 (+2), Profession (soldier) 4 (+4), Stealth 2 (+4)

Feats: Attack Focus (ranged) 2, Equipment 4, Improved Aim, Improved Critical (rifles), Precise Shot

Equipment: Sniper rifle, light pistol, undercover vest

Combat: Attack +3 (+5 ranged), Damage +0 (unarmed), +5 (18-20; sniper rifle), +3 (light pistol), Defense +3, Initiative +2

Abilities 6 + Skills 3 (12 ranks) + Feats 9 + Combat 12 + Saves 2 = 32

These elite foot soldiers are expert marksmen and are often employed to strike heroes from a distance while other troopers get in close and personal.

High-Level			PL 6/Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +2/+5	FORT +7	REF +4	WILL +3

Skills: Climb 4 (+5), Knowledge (tactics) 4 (+4), Notice 4 (+4), Profession (soldier) 6 (+6), Stealth 6 (+8)

Feats: Attack Focus (ranged) 3, Equipment 5, Improved Aim, Improved Critical (rifles), Improved Initiative, Precise Shot

Equipment: Sniper rifle, light pistol, undercover vest

Combat: Attack +6 (+9 ranged), Damage +1 (unarmed), +5 (18-20; sniper rifle), +3 (light pistol), Defense +5, Initiative +6

Abilities 10 + Skills 6 (24 ranks) + Feats 12 + Combat 22 + Saves 10 = 60

TECHNICIAN

Low-Level			PL 1/Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	12 (+1)	12 (+1)

SAVES	TOUGH +0	FORT +1	REF +2	WILL +2

Skills: Computers 4 (+5), Craft (select one) 2 (+3), Craft (select one) 4 (+5), Knowledge (select one science) 2 (+3), Knowledge (select one science) 4 (+5)

Feats: Equipment 3, Jack-of-all-Trades

Equipment: Whatever tools their duties demand. At most they might be armed with a light pistol

Combat: Attack +2, Damage +0 (unarmed), Defense +4, Initiative +0

Abilities 6 + Skills 4 (16 ranks) + Feats 4 + Combat 12 + Saves 4 = 30

A technician is the nameless guy in the lab coat or coveralls who flits about the control room or headquarters hallways, building, fixing, and operating equipment. Technicians are not intended to become involved in combat and so are rarely armed with anything more than whatever is at hand.

High-Level			PL 1/Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	14 (+2)	12 (+1)

SAVES	TOUGH +0	FORT +2	REF +4	WILL +6

Skills: Computers 8 (+10), Craft (select one) 4 (+6), Craft (select one) 8 (+10), Disable Device 4 (+6), Knowledge (select one science) 4 (+6), Knowledge (select one science) 8 (+10)

Feats: Equipment 3, Jack-of-all-Trades

Equipment: Whatever tools their duties demand. At most they might be armed with a light pistol

Combat: Attack +3, Damage +0 (unarmed), Defense +6, Initiative +0

Abilities 10 + Skills 9 (36 ranks) + Feats 4 + Combat 18 + Saves 10 = 51

TROOPER

Low-Level			PL 4/Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1/+5	FORT +3	REF +1	WILL +0

Skills: Climb 2 (+2), Intimidate 2 (+2), Knowledge (tactics) 2 (+2), Notice 2 (+2), Profession (soldier) 4 (+4)

Feats: Equipment 4

Equipment: Assault rifle, grenades, tactical vest

Combat: Attack +3, Damage +0 (unarmed), +5 (assault rifle), Defense +3, Initiative +1

Abilities 4 + Skills 3 (12 ranks) + Feats 4 + Combat 12 + Saves 2 = 25

As an organization's basic foot solider, the trooper will be at the forefront of any combat action.

High-Level			PL 6/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +2/+6	FORT +7	REF +4	WILL +3

Skills: Climb 4 (+5), Intimidate 4 (+4), Knowledge (tactics) 6 (+6), Notice 4 (+4), Profession (soldier) 6 (+6)

Feats: Equipment 5, Improved Initiative, Move as One

Equipment: Assault rifle, grenades, tactical vest

Combat: Attack +6, Damage +1 (unarmed), +5 (assault rifle), Defense +5, Initiative +5

Abilities 8 + Skills 6 (24 ranks) + Feats 7 + Combat 22 + Saves 11 = 54

CHAPTER 3: GADGETS AND GEAR

Every villain, from the grandest of world conquerors to the lowliest of petty thugs or cannon fodder, needs weapons and equipment to get the job done. This chapter includes new items to add to this arsenal, making the villain's efforts all the more interesting … and dangerous.

POISON AND DRUGS

The world is rife with illicit substances, which is why encounters with the local drug dealers are so common in super-hero games. Usually these substances are nothing more than window dressing for the encounter, but sometimes the Gamemaster has them play a role in the story and it is then when their game statistics are needed.

Illegal drugs usually come into play when a Gamemaster employs them on NPCs, forcing the player characters into a position of having to deal with the ramifications and direct effects. Sometimes, however, the drugs are used directly on the heroes themselves. (This is especially true of poisons.) Whether the player character is accidentally exposed or is forcibly addicted to the substance by a villain as a means to control or blackmail the hero, or ruin his reputation, illegal drugs can add interesting, subtle twists to a story that normally deals mainly with finding the bad guy and smashing his face in.

POISONS

The following are just a few examples of poisons one may find and can be used as a foundation from which more may be developed. Most can be altered in their potency, increasing or reducing their ranks.

Anemone Venom

Taken from the stingers of the bulb anemone, this poison is injected into the subject in some fashion (usually with a dart or the like), causing paralysis.

Paralyze 8 (*Power Feats*: Progression [time between saving throws] 2; *Extras*: Fortitude Save, Poison; *Flaws*: Injected)

Craft (chemical) DC: 16; **Cost:** 18 EP

Arsenic

Common to pesticides, insecticides and herbicides, this metalloid is extremely poisonous.

Drain 6 (Strength [first save], Constitution [second save], *2 PP/rank*; *Power Feats*: Slow Fade 4; *Extras*: Poison; *Flaws*: Ingested)

Craft (chemical) DC: 24; **Cost:** 16 EP

Marbled Cone Snail Venom

The venom found on the harpoon-like proboscis of this reef-dwelling snail causes weakness and pain and then stops the lungs from working.

Dazzle Touch 6 (Pain, *1 PP/rank*; *Power Feats*: Slow Fade 3; *Extras*: Linked [Drain, Fatigue, Suffocate], Poison; *Flaws*: Injected, No Reflex Save, Touch), **Drain Constitution 5** (*Power Feats*: Slow Fade 3; *Extras*: Linked [Dazzle, Fatigue, Suffocate], Poison; *Flaws*: Injected), **Fatigue 6** (*Extras*: Linked [Dazzle, Drain, Suffocate], Poison; *Flaws*: Injected), **Suffocate 6** (*Extras*: Linked [Dazzle, Drain, Fatigue], Poison; *Flaws*: Injected) 5, 13, 12, 12

Craft (chemical) DC: 20; **Cost:** 42 EP

Reaper

Aptly named, reaper is a manufactured poison that is tailored to target metahumans (meaning people with genes that have been altered from their species' baseline, by whatever means, and thereby acquired special powers.) If consumed by a non-metahuman (this includes alien species and the like who possess powers that are unusual to humans but are uniformly part of the species' genes) there is no affect beyond having to deal with the poison's extremely powerful sour flavor.

Because both substances contains the same mysterious chemical as its core ingredient, the poison known as reaper is thought to have been designed by the creator of ambrosia (pg 67.) Reaper's full chemical composition continues to elude even the best scientists, making treatment extremely difficult.

Strike 12 (*Extras*: Fortitude Save, Poison; *Flaws*: Ingested, Metahumans only)

Craft (chemical) DC: 35; **Cost:** 12 EP

ILLEGAL DRUGS

There are certainly more illegal drugs to be found than presented here, but the following samples will provide a good basis upon which to build more. Furthermore, most drugs can be made to vary in their effects to some degree under the pretense of being made from and with varied resources and methods.

Ambrosia

Ambrosia, or metamethaline-X as it is known to chemists, is comprised of a number of known (although rare) compounds, but includes a catalyzing compound that continues to mystify and elude all chemists that have tried breaking down the drug. The drug's source is a carefully guarded mystery. When ingested by someone without powers it will randomly bestow one super power, but a metahuman taking Ambrosia risks being poisoned.

Variable Power 4 (Any one trait at a time, *5 PP/rank*; *Extras*: Addictive 2; *Flaws*: Ingested, Powers only, Side-Effect [cyanide poisoning], Uncontrolled)

Craft (chemical) DC: 35; **Cost:** 12 EP

Cocaine

This white, refined powder is derived from the cocoa plant's dried leaves. It is inhaled, snorted, or injected into a vein. A stimulant, cocaine grants a temporary boost of energy but is highly addictive and can result in a heart attack.

The Gamemaster should increase the Strike's ranks if the cocaine is "cut" with dangerous substances, indicating a resulting increased chance of a heart attack or other health risk.

Enhanced Endurance 2 (*Power Feats*: Slow Fade 2; *Extras*: Addictive [Fortitude] 2, Affects Others, Linked [Strike]; *Flaws*: Inhaled, ingested or injected, Instant [Lasting]), **Strike 8** (*Extras*: Fortitude Save, Linked [Enhanced Endurance], Poison; *Flaws*: Inhaled, Ingested or injected, No Knockback)

Craft (chemical) DC: 20, **Cost:** 8 EP

LSD

D-lysergic acid diethylamide, better known as "acid," causes altered perceptions and visual illusions for extended periods. LSD must be swallowed, placed under an eyelid or otherwise exposed to the body in such a way as it may be directly absorbed.

Confuse 6 (Emotional and perceptual randomness; *Extras*: Addictive [Fortitude], Fortitude Save, Linked [Illusion], Sustained [Lasting]; *Flaws*: Touch), **Illusion 12** (LSD visual tricks, *2 PP/rank*; *Power Feats*: Progression [illusion radius; 50 ft.] 3; *Extras*: Linked [Confuse], Sustained; *Flaws*: Touch, One Subject, Phantasm)

Craft (chemical) DC: 20; **Cost:** 25 EP

Marijuana

The most common and easily acquired illicit drug the world over, it consists of dried leaves from the Cannabis plant, although it can also be used as a food ingredient or as a tea to similar effect. Marijuana's effects are primarily a result of THC (delta-9-tetrahydrocannabinol)

Emotion Control 8 (*Extras*: Continuous, Fortitude Save, Linked [Drain], Poison; *Flaws*: Side-Effect [Emotion Control 8 (Fear/Paranoia)], Side-Effect [memory loss], Limited to Calm), **Drain Intelligence 4** (*Power Feats*: Slow Fade 2; *Extras*: Linked [Emotion Control], Poison; *Flaw*: Injested or inhaled)

Profession (gardener) DC: 20, **Cost:** 18 EP

Methamphetamine

Although meth amps up one's energy levels and keeps one awake, it also makes the user incredibly moody, makes their limbs shake uncontrollably and twitchy, and can lead to a heart attack or stroke.

Drain Dexterity 4 (*Power Feats*: Slow Fade 2; *Extras*: Linked [Enhanced Endurance, Immunity, Strike], Poison; *Flaws*: No Knockback, Ingested), **Emotion Control 6** (Extras: Linked [Enhanced Endurance]; *Flaws*: Ingested, Uncontrolled), **Enhanced Endurance 3** (*Power Feats*: Slow Fade; *Extras*: Addictive [Fortitude], Affects Others, Linked [Drain, Emotion Control]; *Flaws*: Ingested, Instant [Lasting]), **Immunity 1** (Need for sleep; *Extras*: Linked [Drain, Strike]), **Strike 6** (*Extras*: Fortitude Save, Linked [Drain, Immunity], Poison; *Flaws*: No Knockback, Ingested)

Craft (chemical) DC: 22; **Cost:** 18 EP

Zoom

Newly arrived to the streets, zoom alters a psychic's brain chemistry, thereby boosting their abilities. Because it is meant for metahuman use, however, it can easily have deadly effects on a non-psychic. A user suffers a loss of judgment and, oddly, the boosting process leaves the psychic's mind more open to influence and manipulation.

Boost 6 (Psychic abilities at once, *3 PP/rank*; Power Feats: Slow Fade 2; *Extras*: Addictive 3, Linked [Drain]; *Flaws*: Additional Save [Fortitude], Ingested, Personal, Side-Effect [Strike 20 (*Extras*: Fortitude Save, Poison, Sleep; Damage Restriction [nonlethal], No Knockback, Non-Metahumans only)]), **Drain Wisdom 8** (*Power Feats*: Slow Fade 4; *Extras*: Linked [Boost]; *Flaws*: Ingested)

Craft (chemical) DC: 30; **Cost:** 22 EP

WEAPONS

TABLE 3-1: MELEE WEAPONS

WEAPON	DAMAGE	CRITICAL	MODIFIERS	RANGE INC.	SIZE	EP COST
Simple Weapons						
Hammer	+2	20	Bludgeoning or Piercing	10 ft.	Small	4
Mono-dagger	+3	18-20	Piercing, Penetrating	10 ft.	Small	10
Sledgehammer	+4	19-20	Bludgeoning	—	Large	6
Snap baton	+2	20	Bludgeoning	—	Small	3
Archaic Weapons						
Hand axe	+2	20	Slashing	10 ft.	Small	4
Mono-sword	+6	19-20	Slashing, Penetrating	—	Med	14
Mono-sword, short	+4	18-20	Piercing, Penetrating	—	Small	11
Short sword	+2	19-20	Piercing	—	Small	4
Exotic Weapons						
Chain Axe	+6	18-20	Slashing, Complex (major, common)	—	Med	7
Chain Knife	+2	17-20	Slashing, Complex (major, common), Short Range –1	5 ft.	Tiny	4
Chain Sword	+6	17-20	Slashing, Complex (major, common)	—	Med	8
Concussion Baton	+2	20	Bludgeoning, Knockback 8	—	Med	11
Concussion Maul	+5	20	Bludgeoning, Knockback 8	—	Large	14
Concussion Staff	+3	20	Bludgeoning, Knockback 8	10 ft.	Large	13
Greataxe	+6	19-20	Slashing	—	Large	8
Greatsword	+5	20	Slashing	—	Large	6
Mono-sword, great	+8	19-20	Slashing, Penetrating	—	Large	18

Simple Weapons

- **Hammer:** This simple tool can be used as a weapon in a pinch, using the hammering side of the head for bludgeoning or the nail-removing teeth on the opposite side of the for piercing attacks.
- **Mono-Dagger:** A mono-dagger's blade is a mere single molecule thick, allowing it to cut through most things with relative ease.
- **Sledgehammer:** A heavy tool intended for driving objects into the earth and for demolition, a sledgehammer can be a devastating impromptu weapon in melee combat.
- **Snap Baton:** The collapsible snap baton is an easily concealed metal weapon that can cause more harm than a tonfa.

Archaic Weapons

- **Hand Axe:** Whether a small, one-handed fighting axe or a woodcutter's hatchet, this light axe can be thrown.
- **Mono-Sword:** A mono-sword's blade is a mere single molecule thick, allowing it to cut through most things with relative ease.
- **Mono-Sword, Short:** A short mono-sword's blade is a mere single molecule thick, allowing it to cut through most things with relative ease.
- **Short Sword:** A sword with a shorter blade, making it more suited to close-combat work.

Exotic Weapons

- **Chain Weapons:** Essentially weaponised chainsaws, gears drive a chain covered with serrated blades along the weapon's "edges." Chain weapons are as loud as one would expect.
- **Concussion Weapon:** Upon impact, these advanced melee weapons also release a burst of concussive force into the target, effectively increasing the amount of momentum delivered.
- **Greataxe:** A heavybladed axe requiring two hands to use.

TABLE 3-2: RANGED WEAPONS

WEAPON	DAMAGE	CRITICAL	DAMAGE DESCRIPTION	RANGE INC.	SIZE	EP COST
Projectile Weapons (Firearms)						
Anti-material rifle, advanced	+7	17-20	Ballistic, Encumbering –2, Knockback 4, Penetrating 2	200 ft.	Large	34
Anti-materiel rifle, basic	+7	17-20	Ballistic, Bulky, Encumbering –2, Heavy Recoil (very common, moderate) –4, Knockback 4, Penetrating 2	200 ft.	Large	22
Assault carbine	+5	20	Ballistic, Autofire, Short Range –1	25 ft.	Med	14
Flechette pistol	+2	18-20	Ballistic, Penetrating 2	50 ft.	Small	11
Flechette rifle	+4	18-20	Ballistic, Penetrating 2	100 ft.	Small	19
Gyrojet pistol	+4	20	Ballistic	200 ft.	Small	10
Gyrojet rifle	+6	20	Ballistic	300 ft.	Large	14
Heavy machine-gun	+6	20	Ballistic, Autofire 2, Penetrating 2, Bulky 4	300 ft.	Large	14
Light machine-gun	+5	20	Ballistic, Autofire 2, Bulky 2	250 ft.	Large	12
Net pistol	Snare 5	—	Bulky, Short Range –1, Reduced Range –1	25 ft.	Med	3
Net rifle	Snare 5	—	Burst, Bulky, Short Range –1, Reduced Range –1	25 ft.	Large	8
SAW	+5	20	Ballistic, Autofire 2, Bulky	250 ft.	Med	16
Energy Weapons (Firearms)						
Concussion pistol	+3	20	Damage Restriction (nonlethal) –1, Knockback 8, Short Range –2	6 ft.	Small	11
Concussion rifle	+6	20	Damage Restriction (nonlethal) –1, Knockback 8, Short Range –3	6 ft.	Large	16
Monstro-Cannon	+12	15-20	Bulky 2, Hindered (Defense –2) –4, Inaccurate (–4) –2 (penalty is halved when second person assists), Reload (1 use, self-recharging, 1 round)	1,000 ft. line	Huge	5
Zero-point pistol	+4	20	Bulky, Burst, Inaccurate (–2) –1, Knockback 4, Pull, Short Range –1	20 ft.	Small	10
Zero-point rifle	+6	20	Bulky, Burst, Inaccurate (–2) –1, Knockback 4, Pull, Short Range –1	30 ft.	Large	14
Heavy Weapons (Exotic)						
Grenade launcher, automatic	+5	—	Explosive, Autofire, Indirect	50 ft.	Large	22 *
Grenade launcher, pistol	+5	—	Explosive, Indirect, Short Range –1	25 ft.	Med	15 *
Other Ranged Weapons						
Compound bow	+4 *	20	Piercing	60 ft.	Med	11
Hand crossbow	+2	19-20	Piercing	20 ft.	Small	6
Repeating crossbow *	+3	19-20	Piercing, Autofire	30 ft.	Med	10
Slingshot	+2 *	20	Bludgeoning	10 ft. *	Small	3

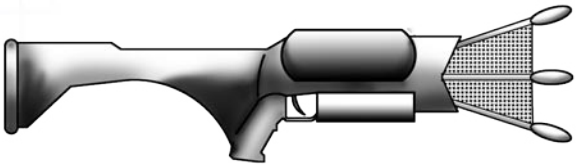
* SEE THE INDIVIDUAL DESCRIPTIONS FOR MORE INFORMATION

- **Greatsword:** A heavybladed sword requiring two hands to use.
- **Mono-Sword, Great:** A great mono-sword's blade is a mere single molecule thick, allowing it to cut through most things with relative ease.

Projectile Weapons (Firearms)

- **Anti-Materiel Rifle, Basic:** This high-caliber weapon is designed for attacking materiel at a distance, making it ideal for sniping lightly armored vehicles, supply depots, armored soldiers, etc.
- **Anti-Material Rifle, Advanced:** Improved craftsmanship allows this weapon to better handle the kick of firing its high-caliber payload while also making it more portable.

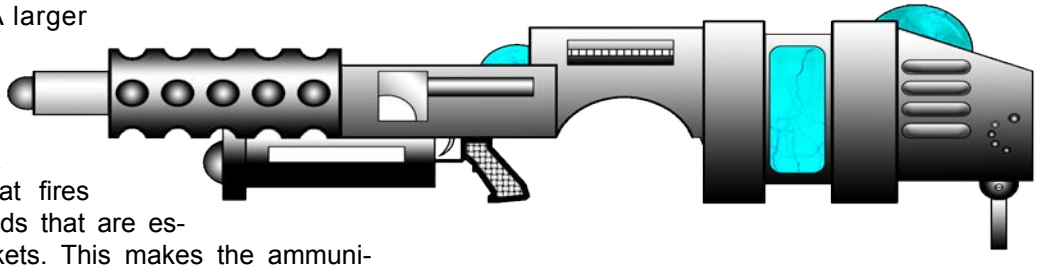
- **Assault Carbine:** A shortened version of the assault rifle, this weapon is often used for urban combat and by elite military forces.
- **Flechette Pistol:** This slender pistol fires a slim metal sabot rather than a bullet. The dart, which is made of a dense metal such as depleted uranium, causes less ballistic damage but is exceptional at piercing armor or the like.
- **Flechette Rifle:** A larger rifle-sized weapon that fires a larger sabot.
- **Gyrojet Pistol:** A high-tech pistol that fires self-propelling rounds that are essentially small rockets. This makes the ammunition relatively expensive. Favored by space-faring military forces that don't utilize energy weapons because the gyrojet can be fired within a vacuum.
- **Gyrojet Rifle:** A high-tech rifle that fires high caliber self-propelling rounds that are essentially small rockets. This makes the ammunition relatively expensive. Favored by space-faring military forces that don't utilize energy weapons because the gyrojet can be fired within a vacuum.
- **Heavy Machinegun:** A heavy, rapid-firing projectile weapon. A heavy machinegun is typically mounted on a vehicle or fixed position.
- **Light Machinegun:** A weighty, rapid-firing projectile weapon. A light machinegun is typically mounted on a vehicle or fixed position, but can also be carried on foot as a support weapon.
- **Net Pistol:** This wide-bore pistol has a heavy, blunt look because it fires a single packaged net that unfurls and twists about its target thanks to weights around its perimeter. Unfortunately, the weight greatly reduces the range.



- **Net Rifle:** A larger version of the net pistol except it has improved range and a much larger net.
- **SAW:** The Squad Automatic Weapon is a man-portable machinegun that can be carried and used by one man with relative ease.

Energy Weapons (Firearms)

- **Concussion Pistol:** A pistol that fires a wave of pure concussive force. In contemporary technology games these weapons are considered devices.
- **Concussion Rifle:** A larger rifle-sized weapon that fires a more powerful wave of force.
- Monstro-Cannon: This is a massive, shoulder-fired energy weapon with a slower rate of fire because it takes time for the blast capacitor to recharge. Its size and bulk make it difficult to aim and leaves the user exposed to attack, although secondary hand grips are provided to the rear so another person may help stabilize the weapon.



- Zero-Point Pistol: A pistol that utilizes a contained cosmic event, much like a black hole in miniature, allowing the weapon to utilize zero-point energy. The resulting burst also resembles a small black hole that briefly tears into anything in its radius, pulling objects towards its center. For obvious reasons, this weapon is nicknamed the "black hole gun."
- Zero-Point Rifle: A larger rifle-sized weapon that fires a more powerful zero-point energy events.

Heavy Weapons (Exotic)

- **Grenade Launcher, Automatic:** A belt- or drum-fed grenade launcher. Increase the cost by +1 per additional type of grenade carried.
- **Grenade Launcher, Pistol:** A short-range grenade launcher slightly larger than a flare gun. Increase the cost by +1 per additional type of grenade carried.

Other Ranged Weapons

- **Compound Bow:** This is a modern bow fitted with cams or pulleys that makes it easier to pull for greater force. Bows add the wielder's Strength bonus to their damage (although most bows are only designed to add up to a +5 Str bonus at best.)
- **Hand Crossbow:** A small crossbow that may easily be fired one-handed, and quickly reloaded.
- **Repeating Crossbow:** A hopper atop the crossbow allows it to be gravity fed, while an ingenious spring system allows the act of firing to provide much of the energy needed to re-cock the weapon.
- **Slingshot:** A simple projectile weapon, consider a slingshot a thrown weapon for the sake of range increments. Do not add the Str bonus to damage.

EXPLOSIVES

Grenades

- **Nerve Gas:** This grenade's gas works to paralyze the subject by preventing their nerves from firing properly.
- **Phosphorous:** Burning phosphorous fills the grenades explosive radius and continuous to burn (Continuous duration) until it is either smothered or burns itself out (Fades 3.)

Explosives

- **Blasting Cap:** A small detonator explosive used on its own for minor demolition or as a means to ignite more destructive explosive materials.
- **Detonation Cord:** A reliable tool for timing a larger explosion, the cord has an explosive core that detonates progressively down its length, making it capable of igniting other, attached explosives in succession. On its own, detonation cord can be used as a low-grade cutting explosive for use on cables, metal bars, etc.
- **Nitromethane Foam:** This explosive comes in an pressurized can that mixes the nitromethane (NMX) foam with a catalytic mixture of propane and isobutene, which are kept in a separate chamber within the same can as the NMX. Separately, the NMX and catalyst are inert, making the explosive incredibly safe to transport and store, but when mixed they can be detonated with a blasting cap, detonator, etc. 1 ounce is enough to cover 9 inches in a straight line. NMX is used primarily to breech obstacles, such as doors, and to destroy other explosives, like mines, because it has a very contained blast.

FIREARM AMMUNITION

The following ammunition traits are considered "add-ons" for existing firearms. They modify a firearm's normal capabilities at the indicated cost, which can be a step increase per rank and/or a flat PP amount. Some ammunition types are not suited to certain types of firearms and will be noted as such, and the Gamemaster should also give careful thought to combining ammunition types into a single round.

Acid Round

A collapsible capsule built into the round's head splatters the target with acid upon impact. The liquid causes the round to tumble slightly off center, however, and its penetration is greatly reduced.

Only available to projectile weapons (except shotguns not firing slugs) and similar solid ammo weapons, such as grenade and rocket launchers.)

Effect: Half of the weapon's damage is ballistic and half is acidic. In the case of an uneven split, the larger fraction is considered ballistic damage. Apply the Duration (Lasting) extra to the acid portion of the damage. Apply the Reduced Penetration (defense powers) flaw and Inaccurate 2 drawback to the overall attack; **Cost Modifier:** −3 steps per rank for the ballistic damage portion and −2 steps per rank for the acid portion, and –2 PP overall.

TABLE 3-3: GRENADES AND EXPLOSIVES

ITEM	EFFECT	RADIUS	REFLEX DC	SIZE	EQUIP. COST
Grenades					
Nerve gas	Paralyze Cloud 4	20 ft.	14	Tiny	12
Phosphorous	Blast Contagious Explosion 5 *	50 ft.	15	Tiny	20
Explosives					
Blasting cap	Blast Explosion (Weakens) 2	10 ft.	12	Fine	4
Detonation cord	Blast Explosion 1	5 ft.	11	Small	3
Nitromethane foam	Strike (Aura, Penetrating) 8	—	20	Small	24

* SEE THE INDIVIDUAL DESCRIPTIONS FOR MORE INFORMATION

Acid Round Example: *A sniper rifle firing acid rounds would have the following stats: Damage Bonus* +5; *Critical* 19-20; *Damage Descriptor* Ballistic (+3 of damage), Acidic (+2 of damage, Lasting), Reduced Penetration (defense powers), Inaccurate (–4) –2; *Range Increment* 250 ft.; *Size* Tiny; *EP Cost* 5.

Explosive Round

These rounds are fitted with a small explosive charge in their tip. Although this explosive is not large enough to affect an area, it delivers a greater "kick."

Only available to projectile weapons (except shotguns not firing slugs) and similar solid ammo weapons, such as grenade and rocket launchers.)

Effect: Apply the Knockback 8 power feat; **Cost Modifier:** +8 PP.

Explosive Round Example: *A sniper rifle firing explosive rounds would have the following stats: Damage Bonus* +5; *Critical* 19-20; *Damage Descriptor* Ballistic, Knockback 8; *Range Increment* 250 ft.; *Size* Large; *EP Cost* 20.

Fuel Air Explosive Round

The Fuel Air Explosive (FAE) round is one of the most dangerous personal munitions available, and so it is extremely rare and highly restricted. Upon impact it fills the area with an aerosol that is then ignited, creating an intense, fiery explosion.

Only high-caliber projectile weapons, such as grenade launchers and anti-materiel rifles, can utilize the FAE round.

Effect: Apply the Inaccurate power drawback, and Explosion extra and Progression (area) power feat, but remove any instances of Penetrating and Improved Critical; **Cost Modifier:** +1 step per rank, –1 PP, possible reduction in PP if the weapon has Penetrating and/or Improved Critical.

FAE Round Example: *A basic anti-materiel rifle firing FAE rounds would have the following stats: Damage Bonus* +7; *Critical* 20; *Damage Descriptor* Ballistic, Bulky, Encumbering –2, Explosion, Heavy Recoil (very common, moderate) –4, Inaccurate (–2) –1, Knockback 4, Progression (area); *Range Increment* 200 ft.; *Size* Large; *EP Cost* 14.

Flechette Round

This small dart replaces the usual bullet. A flechette is built of dense metal, usually depleted uranium, and is better at penetrating armor but at the cost of reduced ballistic damage.

Only available to projectile weapons and similar solid ammo weapons, such as grenade and rocket launchers.) Also, this round cannot be used in Tiny firearms.

Effect: Reduce the damage bonus by 1, apply the Penetrating extra, and improve the critical threat range by 1; **Cost Modifier:** Minus cost of reducing the damage bonus, +1 PP, +1 step per rank.

Flechette Round Example: *A submachine gun firing flechette rounds would have the following stats: Damage Bonus* +3; *Critical* 19-20; *Damage Descriptor* Ballistic, Autofire, Penetrating; *Range Increment* 30 ft.; *Size* Medium; *EP Cost* 13.

Riot Round

These rounds are designed to subdue rather than kill.

Normally only available to projectile weapons (except shotguns not firing slugs) and similar solid ammo weapons, such as grenade launchers), some Gamemasters may allow these rounds for energy weapons under the pretext of employing a different form of energy.

Effect: Apply the Damage Restriction drawback; **Cost Modifier:** −1 PP.

Riot Round Example: *A light pistol firing riot rounds would have the following stats: Damage Bonus* +3; *Critical* 20; *Damage Descriptor* Ballistic, Nonlethal; *Range Increment* 30 ft.; *Size* Small; *EP Cost* 5.

Spark Round

These rounds release an electrical discharge rather than a solid projectile when fired.

Only available to projectile weapons (except shotguns not firing slugs.)

Effect: Apply the Contagious extra and Short Range power drawback; **Cost Modifier:** −1 PP, +1 step per rank.

Spark Round Example: *A machine pistol firing spark rounds would have the following stats: Damage Bonus* +3; *Critical* 20; *Damage Descriptor* Ballistic, Autofire, Contagious, Short Range –1; *Range Increment* 15 ft.; *Size* Medium; *EP Cost* 11.

Tracer Round

These rounds leave a phosphorous trail that make correcting one's firing much easier. The Gamemaster may rule some firearms (shotguns, for example) cannot use tracers.

Only available to projectile weapons (except shotguns not firing slugs.)

Effect: Apply the Accurate power feat and Hindered (Stealth) −2 drawback; **Cost Modifier:** −2 PP.

Tracer Round Example: An assault rifle firing tracer rounds would have the following stats: *Damage Bonus* +5; *Critical* 20; *Damage Descriptor* Ballistic, Accurate, Autofire, Hindered (Stealth) −2; *Range Increment* 50 ft.; *Size* Large; *EP Cost* 14.

ARMOR

TABLE 3-4: ARMOR

ARMOR	TOUGHNESS BONUS	OTHER TRAITS	EQUIP. COST
Energy webbing	+4	Only versus energy attacks	2
Turtleshell	+8	Bulky, Hindered (Dex) −2	2
Turtleshell, heavy	+8 (Imp)	Bulky, Hindered (Dex) −3	5

- **Energy Webbing:** A microfilament body glove that helps dissipate energy attacks. It may be worn beneath any other type of armor and most clothing.
- **Turtleshell:** A complete, full-body suit of ballistic plates attached to a body glove.
- **Turtleshell, Heavy:** A complete, full-body suit of heavy ballistic plates attached to a body glove.

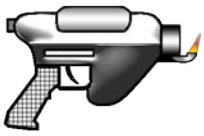
WEAPONS AS DEVICES

The following section includes items that are beyond the scope of common equipment and must be purchased as devices.

Flame Pistol (Device)

This bulky pistol is essentially a much smaller, more efficient flamethrower with a greater range than the common back-mounted variety, although with a much reduced shot capacity.

Powers: Blast 3 (Flame; *Power Feats*: Split Attack; *Extras*: Contagious, Line; *Flaws*: Reload [1 round, 2 uses], Touch)
Range (Area): Blast 75 ft. x 5 ft. line
Size: Small
Cost (Device/PP): 7/6



Flame Rifle (Device)

A rifle-sized version of the flame pistol, this weapon has far greater range and capacity for inflicting harm.

Powers: Blast 6 (Flame; *Power Feats*: Split Attack; *Extras*: Contagious, Line; *Flaws*: Reload [1 round, 2 uses], Touch)
Range (Area): Blast 150 ft. x 5 ft. line
Size: Large
Cost (Device/PP): 13/9

Freeze Pistol (Device)

A pistol that fires a blast of cold that is at its most powerful at close range. Alternatively, the pistol can be set to encase the target in quick melting ice.

Powers: Blast 3 (Cold; *Power Feats*: Alternate Powers—**Snare 5** [Ice block; *Power Feats*: Slow Fade; *Flaws*: Fades]; *Extras*: Fortitude Save, Line; *Flaws*: Touch, Weakens [area])
Range (Area; Increment): Blast 75 ft. x 5 ft. line; ice block 10 ft.
Drawbacks: Short Range (ice block) −2
Size: Small
Cost (Device/PP): 5/3

Freeze Rifle (Device)

A larger, more powerful version of the pistol, the freeze rifle is more powerful, has a greater range, and its ice snare melts slower.

Powers: Blast 6 (Cold; *Power Feats*: Alternate Powers—**Snare 10** [Ice block; *Power Feats*: Slow Fade 2; *Flaws*: Fades]; *Extras*: Fortitude Save, Line; *Flaws*: Touch, Weakens [area])
Range (Area; Increment): Blast 150 ft. x 5 ft. line; ice block 50 ft.
Drawbacks: Short Range (ice block) −1
Size: Medium
Cost (Device/PP): 12/9

Quake Pistol (Device)

This pistol unleashes a ripple of undulating energy that, when it strikes a solid object, causes the target to shake and vibrate with damaging results.

Powers: Blast 4 (Vibration; *Extras*: Explosion, Penetrating 2; *Flaws*: Bulky, Half damage versus non-structures, Reload [1 round, 2 uses])
Range (Increment): 40 ft.
Size: Small
Cost (Device/PP): 8/6

Quake Rifle (Device)

A larger, rifle-sized weapon that fires a more powerful energy ripple.

Powers: Blast 8 (Vibration; *Extras*: Explosion, Penetrating 2; *Flaws*: Bulky, Half damage versus non-structures, Reload [1 round, 2 uses])
Range (Increment): 80 ft.
Drawbacks: Encumbering −1
Size: Large
Cost (Device/PP): 15/9

Quake Cannon (Device)

A larger, machine gun-sized weapon that fires a more powerful energy ripple at much greater range.

Powers: Blast 12 (Vibration; *Extras*: Explosion, Penetrating 3; *Flaws*: Bulky 2, Half damage versus non-structures, Reload [1 round, 2 uses])
Range (Increment): 120 ft.
Drawbacks: Encumbering −2
Size: Huge
Cost (Device/PP): 22/15

Sonic Pistol (Device)

Tipped with a cone-shaped emitter at the end of its coiled barrel, the bulky sonic pistol unleashes a wave of sound that damages and disorients.

Powers: Strike 4 (*Power Feat*: Progression [cone]; *Extras*: Alternate Attack [ranged], Cone, Linked [Dazzle]), **Dazzle Auditory 4** (*1 PP/rank*; *Power Feats*: Progression [cone]; *Extras*: Cone, Linked [Strike]; *Flaw*: Touch)
Range (cone): 100 ft.
Size: Small
Cost (Device/PP): 14/9 PP

Sonic Rifle (Device)

A larger, rifle-sized weapon that fires a more powerful sonic blast.

Powers: Strike 9 (*Power Feat*: Progression [cone]; *Extras*: Alternate Attack [ranged], Cone, Linked [Dazzle]), **Dazzle Auditory 9** (*1 PP/rank*; *Power Feats*: Progression [cone]; *Extras*: Cone, Linked [Strike]; *Flaw*: Touch)
Range (cone): 200 ft.
Size: Medium
Cost (Device/PP): 29/18 PP

MISSILES

Missiles can easily be built as nothing more than the descriptor for a standard power, such as Blast with the Explosion extra. However, sometimes it's useful (and more realistic) to alter the power further to make the missile focused on a specific way of operating or to attain an effect other than a simple, harmful explosion.

Targeting Systems

Missiles may be fitted with a variety of Linked powers (typically Super-Senses) to represent various forms of guidance.

DUMB FIRE

A missile that relies entirely on the operator's Attack modifier is considered dumb fire—the operator aims and rolls to attack and that's it. This best suits the "missile-as-descriptor" approach to building such weapons.

FIRE-AND-FORGET

A course-correcting computer in the missile allows it to make course adjustments in flight. To represent this effect, the missile's guidance system counters Defense bonuses gained from movement (i.e., a dodge bonus) with **Nullify 4** (Dodge bonus; *Extras*: Reflex Save; *Flaws*: Dodge bonus only lost versus the missile) for 4 PP. Adding more ranks increases the missile's ability to compensate for a target's dodge bonus to Defense.

INFRARED GUIDED

The missile uses the operator's Attack modifier when fired, but allows that operator to gain the benefit of **Super-Senses 1** (Infravision) for 1 PP.

RADAR GUIDED

The missile uses the operator's Attack modifier when fired, but allows that operator to gain the benefit of **Super-Senses 4** (Blindsight [radar]) for 4 PP.

Sample Missiles

The following are examples of how missile builds may be done, but all are presented without targeting systems to facilitate easier customization.

ASSASSIN MISSILE

This is an incredibly accurate smart missile designed to attack a single target preprogrammed into the computer before launch. The explosion is incredibly contained to reduce the chance of collateral damage and innocent victims, making it an ideal assassin's tool.

Blast 6 (*Power Feats*: Accurate 2, Selective [single predetermined target]); **Cost:** 15 EP

MICRO-MISSILE

This is a tiny missile roughly the size of a soda can. It is often fired from battlesuits or firearm-sized launchers.

Blast 4 (*Extras*: Explosion), Reduced Area −2; **Cost:** 10 EP

LIMPET MISSILE

When the target is reached, the missile's warhead explodes and disperses a number of magnetic submunition shaped charges over the area that in turn only explode if they stick to a metal object. The limpet missile is useful for attacking vehicle convoys.

Blast 10 (*Power Feats*: Selective [magnetic]; *Extras*: Burst); **Cost:** 31 EP

PHOSPHOROUS MISSILE

The missile fills the area with burning white phosphorous.

Blast 6 (*Power Feats*: Healing Resistant [natural]; *Extras*: Burst, Contagious, Lasting); **Cost:** 31 EP

PSYCHO-MISSILE (DEVICE)

A truly villainous super-weapon, the ICBM-sized psycho-missile releases a neuro-toxin that affects the brain's ability to think straight, reaping mayhem and destruction if launched upon a population center.

Confuse 12 (*Power Feats*: Improved Range 6, Progression [area] 5, Slow Fade 3; *Extras*: Burst, Fortitude Save; *Flaws*: Ranged), Action (5 minutes) −4; **Cost (3 PP/rank):** 22/15 PP

VEHICLES

VEHICLE FEATURES

The following are new vehicle features. Each costs 1 PP.

- **Chaff:** The vehicle can eject packets of chaff that are meant to better its chances of evading incoming missiles. This feature provides a +4 dodge bonus, but only against radar-guided missiles. For each additional PP increase the dodge bonus by an additional +2.
- **Ejection System:** The vehicle's crew is provided with some form of ejection/escape system that, although allowing them to leave the craft in the event of an emergency, leaves them exposed to the craft's external environment. When ejecting, the driver or passenger must make a Reflex save (DC 15) or suffer a damaging hit equal to the attack that destroyed the vehicle. Subtract the vehicle's Protection from the attacks rank to determine the strength of the hit to apply to the ejected character. You can then apply any protective abilities that the character has. Each time you purchase this feature, you add one escape capsule or ejector seat for one additional passenger or crewmember.

An escape capsule can provide any Immunity traits the vehicle had for one week before its power fails. It has ranks in movement equal to half the vehicle's rating but provides no means of control. Instead, it merely seeks out the nearest safe landing point (an escape capsule) or floats to the ground (an ejector seat), decided when purchased. Otherwise, it has none of the vehicle's powers

- **Environmental Systems:** The vehicle is hermetically sealed and has enough air for its crew to last several hours before recycling or replacing. Larger vehicles may have sufficient air to last days, weeks, or even years.
- **Improved Handling:** The vehicle has superior steering and response capabilities, offsetting up to −4 in penalties incurred during maneuvering. This can be increased by another −4 negated per additional PP to a maximum of −20.
- **Radar Detector:** The vehicle can sense when it is being examined by radar.
- **Radar Jammer:** When turned on this jammer operates as though using **Dazzle Blindsight [radar] 4**. However, this increases the vehicle's signature, making it easier to spot with radar, granting +4 to Notice checks made with **Super-Senses 4** (Blindsight [radar]) against the vehicle. For each additional PP increase Dazzle's ranks by 2 and the Notice modifier by +2.
- **Ram Prow:** The vehicle's front is fitted with some manner of ram and/or it is reinforced to better conduct such an attack. When using the ram prow to conduct a slam attack with the vehicle you gain an additional +1 bonus to damage and your vehicle only suffers one-quarter the total damage inflicted on the target (rounded down.) The ram is bulky and can interfere with steering, however, imposing a cumulative −2 penalty to Drive checks per size category of the vehicle below Huge.
- **Sonar Detector:** The vehicle can sense when it is being examined by sonar.
- **Sonar Jammer:** When turned on this jammer operates as though using **Dazzle Blindsight [sonar] 4**. However, this increases the vehicle's signature, making it easier to spot with sonar, granting +4 to Notice checks made with **Super-Senses 4** (Blindsight [sonar]) against the vehicle. For each additional EP increase Dazzle's ranks by 2 and the Notice modifier by +2.

CONSTRUCTS

Bodyguard Robot

Programmed to be absolutely devoted to the protection of its charge, even at the expense of its own existence, a bodyguard robot is usually comprised of a sturdy humanoid frame that can easily be concealed within a bulky trench coat or the like. More advanced models are fitted with prosthetics that allow the machine to pass for human in poor lighting.

Bodyguard Robot			PL 8/Minion Rank 15 (Zealous)		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	—	—	14 (+2)	—

SAVES	TOUGH +8	FORT —	REF +8	WILL —

Skills: Drive 4 (+7), Intimidate 6 (+6), Knowledge (tactics) 4 (+4), Notice 10 (+12), Search 10 (+10), Sense Motive 6 (+8)

Feats: All or Nothing, Blaze of Glory, Power Attack

Powers: Blast 10 (Forearm blaster; *Power Feats*: Precise), **Communication 8** (Radio; *Power Feats*: Selective, Subtle; *Extras*: Area), **Immunity 30** (Fortitude effects), **Impervious Toughness 8**, **Super-Strength 3**

Combat: Attack +6, Damage +4 (unarmed), +10 (forearm blaster), Defense +6, Initiative +3

Abilities −12 + Skills 10 (40 ranks) + Feats 3 + Powers 83 + Combat 24 + Saves 13 = 119

Destroyer Mech

A machine of pure devastation, the destroyer mech is designed as a combat robot with a wide array of weapons intended to take on heavily defended targets, including metahumans.

Destroyer Mech			PL 10/Minion Rank 12		
STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	—	—	10 (+0)	—

SAVES	TOUGH +12	FORT —	REF +4	WILL —

Skills: Knowledge (tactics) 8 (+8)

Feats: Improved Critical (unarmed) 2, Power Attack

Powers: Blast 4 (Micro-missiles; *Extras*: Autofire 2, Explosion), **Blast 12** (Plasma blaster; *Extras*: Penetrating), **Communication 8** (Radio; *Power Feats*: Selective, Subtle; *Extras*: Area), **Growth 4** (*Power Feats*: Innate; *Flaws*: Permanent), **Immunity 30** (Fortitude effects), **Impervious Toughness 12**, **Super-Strength 6**

Combat: Attack +8 (includes −1 due to size), Damage +10 (18-20; unarmed), Defense +4 (includes −1 due to size), Initiative +1

Drawbacks: Reduced Area 2 (micro-missiles) −2, Short Range (plasma blaster) −1

Abilities −16 + Skills 2 (8 ranks) + Feats 3 + Powers 141 + Combat 28+ Saves 14 − Drawbacks 3 = 169

Servant Robot

This simple construct is intended to perform equally simple servile duties. It possesses enough mental capacity and ability to perform these duties but is fairly useless beyond these boundaries. A servant robot gets about on two simple legs or a wheeled chassis that allows it to move in all directions upon a stable platform.

Servant Robot			PL 1/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	—	—	10 (+0)	—

SAVES	TOUGH +5	FORT —	REF +2	WILL —

Skills: Profession (butler) 4 (+4), Profession (cleaner) 4 (+4), Profession (cook) 4 (+4)

Powers: Additional Limbs 2 (Arms), **Communication 8** (Radio; *Extras*: Area), **Immunity 30** (Fortitude effects)

Combat: Attack +0, Damage +3 (unarmed), Defense +2, Initiative +0

Abilities −24 + Skills 3 (12 ranks) + Powers 48 + Combat 4 + Saves 7 = 38

Spiderbot

These multi-functional robots can act as attack or defense units, or perform rudimentary observation and security services. Their size and multiple legs make them ideally suited for getting into tight locations.

Spiderbot			PL 5/Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	—	—	14 (+2)	—

SAVES	TOUGH +6	FORT —	REF +8	WILL —

Skills: Climb 8 (+7), Disable Device 4 (+4), Stealth 8 (+11)

Feats: Blind-Fight, Grappling Finesse

Powers: Blast 5 (*Power Feats*: Accurate, Precise), **Communication 8** (Radio; *Power Feats*: Selective, Subtle; *Extras*: Area), **Immunity 30** (Fortitude effects), **Super-Movement 2** (Wall-Crawling 2), **Super-Senses 9** (Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Tremorsense)

Combat: Attack +4, Damage +5 (blast), −1 (unarmed), Defense +6, Initiative +3

Drawbacks: Short Range (blast) −1

Abilities −22 + Skills 5 (20 ranks) + Feats 2 + Powers 73 + Combat 20 + Saves 11 − Drawbacks 1 = 88

Spyfly

Only slightly larger than a normal housefly, this tiny robot is an expert of infiltration and surveillance.

Spyfly			PL 1/Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	—	—	10 (+0)	—

SAVES	TOUGH +2	FORT —	REF +10	WILL —

Skills: Stealth 4 (+28, includes +20 due to size)

Powers: Communication 8 (Radio; *Power Feats*: Selective, Subtle; *Extras*: Area), **Flight 3**, **Immunity 30** (Fortitude effects), **Shrinking 20** (*Power Feats*: Innate; *Flaws*: Permanent), **Super-Movement 1** (Wall-Crawling), **Super-Senses 8** (Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Ultra-Hearing, Ultravision)

Combat: Attack +12 (includes +12 due to size), Damage −5 (unarmed), Defense +12 (includes +12 due to size), Initiative +4

Abilities −22 + Skills 1 (4 ranks) + Powers 75 + Saves 8 = 62

Weapon Drone

A weapon drone is a saucer-shaped robot that can be set to attack, patrol, or remain within a certain distance of a specified target it's been assigned to defend.

Weapon Drone			PL 5/Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	—	—	10 (+0)	—

SAVES	TOUGH +5	FORT —	REF +5	WILL —

Skills: Notice 6 (+6), Search 6 (+6)

Powers: Blast 5 (*Extras*: Autofire), **Communication 8** (Radio; *Power Feats*: Selective, Subtle; *Extras*: Area), **Flight 2**, **Immunity 30** (Fortitude effects), **Shrinking 8** (*Power Feats*: Innate; *Flaws*: Permanent), **Super-Senses 8** (Darkvision, Direction Sense, Distance Sense, Infravision, Radio, Ultra-Hearing, Ultravision)

Combat: Attack +5 (includes +2 due to size), Damage +5 (blast), Defense +5 (includes +2 due to size), Initiative +3

Drawbacks: Disability (No arms; very common, major) −5, Short Range (blast) −1

Abilities −20 + Skills 3 (12 ranks) + Powers 70 + Combat 12 + Saves 7 − Drawbacks 6 = 64

WEAPONS OF MASS DESTRUCTION & SUPER-WEAPONS

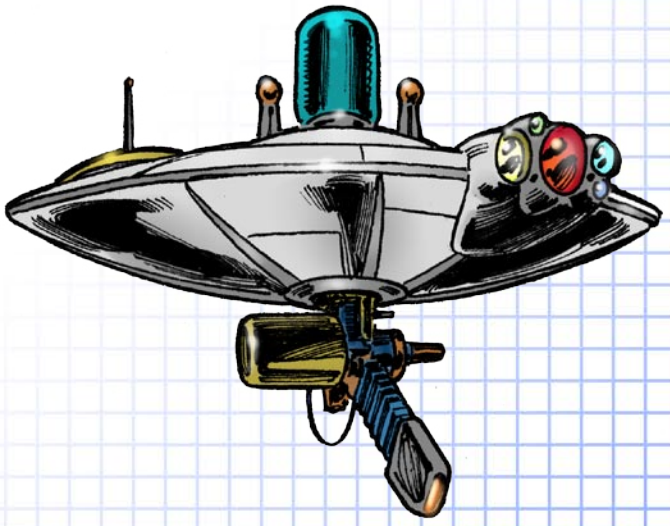
As anyone who has ever read a comic book can tell you, super villains have a nasty habit of trying to conquer, blackmail, or destroy nations or even the entire world through the use of weapons of mass destruction (WMDs) and super-weapons. Whether a conventional nuclear bomb or something off the wall, such as a mile-wide cloud of flesh eating insects, WMDs and super-weapons can easily represent the epitome of malicious calculation and wanton disregard for human life, and so it falls upon the heroes to stop them from being used.

In most cases a WMD need be nothing more than a plot device—a concept to be presented without actual statistics because it is never meant to be used. However, sometimes having such devices represented by game mechanics helps visualize the danger's scope or, if the Gamemaster really feels nasty, may become necessary should the player characters fail to stop their use.

That being said, it is up to the Gamemaster to decide how and when to use WMDs. The following examples should provide a basis of scope and scale from which the Gamemaster can develop more.

Death Ray (Device)

The massive ray weapon is a staple of evil geniuses everywhere. This Device fires a deadly ray of energy into space that is then directed to the target via a mirror-equipped satellite. The ray's point of focus is wide enough to encompass much of a city block.



Designing WMDs and Super-Weapons

When making one's own WMD or super-weapon, the Gamemaster must keep in mind the important element: fear. If the WMD isn't powerful or devastating enough to cause fear, it will fail as a tool for evil. When being blackmailed with the threat of one's design, governments and super-heroes alike must be terrified at the prospect of what would happen were the villain to use the weapon. If the WMD doesn't meet this criteria, both in concept and in game mechanics, the Gamemaster may want to reconsider the design and/or concept.

Blast 20 (*Power Feats*: Improved Range 10, Indirect; *Extras*: Burst, Penetrating 2; *Flaws*: Full Action, Requires satellite to hit target, Stationary 2), Action (20 minutes) −3 drawback

Total Cost (4 PP/rank): 28/24 PP

Flesh Eating Virus

Usually dispersed into the air by explosives or directly into a water system, this WMD can have devastating results if used in a population center.

Corrosion (contact version) 10 (*Power Feats*: Slow Fade 4; *Extras*: Contagious, Disease; *Flaws*: Living targets only); 34 PP

Corrosion (airborne version) 7 (*Power Feats*: Progression [cloud] 4, Slow Fade 2; *Extras*: Cloud, Contagious, Disease; *Flaws*: Living targets only); 34 PP

Total Cost: 68 EP

Idiot Box (Device)

The "idiot box" generates energy pulses that integrate themselves with television signals, requiring the device be spliced into a television broadcasting station in order to work. Anyone watching the piggybacking signal long enough will become increasingly dumber the longer the signal is watched.

Drain Intelligence 8 (*1 PP/rank*; *Power Feats*: Improved Range 10, Slow Fade 6; *Extras*: Burst, Continuous, Ranged; *Flaws*: Full Action, Only if watching TV); Action (20 minutes) −3

Total Cost (3 PP/rank): 45/27 PP

Metal-Muncher Nanites (Device)

Sometimes the quickest way to bring an enemy to its knees is by destroying its infrastructure. This colony of metal-eating nanites eats its way through metal, everything from railway tracks to building support struts to raw manufacturing materials. If released into a city, these nanites can rapidly render transportation dangerous, destroy structures and vital systems, and bring industry to a screeching halt.

Although actually a swarm of microscopic machines, for game purposes these miniscule robots are treated as a single construct that is difficult to destroy by conventional means.

Metal-Munchers			PL 10/Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
1 (-5)	10 (+0)	—	—	10 (+0)	—
SAVES	TOUGH +5	FORT —	REF +3	WILL —	

Skills: Stealth 12 (+32, includes +20 due to size)

Powers: Flight 1, **Corrosion 15** (*Extras*: Shapeable Area, Vampiric; *Flaws*: Metal only), **Immunity 30** (Fortitude effects), **Shrinking 20** (*Power Feats*: Atomic Size, Innate; *Flaws*: Permanent)

Combat: Attack +4 (includes +12 due to size, −8 Hindered), Damage +4 (corrosion), Defense +4 (includes +12 due to size, −8 Hindered), Initiative +0

Drawbacks: Disability (No arms; very common, major) −5, Hindered (Attack) −16, Hindered (Defense) −16, Vulnerable (Magnetics; uncommon, moderate) −2

Abilities −30 + Skills 3 (12 ranks) + Powers 89 + Saves 8 − Drawbacks 23 = 47

Mind Melter Generator (Device)

Meant to be hidden and then activated within a population center, the mind melter generator releases invisible energy waves that first causes dementia and confusion and follows with an attempt to destroy the mind of anyone exposed once the generator reaches full power. The housing has a Toughness of 7.

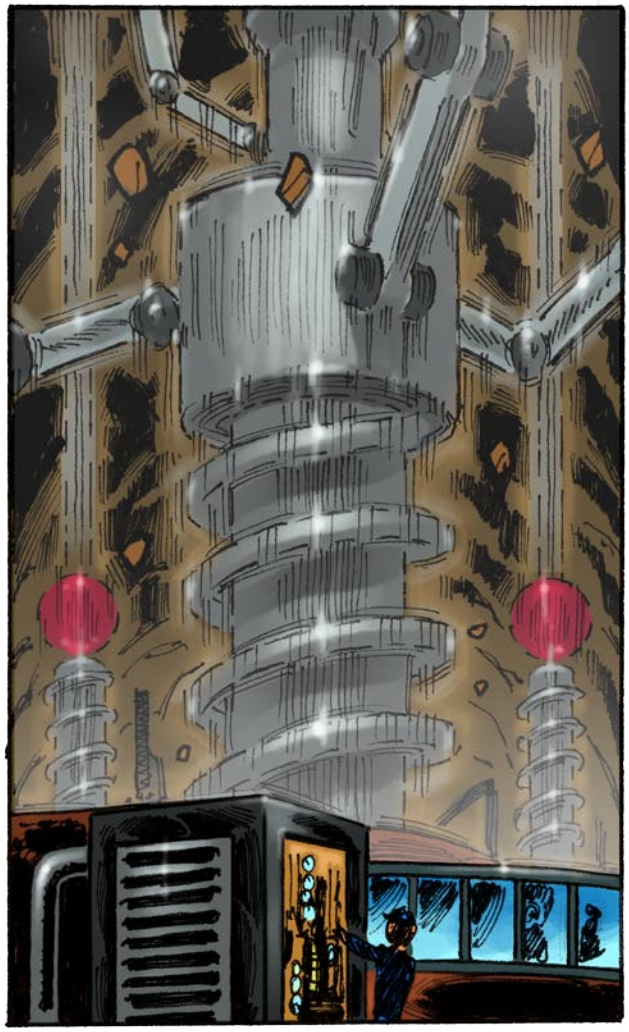
Confuse 10 (*Power Feats*: Progression [area] 5; *Extras*: Burst, Continuous; *Flaw*: Full Action, Priming, Touch, Weakens [area]), Action (5 minutes) −2 drawback; 8 PP

Mental Blast 10 (*Power Feats*: Progression [area] 5; *Extras*: Burst, Continuous; *Flaw*: Full Action, Only once Confuse is at full power, Touch, Weakens [area]); 15 PP

Total Cost (3 PP/rank): 15 PP

Nuclear ICBM

An Inter-Continental Ballistic Missile is the most widely destructive delivery system for nuclear warheads. The following is meant to approximate a 300-kiloton-apiece MIRV (Multiple Independent Reentry Vehicles, meaning individual warheads that can be launched at separate targets) payload and, although possessing an incredible potential for devastation, it's relatively mundane nature (relatively speaking considering a setting where people can fly and shoot lasers from their eyes), it is built as an item of equipment rather than a Device.



Because of its size and the fact that it houses ten MIRVs, this missile has been built as a vehicle and the warheads as a Blast attack. Reference the *MManual*, **Chapter 9**, for information on radiation sickness and similar effects that can result from exposure to nuclear fallout.

Strength: 20; **Speed:** Flight 10; **Toughness:** 9; **Defense:** 8; **Size:** Huge; **Features:** Navigation System, Remote Control; **Blast 20** (*Power Feats*: Improved Range 4, Progression [area] 4; *Extras*: Explosion, Radioactive 2; *Flaws*: Self-Destruct) x 10

Total Cost: 494 EP

Quake Machine (Device)

Using vibration resonance or some similar method, this device manipulates tectonic plates in order to cause earthquakes in the targeted area. The Gamemaster may want to limit the maximum amount of ranks that may be applied in consideration of more stable tectonic situations in the target area or quakeproofing construction.

Strike 16 (*Power Feats*: Knockback 12, Progression [explosion] 4; *Extras*: Explosion, Sustained; *Flaws*: Only against structures/terrain/landmarks on the ground), **Trip 16** (*Power Feats*: Knockback 12, Progression [explosion] 4; *Extras*: Explosion, Knockback, Sustained; *Flaws*: Only against targets on the ground)

Total Cost (4 PP/rank): 144/116 PP

Tactical Nuclear Missile

Like the ICBM (see previous), this vehicle is meant to simulate a nuclear missile, although this version is much smaller. Used for precise attacks, the tactical nuclear missile can be carried aboard and fired from bombers or larger navy vessels. The warhead is a 20-kiloton payload.

Reference the *MManual*, **Chapter 9**, for information on radiation sickness and similar effects that can result from exposure to nuclear fallout.

Strength: 10; **Speed:** Flight 6; **Toughness:** 7; **Defense:** 9; **Size:** Large; **Features:** Navigation System, Remote Control; **Strike 18** (*Power Feats*: Progression [area] 1; *Extras*: Explosion, Radioactive 2; *Flaws*: Self-Destruct)

Total Cost: 24 EP

Weather Machine (Device)

A mass of tubing, Tesla coils, gears, and dynamos, this machine manipulates the environment in its target area to control the weather. Villains will use the weather control machine to destroy crops, flood streets, and generally cause havoc and destroy resources.

Weather Control 15 (Cold; *Power Feats*: Improved Range 10, Progression 5 [area], Alternate Powers—**Air Control 15**, **Blast 15** [lightning], **Dazzle Auditory and Visual 7** [thunder and lightning, *3 PP/rank*], **Environmental Control 15** [distraction: precipitation], **Environmental Control 15** [hamper movement: icy/slick surface], **Environmental Control 15** [heat], **Obscure 15** [fog], **Snare 15** [ice]; *Extras*: Burst; *Flaws*: Stationary 2); All alternate powers have the same power feats, extras and flaws as the primary power (Exception: Blast has Contagious instead of Burst as an extra.)

Total Cost (4 PP/rank): 38/32 PP

A GOOD DEFENSE—SECURITY SYSTEMS

Villains—be they a solitary cad acting on his own or a mastermind commanding an entire nefarious organization—are known for defending what's theirs, especially their bases of operations. Such defenses can be as simple as a security camera mounted outside their apartment door or as complex as a sensor web extending for miles beyond the location's perimeter that is in turn keyed into numerous anti-ground and anti-air weapon systems. Regardless of the particulars, the intention is always to keep the unwanted from getting in and the insidious secrets from getting out.

This section of the chapter provides tips and guidelines for designing and implementing such security and defensive measures, as well as tools and examples for building your own.

DESIGNING DEFENSE AND SECURITY SYSTEMS

Super-Powers Versus Security

Some powers are especially useful for defeating or circumventing security systems, even though the power's description may not obviously be intended to counter or cope with situations created by the security systems described throughout this section. Some powers are designed in such a way as to have immediate affects on the security systems, as the latter are themselves merely power concepts and descriptions, while other powers require more creativity or fudging on the Gamemaster's part to make sense of how such an interaction occurs between the two, and to what degree.

Obscure has rather obvious applications for bypassing security. A fog bank or field of darkness can conceal an intruder from a security camera, although anyone with common sense watching the camera's monitor would wonder where the fog or darkness came from. Likewise, Obscure that muffles sound or scent can be used to circumvent microphones or pheromone sensors, respectively. Similarly, if the intruder is more concerned with confusion and distraction rather than concealment and secrecy, Dazzle versus the appropriate sense can be used to temporarily overload a sensor—an incredibly bright flash would cause a security camera to "white out," whereas a loud bang would fill a microphone with white noise and make recording voices impossible for the duration and immediately afterward. And, of course, an appropriately built Nullify or Concealment power is invaluable in defeating security. Other powers have applications that require more imagination, however.

Consider sufficient ranks of Speed or Super-Speed while looking to understand how some powers can influence how a security system works without being accounted for in the power's game mechanics. With enough ranks, the person would be nothing more than a blur while running before a security camera, at the very least making it incredibly difficult to properly identify him or, if moving fast enough, the person would be on camera so briefly as to not be noticed at all. Against an air flow analyzer, however, someone moving at superspeed would disrupt the atmosphere so intensely as to make the sensor's Notice DC much less than usual.

In such cases, if a DC is used by the security system to interact with intruders it is suggested the DC be increased or decreased, as appropriate to whether or not the power is working in the user's benefit, at a rate of +/−1 or +/−2 per operational rank of the power, depending on how effective the Gamemaster considers the power to be within the circumstances in question.

Some situations may cause the Gamemaster to rule that the lowest ranks aren't sufficient to see such a modifier come into play, instead setting a threshold above which this fast-and-loose rule would come into affect. Using Super-Speed 10 versus a security camera as an example, the Gamemaster may rule that the power has no affect on the camera's ability to see the person if he if moving slower than 500 miles (6 ranks.) This is where the Gamemaster sets his threshold for this situation. If the character ran past the camera at full speed (10,000 mph), the DC to sneak past unnoticed would be reduced by 4 because Super-Speed 10 is 4 ranks higher than the established threshold of 6 ranks. If the same character were to try and run through an area protected by infrared motion sensor beams,

however, the Gamemaster could rule the chance of doing so before the system could register the beams as having been broken as much more difficult, placing the threshold at 2,500 miles (8 ranks.)

Triggers

All traps and many security systems require a trigger—something to set it off—although the type of trigger can vary from one system to another, or even per trap, by granting more than one for each (a devilish way to trick heroes who think they've disarmed the obvious trigger only to learn the hard way there was another trigger waiting to be set off.)

Triggers typically fall into one of two categories: reactive or operated. A reactive trigger sits dormant until some form of direct, external stimulus causes it to activate the trap it is a part of whereas an operated trigger won't do a thing until a command is sent from an external source, be that source a hand detonator, computer keyboard, motion detector, artificial intelligence and so on. Such triggers are typically built using the Linked extra, Triggered power feat (obviously), or the Limited or Check Required flaws.

The **Limited** flaw is perhaps the most versatile option when it comes to building a trigger mechanism because it can be adapted to suit just about any circumstance by applying it and indicating the trap's powers will only affect anyone who meets a required condition. "Only versus intangible," "Only versus Medium or larger" or "Only if leaned against" are all simple examples of how this flaw may be applied to act as a trigger. Of course, more complex applications may be used, but you don't want to get too detailed or ramble on or you risk bogging the game down in too much minutia.

As an extra, **Linked** can possess as little as a +0 modifier or a +1 modifier, depending on how the trigger is designed. Typically, the +0 modifier will be used because the nature of most traps is to not go off unless something tells it to. Because two or more powers must be used for Linked to even apply, this extra is most often employed in traps that are hooked up to some sort of dedicated/slaved surveillance system or sensor that monitors or detects the conditions necessary to activate the trap. In such cases, the sensor trigger represents one of the Linked powers while the trap represents the other—the trap can't activate without the sensor first being engaged by the proper stimulus and the sensor serves no function if the trap is not operational. If the +1 modifier is applied, the sensor can still operate as it is designed without activating the trap, perhaps serving another function as a pure surveillance system

The **Triggered** power feat is best used when you want the trigger to be intrinsically related to the nature of the trap itself. This is because the DCs involved with the Triggered power feat are determined by the power's ranks, meaning the more potent the trap's powers the more difficult the trap's trigger is to take note of. This doesn't always make sense for the trap's concept. For example, with a pit trap why would the camouflaged opening (the trigger) of a deeper pit (and thus a pit that causes more damage to anyone who falls into it) be harder to spot than that of a shallower pit (a pit that does less damage)? That doesn't really make much sense for this particular trap's concept, so be certain Triggered is the correct way to go before using it—keep in mind that the path of least resistance when designing a trap's trigger isn't necessarily what works best for your particular idea.

A trap or security system may also be triggered entirely as a matter of **Concept**. In our previous case of a pit trap, one would likely be better of purchasing Linked rates of Concealment to indicate it is camouflaged and that, inevitably, anyone stepping on it who fails to see through the façade will fall. Gravity does the work for the trap designer without the need to indicate any other sort of trigger. After all, if the trap designer can build the pit but doesn't pay for a trigger covered by the rules' mechanics, what does that say about the trap? It suspends gravity because we haven't shown in its game statistics how it is triggered? Hardly. The very concept of what a pit trap is covers the bases, with any victim's actions doing the rest of the work for us.

The most important rule when deciding how a trap or security system interacts with the people around it—especially the sort of people they are supposed to notice, monitor, capture, harm, or kill—is always to use common sense.

SIMPLIFYING AUTOMATED SECURITY

Although traps and security systems can be connected to an artificial intelligence construct built using the core rules in order to attain a degree of automation, this will often be beyond the scope of what's needed and will take longer to devise than is necessary. This is especially true if the governing intelligence is supposed to be an incredibly rudimentary robot, software program, or the like. In such cases, the **Check Required** flaw may often be used instead. This flaw can represent a very simple computer slaved to a single purpose, such as a Notice Check Required sensor that activates an electrified floor if it spots anyone in the room it guards.

The aggressive security systems presented here, along with most the Gamemasters will design on their own, are just basic ideas that need to be fleshed out to suit their implementation and the Gamemaster's needs. Assumptions are made in most of their designs, especially regarding those that require an attack roll (because, as you'll notice, none of them list any Attack modifiers or the like.) For such security systems the simple artificial intelligence need be represented by nothing more than purchasing an Attack bonus. Without doing so, the security system is considered to do nothing but attack in the direction it is pointed in upon setup once it's been triggered, thus using the default +0 Attack modifier.

Surveillance & Passive Security

Not all security systems need to cause harm or even restrain or detain the subject. Most security systems (especially amongst civilians) are entirely passive in nature—that is to say they observe, detect, and report and don't take any aggressive action of their own. Evil villains are also likely to use these devices extensively because they are generally much cheaper than active security devices and because they often provide for the sensory needs of active defenses and traps.

The mainstay of any attempt to secure a location, surveillance and passive security systems monitor the area for whatever it is they are designed to detect. How they act on the information they gather will vary—perhaps they merely transmit and/or record the data for living attendants to act on, or maybe the information is used to guide the actions of countermeasures (see **Active Security and Defense Systems**, pg 84.)

As one would expect, Super-Senses, be they enhanced or additional, are the mainstay of the full range of passive security systems.

I Can See You!

You'll notice a lot of passive security systems use a power with the Notice Check Required flaw linked to Enhanced Notice (a version of the Enhanced [Skill] power) or the like. This is used to represent a security system (the initial power) with some manner of control system (represented by Enhanced Notice) that determines just how likely it is the security system will take note of what it is designed to detect. Dropping the linked Enhanced Notice skill indicates a security system that requires an operator of some sort, be it a living sentry or an external artificial intelligence, or that does not enhance its basic detection capabilities through advanced electronics or the like.

SAMPLE PASSIVE SYSTEMS

The following are examples of passive security systems, many of which may be used as triggers for traps and/or aggressive security systems. They can also be used as foundations that are easily modified with power feats, extras, flaws, and drawbacks. Furthermore, those with skills can be made less or more sensitive by increasing or decreasing the amount of ranks, and the cost also increases by the amount of area covered by adding an Area extra (if it doesn't have one already) with Progression.

Air Flow Analyzer

Placed in a specific spot within a duct system, this sensor monitors flow of air passing its location. If the air flow drops or increases outside the sensor's safety threshold it sounds an alert. The sensor is intended to detect intruders in the duct, which will decrease the air flow with their body's presence, or the opening of a nearby vent to another air system or the outdoors or someone passing by at super-speed, both of which will increase the air flow.

Super-Senses 2 (Detect Air Flow Disruptions [touch], free action; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Arcane Sensor

Itself usually mystical in nature rather than technological (or a hybrid of the two), this device can sense the presence and use of magic.

Super-Senses 2 (Magical Awareness [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Atmospheric Monitor

This sensor tracks fluctuations in environmental conditions. Increases or decreases in humidity and temperature are monitored and can be set to sound an alert if either varies too much from the programmed norm for the target area.

The atmospheric monitor is practically useless in main corridors, outdoors, and the like because something as simple as opening doors and the weather will throw the sensor off. A small, temperature controlled room without windows (so the sun can't raise the temperature) is ideal, allowing the sensor to detect variances brought on by something as seemingly innocuous as an intruder's body temperature or a computer that is turned on without authorization. Without properly controlling the sensor's environment, however, the alert will often give false reports.

Super-Senses 6 (Detect Temperature and Humidity Variance [touch], free action, ranged; *Extras*: Linked [Enhanced Notice]; *Flaws*: Has a small range of permitted variance)

Cost: 3 EP

Chronometric Sensor

Requiring the use of super-science, magic, or the like, this device monitors the flow of time and will sound an alert if it senses a disruption, as may be caused by someone slowing down or speeding up time in order to bypass another part of the system, such as a security camera.

Super-Senses 2 (Temporal Awareness [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check

Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Gravimetric Sensor

The sensor monitors gravity and sounds an alert if it senses a disruption, as may be caused by an intruder reducing gravity's affect on their person in order to fly over a lattice of infrared beams or the like.

Super-Senses 2 (Gravimetric Awareness [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Infrared Motion Sensor

Infrared beams crisscross the designated area, activating an alert or the like when a beam is broken, such as may be caused by someone walking through it. The beams are only visible to infravision or similar means of detecting infrared light.

Super-Senses 3 (Infrared beams; Detect Motion [touch], free action, ranged; *Power Feats*: Subtle [except Infravision]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required) **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses]) or periodic DC 18 Acrobatics or Dexterity check to avoid

Cost: 5 EP

Magnetometer

A magnetometer monitors magnetic fields and, having been zeroed to the norm for the area, will sound an alert should it detect sufficient variance. Most equipment requiring lots of power emit a noticeable magnetic field (even a cell phone does while in use) and may be detected if the sensor's sensitivity is lowered sufficiently, but someone more concerned with a metahuman manipulating magnetic fields to fly or the like will have the sensitivity set higher so as not to be thrown off by any unavoidable fluctuations in nearby authorized equipment.

Super-Senses 2 (Magnetic Awareness [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Microphone

Able to pick up sounds, microphones can be used on their own or in conjunction with other sensors (especially security cameras), although their primary purpose is usually surveillance and intelligence gathering rather than security. Extended is often added to allow the microphone to pick up sounds at much greater distances, although doing so also increases the chance of an operator becoming confused as to a sound's source as the possibly locations for said source increase relative to the area it covers.

Super-Senses 3 (Detect Sound [auditory], free action, ranged; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 4 EP

Phantometer

So named because this sensor is meant to detect incorporeal creatures passing through the surface it is attached to, a phantometer uses super-science, magic, or similarly extraordinary means to perform its function.

Super-Senses 3 (Detect Incorporeal [touch], free action, ranged; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 4 EP

Pheromone/Scent Sensor

The sensor picks up on unusual scents in the air, allowing it to detect intruders by the presence of cologne, sweat, etc. The sensor's Notice DC should be determined by just how powerful the chemicals and pheromones of these scents are. When placed outdoors, a pheromone/scent sensor can be extremely useful for helping to protect a perimeter but can be thrown off by the presence of animals (especially if they are in heat.)

Super-Senses 2 (Scent [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

Pressure Plate

The sensor sounds an alert when weight, such as from an intruder's step, presses down on it. More advanced varieties can be programmed to go off only when sufficient weight is detected. Just what this weight threshold is must be preset—although changing it doesn't normally require much effort, some anticipation and forethought is required. If set too low, for instance, the sensor will go off if a small stone rolls onto it, whereas if the sensitivity is set too low the sensor won't sound even if an overweight elephant were to sit upon it.

This sort of sensor doesn't require a check or the like of any kind—either the plate is being pressed down upon to a sufficient degree or it isn't. The situation is entirely binary in its simplicity.

Super-Senses 1 (Detect weight)

Cost: 1 EP

Adding Sight to Bite

The default condition of active security and defense systems is to be blind—they are merely operational systems waiting for something to tell it what to do. This means they must be tied into a means of detection and/or observation, such as those found in the **Surveillance and Passive Security** section found earlier in this work. Think of the surveillance or passive security system as a module to be added to the active security or defense system—the latter is the weapon waiting to be fired while the former are the senses and finger that guide the weapon and pull the trigger.

The most common way to create a pairing between a surveillance system and active security is by applying the Linked extra or Triggered power feat to the latter, although other means certainly do exist. Having a security system operator, such as a guard in a centralized control room or an artificial intelligence that is tied into all the facility's systems, is another common option that grants more flexibility but also adds a new layer of fallibility to the works.

Psychic Sensor

This device can sense the presence and use of psychic abilities.

Super-Senses 4 (Mental Awareness [radius], Psychic Awareness [radius]; *Extras*: Linked [Enhanced Notice]; *Flaws*: Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 4 EP

Security Camera

The most prolific security device in the world aside from the lock, a basic security camera relays color video to a security station, typically an office where signals from this and other cameras rotate on display. The camera itself doesn't have any ranks in Notice or Search as it merely provides an image a viewer may then use their own appropriate skills for, although an especially poor image may penalize an operator.

Toughness: 5; **Size:** Diminutive; **Cost:** 1 EP

The security camera can often be found with the following modifications and variations, on their own or combined:

- **Black and White:** The cheapest security camera, this only captures images in shades of grey. *Disability* (Black and white images; uncommon, minor); **Cost Modifier:** −1 EP
- **High-Resolution:** The camera's resolution is much higher than normal (and is likely digital), allowing a greater examination of detail. Notice +4; **Cost Modifier:** +1 EP
- **Infrared:** Employed by high-end secure facilities, such as military bases, for detecting intruders at night and/or through heavy foliage and the like. **Super-Senses 1** (Infravision); **Cost Modifier:** +1 EP
- **Low-Light:** The most common (and cheapest) nightvision option, the camera's captured images are represented by degrees of green that represent the light being amplified as it reflects of various surfaces. Because of this, however, it can be temporarily overloaded by bright light and is useless under such conditions as it loses its ability to differentiate objects. **Super-Senses 1** (Low-Light Vision), Power Loss (bright light); **Cost Modifier:** +0 EP

Vibration Motion Sensor

Capable of detecting vibrations through the surface they monitor (usually the ground or a floor, or underground to detect tunneling), these sensors activate an alert or the like when sufficient vibration is detected. Just what this vibration threshold is must be preset—although changing it doesn't normally require much effort, some degree of forethought is required. If set too low, for instance, the sensor will go off if a strong wind shakes a nearby tree, whereas if the sensitivity is set too low the sensor won't sound even if an armored tank rattles by.

Super-Senses 3 (Vibration sensor; Detect Vibration [touch], free action, ranged; *Extras*: Linked [Enhanced Notice]; *Flaws*: Sensitivity must be programmed [may affect Notice ranks], Notice Check Required), **Enhanced Notice 2** (+8; *Extras*: Linked [Super-Senses])

Cost: 3 EP

ACTIVE SECURITY AND DEFENSE SYSTEMS

Defense systems and active security are the fangs and claws of a headquarters or base of operations. These systems tie into some means of detection and observation and react to stimulus in a fashion specific to their purpose and means, just as a person uses his five senses to direct attacks made with his own body. An active security or defense system may be designed to capture, harm, or outright kill an intruder automatically, without discrimination or discernment, or it may be keyed to a chain of circumstances that makes its actions, by type and degree, very specific in how it will respond to various scenarios.

Regardless of how it works, why it is triggered, and what it is supposed to do, an active security system is

designed to make itself known to its target in some way or another. Its effects are likely very obvious and range from releasing a gas that will knock an intruder out to unleashing a storm of laser blasts that will burn through the target with ferocious efficiency. Such systems have but one purpose: stop people who are currently located where they don't belong or are engaged in something they shouldn't be doing.

Ranged Active Security

Whether the intention is to capture or kill, a range active security system strikes from a distance and will likely be alerted by passive systems located far enough away as to give the former sufficient time to react rather than letting an intruder get in close.

- **Dart Projector:** The system projects a small metal dart. In and of itself the dart isn't that dangerous, but it is often coated in a substance such as a poison or sleep drug, reducing the dart to a mere delivery system for a more potent security implement. Some also have Autofire 2 added to them, making them a far more offensive weapon that can pepper an area with darts.
- **Flame Projector:** A flame-thrower shoots a stream of fire 5 feet wide and 25 feet long in front of the projector as an area attack. This device is ideal for clearing hallways and the like.
- **Gas Jet, Nerve:** The jet's nozzles spew a cloud of gas that acts upon the subject's nervous system, rendering them unable to move. The gas must be inhaled and has a Fortitude save.
- **Gas Jet, Sleep:** The jet's nozzles spew a cloud of knockout gas. The gas must be inhaled.
- **Gas Jet, Toxin:** The jet's nozzles spew a cloud of poisonous gas. The gas must be inhaled.
- **Glop Gun:** The nozzle projects large globules of a liquid that solidifies upon contact while also constricting slightly.
- **Gun, Heavy:** This gun turret fires a light ballistic round and is typically used for anti-personnel purposes. The gun turret is often modified to use Accurate, Autofire, or Penetrating to increase its effectiveness and is just as likely to be set in a fixed position (using the Limited flaw) as not. Reduced Range and Short Range are also commonly applied when there is a concern about close-quarters.
- **Gun, Light:** A lighter version of the heavy gun, the light turret is more likely to be seen indoors within tight corridors and the like.
- **Gun, Super-Heavy:** This gun turret fires a large shell intended to take down metahumans or vehicles.
- **Sand Bagger:** This weapon fires small cloth bags filled with sand. These non-lethal projectiles have a good chance of knocking someone over and/or rendering them unconscious.
- **Tangle Line:** A weighted line is fired at the target with the intention of entangling, knocking down,

TABLE 3-5: RANGED ACTIVE SECURITY

SYSTEM	DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	RANGE INC.	SIZE	COST
Dart projector *	+1	18-20	Piercing	10 ft	Min	4 EP
Flame projector *	Line +6	—	Fire	—	Small	12 EP
Gas jet, nerve	Paralyze Cloud 8	—	Reduced Range −1, Short Range −2	16 ft	Dim	21 EP
Gas jet, sleep	Stun Cloud 8	—	Reduced Range, Sedation −1, Short Range −2	16 ft	Dim	21 EP
Gas jet, toxin	Cloud +8	—	Poison, Reduced Range −1, Short Range −2	16 ft.	Dim	21 EP
Glop gun	Snare 8	—	Reduced Range −1, Short Range −2	16 ft	Dim	13 EP
Gun, heavy	+6	20	Ballistic	60 ft	Small	12 EP
Gun, light	+4	20	Ballistic	40 ft	Small	8 EP
Gun, super-heavy	+10	20	Ballistic, Piercing, Inaccurate (–2) −1	250 ft	Med	30 EP
Sand Bagger	Stun 6, Trip 6	—	Ballistic	60 ft	Small	24 EP
Tangle line *	Snare 6, Trip 6	—	Tether, Short Range −1	30 ft	Med	51 EP
Taser, Metahuman	Snare 6 †, Stun 6 †	—	Tether, Short Range −1	30 ft	Med	36 EP

* SEE THE ITEM'S DESCRIPTION FOR MORE INFORMATION

† POWERS ARE LINKED

TABLE 3-6: CLOSE-QUARTERS ACTIVE SECURITY

SYSTEM	DAMAGE BONUS	CRITICAL	DAMAGE DESCRIPTOR	SIZE	COST
Bear trap	+4, Snare 6	19-20	Additional Reflex Save (Strike; replaces attack), Triggered, Entangle	Tiny	10 EP
Blade, large	+5	19-20	Slashing or Piercing	Small	6 EP
Blade, small	+2	18-20	Slashing or Piercing	Tiny	4 EP
Cage *	—	—	Reflex save to avoid	Med	10 EP
Collapsing stair *	Trip 8	—	—	—	4 EP
Detonating step	Explosion +10	—	Triggered, Reduced Area −3	Tiny	18 EP
Electrified surface	+10	20	Contagious	As surface	20 EP
Laser grid	+8	—	Additional Reflex Save (replaces attack)	—	8 EP
Null field	Nullify 8	—	All powers at once, Fortitude Save	—	16 EP
Press	+10	20	Additional Reflex Save (replaces attack)	—	10 EP
Vertigo field	Nauseate Burst 10	—	Reduced Area −1	—	29 EP

* SEE THE ITEM'S DESCRIPTION FOR MORE DETAILS

and reeling them in. Consider the device to have Enhanced Strength 20, Super-Strength 4 for the sake of what it can pull in towards itself.

- **Taser, Metahuman:** An over-sized version of a common taser intended to take down targets with super powers. The Stun effect has a Sustained [Lasting] duration.

Close-Quarters Active Security

Whether the intention is to capture or kill, a close-quarters active security system strikes from up close and will likely be alerted by passive systems located immediately nearby, allowing the security system to react while the target is still in the right spot to be struck. For many, the cost increases by the amount of area covered by adding an Area extra with Progression.

- **Bear Trap:** 'Bear trap' is a general term used to describe any sort of trap that uses clamping "jaws" that swing up when a pressure point between them is stepped on (DC 14 Reflex save to avoid.) Not only does the closing jaw cause harm, but it can also hold the subject in place. Such traps are often concealed. Trigger: *Strike*: being stepped on; *Snare*: successful Strike attack.
- **Blade, Small and Large:** A scything or probing blade ejects outward to strike at the target. Extended Reach is often added to make longer blades.
- **Cage:** A metal cage drops down or springs up to encompass a predetermined area. A Reflex save is needed to avoid being trapped. The cage is Toughness 10. Increasing the size costs 1 EP per category, increasing the Reflex save DC for higher size categories by +2 per increase because the target has farther to go to get out of the way. Caught subjects are still able to move and perform normally within the cage, limited only by the size within.
- **Collapsing Stair:** The stairs fold under, creating a slide down which anyone the stairs must attempt to not fall down. Anyone who fails to resist the Trip may attempt a DC 30 Climb check to prevent their continued sliding down the stairs. If their fall cannot be stopped, the subject will eventually find themselves at the bottom.
- **Detonating Step:** Once activated, the explosives concealed within explode. This trap is usually triggered by a pressure plate that is deactivated during the facility's regular operations. Radius: 10 ft.
- **Electrified Surface:** When the system is activated, anyone touching the surface will receive an electrical shock. This is usually used on fences, walls, and floors, but can also be applied to door handles and the like. The cost increases by the amount of area covered by adding an Area extra with Progression.
- **Laser Grid:** The area, from floor to ceiling, is filled by a crisscrossing field of deadly lasers. Because the lasers are static they do not use an attack roll, instead requiring anyone trying to move through the area make a Reflex save to avoid them. A truly devious Gamemaster will render the lasers invisible to the naked eye using Concealment or Subtle, often with the caveat that mists or infrared visuals can detect the beams. The Area extra and Progression feat are commonly added to increase the area covered by the grid.
- **Null Field:** The area nullifies powers. The version presented here is fully wide in its scope, allowing the cost to be reduced by narrowing what the null field affects.
- **Press:** The ceiling and floor and/or walls slam together, crushing anything caught between. The

surfaces are typically reinforced to be stronger (a Toughness of 2 or 4 higher) than that used to construct the mundane surfaces surrounding them. If the press is made to stay in place, continuing to press in on anyone caught between its surfaces, the Gamemaster needs to add another power such as Paralyze or Snare to represent this effect.

- **Vertigo Field:** Entering the area surrounding the projector causes disorientation and nausea, leaving the subject vulnerable. Radius: 25 ft.

Deathtraps

What villainous lair would be complete without a deathtrap or two? Although not always practical, deathtraps are a staple of the super-hero genre and are great tools for advancing a story and elevating events. Deathtraps also allow the Gamemaster to better control the game's pace—think of them as speed bumps that can grant a much needed breather for players and Gamemasters alike.

There are far too many types and variations of deathtraps to include them all within this humble work, but we'll do our best to help along your own fiendishness by providing you with some of the more sound and proven concepts, as well as some rather outlandish and outside-of-the-box designs to illustrate just how far the idea of deathtraps may be pushed.

Anyone familiar with deathtraps from comic books, movies, and television usually has one rather obvious question after seeing them almost certainly fail to kill the protagonist(s): why didn't the bad guy just kill the heroes outright? Why the big show, predictable monologue, and inevitable leaving to do something else, thus giving the hero the time and opportunity he needs to escape?

A deathtrap communicates preparation and care on the part of the villain—after all, he didn't just take the heroes out back behind the shed and put a bullet in their heads. The villain has put some thought into a way to kill the heroes in long, drawn out style. Such a death is supposed to be epic in presentation, perception, and implementation (or perhaps campy and comical depending upon the villain and circumstances.) The deathtrap is the villain's final slap in the face to the player characters—it's his way of saying "sure, I could have killed you quick and easy, but this way will be tortuous and show you just how much you are in my mercy." In other words, the deathtrap is an expression of the villain's contempt by means of silly, over the top showmanship.

Despite its name, a deathtrap's purpose in the game isn't to kill the heroes even if it is the purpose of the villain foolish or flamboyant enough to employ such a theatrical tool. Certainly, the heroes' demise is a possibility if they aren't on the ball (as is the case with just about any encounter the player characters may face), but the deathtrap's true purpose is to communicate a sense of dread, danger, and looming, inevitable death so far as the story is concerned while mechanically they are just like any other problem to be solved. Ultimately, every deathtrap must have at least one "out," otherwise the deathtrap transforms from a problem with a solution to nothing more than the Gamemaster lording his power over the characters for a prolonged death scene that is certain to kill (no pun intended) the players' fun. It is finding this escape—intended or not by the villain to be a final tease rubbed in the heroes' faces—where the fun inherent to the deathtrap concept is found.

Special Extra: No Attack Roll Needed (+0)

Although it should be obvious that many deathtraps use powers that, despite normally needing an attack roll, are of a nature where the concept defies such a die roll being needed and in such cases this requirement should just be ignored. Lowering someone into a pit filled with a deadly substance built using the Strike power would be a good example of this. Normally Strike requires an attack roll, but this makes no sense in this case. What happens if the Strike power's attack roll misses? The person failed to drop into the yawning pit beneath them? Gravity suddenly doesn't work? The pit "missed" and moves across the room? Notice how this doesn't make much sense.

This aspect of the deathtrap is largely a matter of the concept being employed and the attack roll should just be ignored. But, for those of you who absolutely **must** see all of a power's elements represented in the game statistics, we're providing you trap builders with a +0 extra, No Attack Roll Required. In game terms, this is the same as the attack rolling a natural 20.

For a useful alternative to this extra that works well with traps and deathtraps, look up the Additional Save extra (pg 31), especially as it pertains to replacing an attack roll.

Filling Chamber

Whether it is slowly filling with water, sand, or dense gas, this chamber is strong enough to contain the imprisoned heroes who will suffocate when the job is done. The major difference between the various ways these possible suffocating substances are represented beyond their shared game mechanics is how the heroes will interact with their contained environment while trapped—they can swim through water and walk through gas, for instance, but sand would make movement much more difficult.

Suffocate 2 (*Extras*: Continuous; *Flaws*: Full Action), Action (5 min) −2 drawback

Cost: 4 EP

Press of Death

The villain has put the heroes in a room with walls of sufficient Toughness to prevent the captives from merely hammering their way out. This isn't the danger, however. The deathtrap aspect of this particular cell is the fact that the walls are slowly creeping towards each other with the inevitable result that anyone caught between will be crushed. Adding spikes to the press involves applying the Penetrating extra at least once.

Strike 30 (*Extras*: No Attack roll needed *; *Flaws*: Full Action, No Knockback), Action (5 min) −2 drawback

* This unusual +0 extra indicates getting hit by the closing walls is inevitable if caught between them. No attack roll is needed because there is no way the walls can miss without entirely escaping the deathtrap.

Total Cost: 8 EP

Super Battery Death Ray (Device)

Not merely a deathtrap, this is also a *super-weapon*! By stealing the life force from up to six metahumans (likely heroes) strapped to tables, sealed in unbreakable glass tubes, etc., the deathtrap powers a deadly beam weapon that will likely be capable of leveling an entire city once the heroes are dead. The restraints not only nullify the heroes' powers but will also necessarily be sufficiently strong and durable to hold the toughest metahuman in place, leaving it to the heroes to use their brains to get free.

Transfer Constitution 10 * (Drain Con, *1 PP/rank*; Boost Blast, *1 PP/rank*; *Extras*: Burst, Contagious; *Flaws*: Full Action, Only versus metahumans, Maximum 6 victims)

Blast 0 (*1 PP/2 ranks*; *Power Feats*: Improved Range 10, Indirect; *Extras*: Burst, Penetrating; *Flaws*: Full Action, Requires satellite to hit target, Stationary 2)

Nullify 15 (Restraints; all powers at once, *3 PP/rank*; *Power Feats*: Selective; *Extras*: Burst; *Flaws*: Touch, Maximum 6 victims), **Snare 15** (Restraints, anchored; *Power Feats*: Selective; *Extras*: Burst, Linked [Nullify]; *Flaws*: Touch, Maximum 6 victims) 16

Drawbacks: Action (Transfer, 5 min) −2, Action (Blast, 20 minutes) −3

Total Cost (4 PP/rank): 63/52 PP

Swing n' Slice

While strapped to a surface (assuming the restraints are designed to be strong enough), a large, heavy blade is attached to a pendulum that slowly lowers towards where the hero is held in place. Another, common variation of this trap is the laser that slowly creeps along the floor towards the hero rather than using a gradually lowering blade.

Strike 15 (*Extras*: No Attack Roll Needed *, Penetrating; *Flaws*: Full Action), Action (5 min) −2 drawback

* This unusual +0 extra indicates getting hit by the precisely aimed pendulum is inevitable. No attack roll is needed because there is no way the blade will miss without entirely escaping the deathtrap.

Cost: 13 EP

"The Pit"

Just about every variation of "the Pit" is an oldy but a goody when it comes to a villain's deathtrap repertoire. The basic concept is incredibly simple: dangle the heroes over a pit (the same one or each with a pit to call their own) and then drop them in to die at the mercy of whatever is found within. Whether the villain chooses to slowly lower his captives into the pit or have some device or creature that is slowly cutting through the rope or cable holding them is entirely a matter of semantics and inconsequential to the ultimate end: the heroes fall down and become dead.

Following are some popular versions of this deathtrap:

MOLTEN LAVA

The pit is filled with molten lava that will suffocate anyone it doesn't first burn to death. Moving through the lava requires a successful (DC 20, +1 per consecutive round of being under the surface) Swim check.

Strike 2 (Partially immersed; *Extras*: Aura, Continuous, No Attack Roll needed *; *Flaws*: Full Action, Only when partially immersed)

Strike 20 (Fully immersed; *Extras*: Continuous, No attack roll needed *; *Flaws*: Full Action, Only when fully immersed)

Suffocate 1 (*Extras*: Continuous, Linked [fully immersed]; *Flaws*: Full Action)

* This unusual +0 extra indicates being dunked in the lava is inevitable if being lowered into it. No attack roll is needed because there is no way the lava can miss without entirely escaping the deathtrap.

Drawbacks: Damage Restriction (both lava Strikes, lethal only) −1 each (−2 total)

Cost: 47 EP

SHARK TANK

This water-filled pit wouldn't be so frightening if it wasn't filled with hungry sharks. It would certainly make things worse if the villain first purposely inflicted one or more cuts that would then slowly drip into the water as

the heroes swayed above, awaiting their fate, in which case a truly sadistic Gamemaster may want to rule the feeding frenzy this causes grants the sharks the benefit of Rage for as long as the blood remains.

Game statistics for sharks are to be found in **Chapter 11** of *M&M*.

Minions (Ten Sharks, 30 PP each) 5

Cost: 5 PP

STAKES

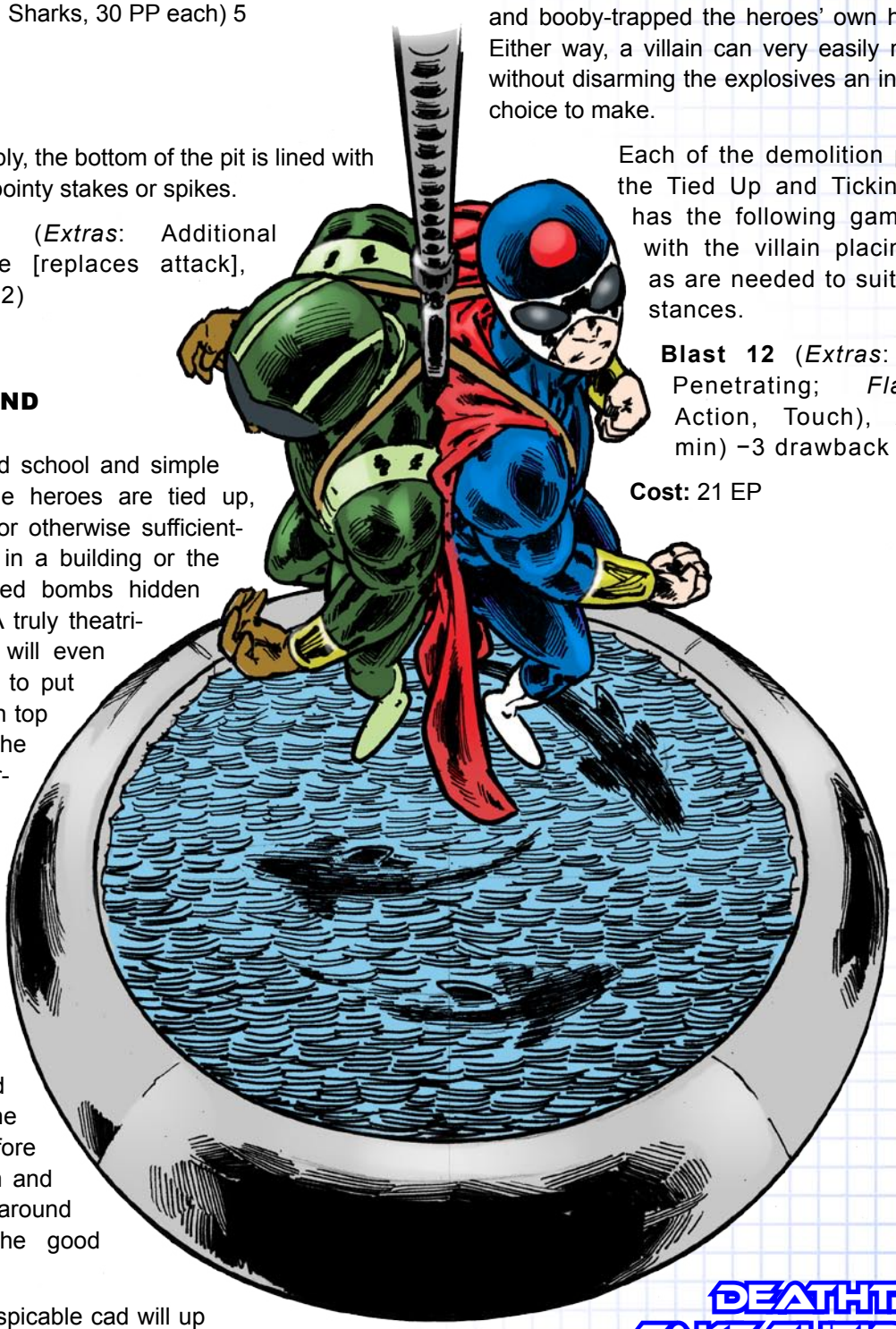
Quite simply, the bottom of the pit is lined with long, sharp, pointy stakes or spikes.

Strike 12 (*Extras*: Additional Reflex Save [replaces attack], Penetrating 2)

Cost: 36 EP

TIED UP AND TICKING

A fairly old school and simple deathtrap, the heroes are tied up, chained up, or otherwise sufficiently restrained in a building or the like with timed bombs hidden throughout. A truly theatrical bad guy will even go so far as to put the heroes on top of one of the bombs, underscoring the supposed inevitability of their rapidly arriving demise. The trick, then, is to escape the restraints and get out of the building before it goes boom and falls down around and upon the good guys.



A truly despicable cad will up the ante by complicating the game, making simply leaving the building and ignoring the explosives impossible. After all, where is the fun in destroying a building no one will miss if the heroes don't stick around to find the explosives? Popular variations of this deathtrap place it within an important landmark or in an isolated section (a parking lot or steam tunnels, for instance) of a building that is otherwise packed with people, or perhaps it really is an otherwise abandoned building but hostages have likewise been restrained in various, out of the way and distant locations throughout the property. It is also possible the villain has sealed and booby-trapped the heroes' own headquarters. Either way, a villain can very easily make leaving without disarming the explosives an incredibly poor choice to make.

Each of the demolition packages in the Tied Up and Ticking deathtrap has the following game statistics, with the villain placing as many as are needed to suit the circumstances.

Blast 12 (*Extras*: Explosion, Penetrating; *Flaws*: Full Action, Touch), Action (20 min) −3 drawback

Cost: 21 EP

DEATHTRAPS TAKE THEIR TIME

While reading the sample deathtraps, you've likely noticed that all are designed with an extended time between their activation and their deadly results. Certainly

this could be avoided—the villain pulls a lever and the chamber floods with water in seconds rather than minutes—but that defeats the deathtrap's purpose. After all, if the purpose was to kill the hero quickly, we again find ourselves asking why not just quickly put a bullet in their brain?

The extended timeframe is to allow the Gamemaster to build suspense and grant the heroes enough time to plan and make good their escape (or, in the case of player characters used to punching their way through their problems, it gives them time to think about what went wrong as they fail to figure a way out.) In order for this aspect of a deathtrap to be truly effective the Gamemaster should overlap a bit of reality to the situation, such as using an actual timer in real life, stopping the timer only for instances where the players need to ask something out of character, otherwise forcing the players to think quickly and under duress.

THE PUZZLE VARIATION

Building suspense easily isn't a skill all Gamemasters possess, and their game shouldn't suffer for this fact. This means waiting for a deathtrap's timed trigger to tick down can be both frustrating and excruciatingly drawn out if the time is filled with something other than the players arguing over what to try next. For you see, a deathtrap can be more than just the sum of what is in place to be the heroes' ultimate demise. There can be more to it than avoiding death alone. This is where puzzles come in.

The villain's reason for leaving a puzzle can be as varied as the puzzles themselves. Some bad guys just can't leave well enough alone because puzzles are a part of their criminal theme (or insanity), while others possess a screwed up sense of fair play that insists they leave their victims a way out. It's also possible the puzzle isn't intentional, such as the restraints holding the heroes in place being controlled by a computer that must somehow be hacked from where the heroes are being held in order to initiate the command that frees them.

A Gamemaster can devise puzzles of his own to suit the villain's particular penchants or he can scour any number of web sites for ideas. One must always keep in mind there must be an incentive for doing the puzzle, just as there should probably be a penalty for failure. The obvious reward is escape, just as the obvious penalty is death, but the latter isn't necessarily the best route to take. Instead, each failed attempt can have a result such as making the deathtrap more dangerous by adding new elements to the peril, it can cause other heroes or hostages to be subjected to the deathtrap one by one prematurely, or it can speed up the deathtrap's timer.

Whatever the puzzle is and does, the consequences for failure will usually serve to enhance the game's suspense so long as it remains difficult enough to pose a challenge without merely adding a new layer of Gamemaster-imposed impossibility to the deathtrap's implementation.

CHAPTER 4: THE MANY FACES OF EVIL

Super-hero comic books aren't only known for presenting interesting villains that operate on their own or in small groups, but also for those that act on behalf of or head a massive, nefarious organization. Such organizations pursue sweeping and grandiose goals that rarely stoop to such petty interests as common thievery, but instead act out plots on a much larger scale. Nation-crumbling terrorism, genocide and/or global domination are the sort of objective these organizations hold dear.

A single villain (or perhaps a few pooling their resources) can spend his PP on traits such as equipment, vehicles, headquarters and minions in order to build an organization. This can be extremely limiting, however, because the contributing character's concept will still require a significant portion of his PP be spent on himself, reducing what is available for the organization to draw upon. (Not to mention leaving the question of what happens to the organization if the character supplying the PP it was built upon is killed or otherwise removed from the picture. Does the organization have the ability to survive beyond the character that built it?)

In this chapter you'll find a way to build villainous organizations as separate entities, using the same basic "PP limited by PL" foundation used for creating characters. How the organization then interacts with the characters who rule it is handled in the same fashion as most interactions in role-playing games: as a relationship to be played out rather than held to the confines of PP expenditure. This not only allows the villains to be designed and grow on their own terms but also lets the organization reach its full potential without being tied to how quickly PP contributing individuals gain experience.

There's nothing to prevent the villain from purchasing minions, equipment, headquarters and the like separately from those of the organization, but such things will be especially loyal to their creator due to the special bond of being purchased with the character's own PP. Such traits can represent personal guards, facilities that are kept secret even from the organization, and so on.

EVIL ORGANIZATIONS, STEP-BY-STEP

Certain elements within the organization building rules are purposely similar or identical to other, existing rules so far as their mechanics are concerned. However, they are presented here with a different flavor to distinguish how their application and purpose will vary from the former. Although not represented mechanically, as would be the case with constructs for instance, an organization possesses several immunities and statistical differences from a character, as follows:

- An organization only has three abilities, and thus gains 30 PP for not having a starting value of 10 PP apiece with the missing three abilities. **(–30 PP)**
- Because an organization is a collection of people, places, and equipment rather than a single entity, it is has the following Immunities: aging, effects requiring Fortitude and Reflex saves, and all lethal and nonlethal damage. **(141 PP)**

Organization Building Without Points

Perhaps the most important part of running a game is working with the players to tell a story they participate in and shape. Sometimes the story you wish to tell while in the role of the Gamemaster doesn't fit into a clearly defined point structure and you need to fib a bit. This is especially true when surrounding your arch-villain with a terrifying organization, the scope of which may normally surpass the current game PL's ability to properly accommodate. After all, you don't want your arch-villain spending so much of his PP on his organization that he'll be weak in just about every other way, because how then do you justify such a weakling controlling such a daunting organization of evil? In such cases, it's best to put the story first and fib, even if that means building the organization partly or even entirely based on the concept you want rather than the PP you have available. Don't feel guilty about doing this because so long as your motive is to enhance the story your players will be grateful for the opportunity to have more fun.

Organizations are restricted by the same PL limitations on powers, skills, abilities, feats, etc. that apply to characters.

THE ORGANIZATION FEAT

This feat is not necessary for building an organization. It is only used when an individual is directly influencing the organization's composition and development with their own resources and the like. Monolithic organizations that have grown beyond the immediate influence of its individual founders should merely be built to the Gamemaster's designs and needs.

STEP 1: STRUCTURE & LEADERSHIP

An organization needs leadership: someone(s) to tell its members what to do and how to do it. A leader to keep the members in line, define goals, and look ahead at the big picture while ensuring everyone stays on track. Just who is in charge and how they lead is a major element of defining an organization, even though it is purely a matter of plot and does not cost any PP. Following are just some suggestions regarding possible leadership styles, most of which may be combined as needed to suit the organization.

Anarchy: There is no true leadership in such an organization beyond whoever can seize temporary power at any given moment. Such a leadership has very little structure or ability to push onward towards its goals.

Co-Leadership: Leadership duties are split between two people who have, in theory at least, equal power. Duties and authority within the organization may be split evenly between the two, creating a tendency towards a more level division of power, or each may be responsible for different aspects of the organization's operations. The latter case is prone to imbalance the power structure to match the weights each assigned aspect carries.

Council: A board, panel, council or similar group of elite members governs the organization. Council members collectively vote on decisions, although each member's weight need not necessarily be equal. Some members' votes may have more influence because of their position and role in the organization, seniority, etc., especially when the council is departmentalized for the sake of expediency and efficiency. Such types of leadership, especially amongst villainous organizations, tend to suffer from political infighting.

Democracy: The organization's members have a vote in determining the organization's leadership. Each vote carries equal authority to that of every other vote, regardless of what position the member currently has within the organization.

Dictatorship: A single being leads the organization, regardless of the will or wishes of others. This does not necessarily mean the leader is evil, harsh, or in any other way bad for the organization, but merely means the leader answers to no one else and has total control. Force is, however, a common necessity of retaining control in a dictatorship.

Inherited: Whether a monarchy or aristocracy, there is a defined blood line determining who commands, with power passing from one generation to the next regardless of actual competency.

Meritocracy: Authority is bestowed based upon one's abilities, placing the best-suited, most qualified person into the respective position of authority.

Theocracy: An individual or group commands in the name of religious ideals.

Zealous: Not a form of leadership on its own, zealotry describes any form of leadership that is dedicated to an ideal, person, dogma, or the like beyond reason. Logic becomes secondary (often a far second) to blind loyalty and utter devotion. Such an organization, regardless of leadership structure, is often easier to control so long as the zealotry is properly channeled and manipulated, although such a hierarchy almost always becomes resistant to changes because members are wholly behind the existing path.

The Zealous organization feat (see **Chapter 1**, *Organization Feats*) is necessity to be considered a zealous organization.

STEP 2: BASIC TRAITS

An organization is rooted in its ability to interact with the world around it. Much of this interaction comes from the Gamemaster through the process of running the game, but it is founded within the organization's basic traits: its abilities, skills, feats, and Will saves.

Abilities

Organizations only possess mental abilities, Intelligence, Wisdom, and Charisma. Purchase each separately with a minimum score of 1 per ability. These abilities represent the organization's overall capacity in the respective area; although individual leaders may make the organization better or worse than this baseline in some or all regards in their particular sphere of control, an organization's ability score indicates what is typical of the organization as a whole.

TABLE 4-1: BASIC TRAIT COSTS

TRAIT	COST IN PP
Ability Score	1 per ability score point above 10
Will Saving Throw	1 per +1 bonus
Skills	1 per 4 ranks
Feats	1 per feat or feat rank
Powers	base cost x rank
Drawbacks	–1 or more points

Intelligence: This ability represents how competent the organization is at managing and directing itself and its operations—activities that require order and rationale to conduct efficiently and effectively. This ability is also used to determine what the organization knows, but not necessarily how well it can employ that knowledge.

Wisdom: This ability represents how well the organization can use the information and resources available to it, while also representing its overall resolve and commitment. In short, it's how well it gets things done.

Charisma: How well an organization can influence the world around it is a very important factor. Generally this ability is perceived as the appeal and coercive capacity of the organization's ideals and goals, but it can also be thought of in terms of other resources the organization can bring to bear to sway others, as suits the game.

Will Saving Throws

An organization uses its Will saving throw for any situation where the collective consciousness of its members may be affected. The most notable situation requiring an organization to make a Will save would be for the purpose of morale (pg 100.)

Skills

An organization's skills indicate generally how well it can perform certain functions on a macro scale rather than on the small, day-to-day operational scale that concerns individual characters. Such information is especially useful when a Gamemaster is measuring how capable the organization is at conducting operations that occur behind the scenes, out of sight, rather than up front and interacting with the player characters by means of the organization's NPC members. Following is a list of skills organizations may take, accompanied with a description of how they should be employed in the game.

Using one of its skills almost certainly requires an organization to expend resources to achieve the desired result. Making a Bluff check means having personnel in place, for instance, just as Stealth requires greasing palms, destroying records and the like. An organization does not normally use skills as easily as does an individual.

Skills not mentioned here may be allowed at the Gamemaster's discretion if an organization-based use is explained, otherwise they have been left off the list because they are primarily or entirely related to an individual and simply do not function on the scale discussed here.

Bluff (Cha): Used to indicate how competent the organization is at subterfuge, covert infiltration, and the like. Bluff is handy when determining if an organization can infiltrate undercover agents into another organization, society, or the like by means of disinformation, fraud, and misdirection.

Computers (Int): Rather than merely representing the ability of individual members, the Computers skill illustrates the sort of computer resources the organization has available and how capable they are at employing them. This means an organization with many ranks of Computers can be assumed to have a powerful network with a vast arsenal of versatile software.

An organization would use the Computers skill to oppose player characters seeking to crack their network (if the specific situation doesn't place the characters in direct opposition to NPCs or specific equipment), as well as their ability to infiltrate and access other, secure networks and databases.

Craft (any) (Int): Although this skill should be used individually by member NPCs for most actual rolls related to making items, these skills can be used as a general indication of how capable, resourceful, and dedicated the organization is to anything related to the Craft skill in question. For instance, an organization with a high Craft (mechanical) skill would indicate a group that makes good use of top-quality weapons and vehicles, whereas few or no ranks in Craft (chemical) would mean the organization has little interest in developing its own chemical weapons or chemically-induced super-soldiers.

In practical terms, NPCs should still roll Craft checks related to the actual creation and repair of items directly related to the game, as it crosses paths with the players. Rather, this skill should be employed by the Gamemaster as a guideline of the organization's capabilities on a macro scale and should not be used for many, if any, actual skill rolls.

Diplomacy (Cha): Useful for most groups, this skill determines how well the organization can use diplomatic and political channels, along with negotiations and similar social tools, to get what it wants. Diplomacy is a good measure of an organizations ability to influence the world around it without having to resort to heavy-handed tactics (in other words, violence, blackmail, and the like.)

Gather Information (Cha): Most organizations survive as much on what it knows as by how well it can defend itself. Gather Information represents how

many ears to the ground an organization possesses and how well it utilizes them. This skill can represent everything from moles to snitches, wire taps to email scans, depending upon the organization's nature and resources.

Intimidate (Cha): Sometimes diplomatic channels and sliding money across the right palm isn't enough. Intimidate indicates how skilled (and willing) the organization is, as a whole, at attaining information using freezer room beatings, photos of loved ones asleep in their own beds, electroshock, and similar nasty tricks.

It is especially important to only employ this skill as a macro tool. When interacting directly with player characters, Gamemasters should always employ NPCs and use their specific skills rather than that of the organization.

Investigate (Int): Some organizations are better equipped to study data than others, be it due to the available resources or the general skills of its members. The Investigate skill is especially handy for Gamemasters who want their players to understand just how real the threat of their secret identities can be, or who need an idea of how to otherwise gauge how easy the villain can use clues the characters leave behind against them.

Knowledge (any): In most cases, it can be assumed that an organization will be able to call on rudimentary information covered by any and all Knowledge skills, and so the skill is used to indicate specialized understanding and the ability to use it practically within the organization's operations. Knowledge skills are also useful as an indication of what sort of resources and tools an organization specializes in. For example, it's unlikely a mystic brotherhood would have many (if any) ranks in Knowledge (technology) whereas a secret society seeking to create a global technocracy would unlikely invest in ranks of Knowledge (arcane lore.)

Language: Unless there are extreme reasons why this would be necessary, such as the noted language being incredibly rare (possibly even unique to the organization alone), or an organization that operates on an interstellar scale with all sorts of space-faring empires, assume the organization can access members or external resources that can provide translations, and otherwise do not bother with this skill.

Notice (Wis): Notice represents how tied into the world around them and how attentive and perceptive the organization is. Rather than thinking of how this skill operates on a micro scale, such as noticing someone hiding in the shadows, think of it on the grand scale of the information age. This skill would be used to determine if the organization is able to take note of strange behavior amongst its members (especially if they are spies), funds being skimmed, unusual data traffic on its network, an increase and unexplained increase in the attention of law enforcement agencies, and the like.

Search (Int): In almost all instances, Investigate is more appropriate to the sort of situations an organization is likely to encounter. Search is by far a more individualized, micro-situation skill.

Stealth (Int): Stealth lets the Gamemaster know how capable the organization is of hiding itself from those who seek it out, whether looking for a general idea at how competently the organization keeps its agents out of the public eye, how well it conceals its facilities from the eyes of the police, or stays off the media's "radar." In the case of specific cases that cross paths with the characters, such as the heroes hunting down a specific agent or looking for a concealed headquarters on a deserted island, one should use the individuals' and/or headquarters abilities rather than that of the organization.

This skill uses Intelligence rather than Dexterity because the nature of how an organization conceals itself from the world is much more the result of careful planning and preparation, as well as record manipulation (hiding the paper trail, so to speak), unlike an individual hoping to remain unnoticed within a dumpster's shadow.

Feats

Because an organization is a collection of people, ideas, and purposes rather than an individual, many feats simply aren't appropriate. Organizations cannot take any combat feats, as most directly affect combat mechanics, with many other feats being left up to the Gamemaster's approval to determine whether or not it can be used appropriately by an organization.

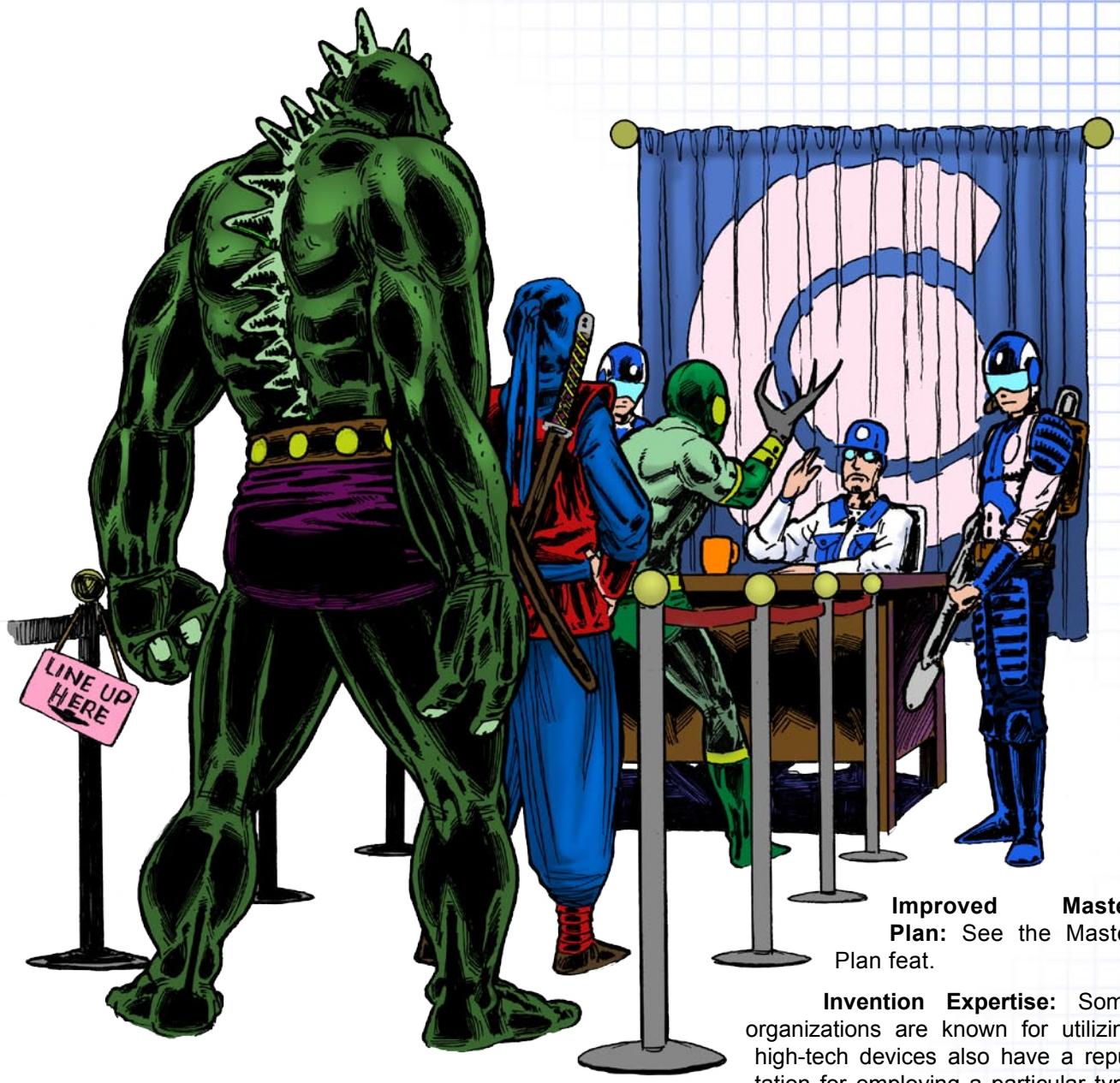
Following are some of the most likely feats an organization will employ, along with explanations of how this is done. Organizations are also able to choose from their own new category of feats (see **Chapter 1**, *Organization Feats*.)

Artificer: The organization has the resources to manufacture magical devices on a large scale. This means it is likely agents will be employed with such items commiserate to the operative's function and abilities.

Benefit: This feat is especially useful for representing many facets of an organization and what sort of influence it can enforce. Wealth, diplomatic immunity, and status are prime examples of benefits an organization would have.

Connected: Connections are another useful tool for defining an organization's influence, especially if using the optional revised version of this feat (see **Chapter 1**, *New Feats*.)

Contacts: Contacts are another useful tool for defining an organization's influence, especially if us-



ing the optional revised version of this feat (see **Chapter 1**, *New Feats*.)

Ear to the Ground: A handy feat for representing especially good intelligence sources in a particular social faction, especially if the organization is making good use of the Connected and Contact feats.

Equipment: See Step 4) Arsenal.

Favored Opponent: Organizations can have it out for a particular group, just as can individuals. The value of this feat is much reduced, however, because not all of its benefits apply to an organization. This feat does not grant the organization bonuses to Sense Motive or Survival checks (as organizations cannot generally take these skills), nor does it grant any sort of damage bonus.

Headquarters: See Step 5) Headquarters.

Improved Master Plan: See the Master Plan feat.

Invention Expertise: Some organizations are known for utilizing high-tech devices also have a reputation for employing a particular type far more effectively. This feat is useful for representing such an affinity.

Inventor: The organization has the resources to manufacture devices on a large scale. This means it is likely agents will be employed with such items commiserate to the operative's function and abilities.

Low Profile (see the *MManual*): If using the optional rules for Reputation presented in **Chapter 6** of the *MManual*, this feat can be used to indicate just how famous (or notorious) the organization is. Keep in mind that a Reputation may differ for an organization in different social circles.

Master Plan: This feat is useful for representing with game mechanics the ability to prepare back-up plans and contingencies. The organization's use for this is limited compared to the advantages gained by an individual, because the former gains no Attack bonus.

Minions: See Step 3) Minions.

Renown (see the *MManual*): If using the optional rules for Reputation presented in **Chapter 6** of the *MManual*, this feat can be used to indicate just how famous (or notorious) the organization is. Keep in mind that a Reputation may differ for an organization in different social circles.

Ritual Expertise: Some organizations are known for utilizing arcane rituals also have a reputation for employing a particular type far more effectively. This feat is useful for representing such an affinity.

Ritualist: The organization has the resources to perform and utilize magic rituals on a large scale. This means it is likely agents will enjoy the benefits of such rituals in a fashion commiserate to the operative's function and abilities.

Sidekick: Organizations do not gain sidekicks. Unique and important NPCs are added as needed and as seems appropriate, without expending the organization's PP, while all other members are handled using the Minions feat.

Specialization: Some organizations are known for being far more effective and capable at a particular area covered by one of the organization's skills than in other aspects of the skill. This feat is useful for representing such an affinity.

Well-Informed: This feat is incredibly useful to an organization that likes to stay on top of things.

Minion Feats

Minion feats are purchased using PP gained from the Minions feat and are not purchased directly via the organization's PP.

Powers

As groups of people, ideals, goals, and things, organizations do not normally have powers (beyond its inherent immunities.) Rather, it is up to the members and their resources to determine what manner of power-related traits are at the organization's disposal. There is the rare exception to this rule, however, as illustrated in **Step 6: Super-Weapons**. There may be instances where the Gamemaster decides a power is appropriate to the organization as a whole, but as a general rule all such matters are normally attributed to the individual members or their equipment, facilities, etc.

HERO POINTS AND EXTRA EFFORT

Organizations cannot acquire, accumulate, or use hero points, nor can they use extra effort.

STEP 3: MINIONS

Within an organization, minions represent the rank and file members, the nameless operatives and fodder who keep the headquarters running and throw themselves at the heroes with the hope of stalling the latter long enough for the more important villains to get the job done.

Minions are the solid back upon which any organization worth its salt will be built. They are the common face that makes the organization's more elite members stand out all the more. It is the minion-level operative that heroic player characters will likely encounter most often, acting as a relatively minor impediment while moving the story along until the time comes to bring out the climax.

An organization purchases minions normally, as per the Minions feat, but bookkeeping is much easier if they are broken down into reasonable and related groups. Some example categories of minions where such a division might be made within a single organization include: pilots, technicians, super-soldiers, foot soldier, and undercover agents. Each such category of operative would apply a separate purchase of the Minions feat.

STEP 4: ARSENAL

Because of the massive scope an organization is likely to attain, using the Equipment feat normally to represent the organization's available equipment, weapons, and vehicles a member operative may employ will almost certainly be insufficient. As such, an organization uses the Equipment feat in a fashion that resembles the Minions feat.

Purchase as many ranks in the Equipment feat as you'd like a given member to be able to draw upon as an arsenal's pool (in other words, supplies that don't cover from the minion's own PP allotment.) Ranks may then be assigned to raise the amount of minions who may draw upon that amount of equipment by moving one step up the **Time and Value Progression** table per rank assigned in this manner.

Any lost equipment is replaced in between adventures at the Gamemaster's discretion.

Much like with the Minions feat, book keeping an organization's arsenal is much easier if you do so in "packages." For example, and organization that wants half its 1,000 espionage operatives to be able to draw upon its 20 PP espionage equipment package at any one time would purchase Equipment 12 (Espionage package; 20 PP, x 500) and then define what equipment is entailed.

The organization's motor pool can also be much easier to keep track of if it is broken down into separate instances of the modified Equipment feat. If the organization wants 500 tanks at 50 PP each and 25 military helicopters at 40 PP each, for example, it would purchase them as the following: Equipment 18 (Tanks; 50 pp, x 500), Equipment 12 (Military helicopters; 40 PP, x 25.)

STEP 5: HEADQUARTERS

An organization buys headquarters in the same fashion as does an individual character. If using the new headquarters rules found in **Chapter 1**, *New Feats*, use the Headquarters feat rather than the Equipment feat to do so.

Because of an organization's nature, it is far easier to purchase additional facilities. As such, a single instance of a headquarters facility may be multiplied by applying additional ranks with each rank increasing the amount by the appropriate value on the **Time and Value Progression** table. Five identical 50 PP headquarters would require Headquarters 7, for example—5 ranks for the original headquarters and 2 more ranks to purchase the other four facilities.

STEP 6: SUPER-WEAPONS

If there's one thing players expect from evil organizations in the super-hero genre, it's super-weapons (or the like) designed to conquer or destroy on a diabolically massive scale. To keep things simple, a Gamemaster can keep such devices in the realm of plot elements, meaning they are built using whatever amount of PP is needed to suit the concept rather than siphoning from a set, restricted amount, or the Gamemaster can decide they must be purchased using a limited resource.

If opting for the limited resource option, the super-weapon(s) may be purchased as a Device, but this usually only works once unless the super-weapon is supposed to be a reoccurring element in the game, otherwise all points spent on the Device are lost once it has been defeated by the heroes. Because of this, super-weapons are perhaps best represented by employing a Variable Power (pg 25) that is open ended enough to adapt to new ideas but with power modifiers and drawbacks appropriate to the organization.

Just how this Variable Power should be built depends on several factors. Foremost, what sort of resources does the organization's concept account for? An organization intended to be a grass roots terrorist movement likely won't have a Variable Power with sufficient PP for creating nuclear death ray satellites. Within this PP limitation, further think about any restrictions that would universally apply to the Variable Power based on the organization's concept, including (but not limited) just how much PP each rank will cost based on what options are to remain available. Once that's been decided, begin applying the extras, flaws, and power drawbacks that will round out the boundaries that will frame all the organization's super-weapons.

For greater diversity, an organization may want to purchase two or more super-weapon Variable Powers, not only allowing Gamemasters to represent things such as two the limitations operating on rival divisions within a single organization, but also permitting the fielding of more than one such weapon at a time.

Sample Super-Weapon Pools

Ray Weapons: Variable Pool 8 (Blast [*4 PP/rank*]; *Extras*: Continuous); 40 PP

STEP 7: DRAWBACKS

Like characters, organizations can also have drawbacks. None of the usual drawbacks will apply to an organization as a whole, no matter how appropriate to its members the drawback may be. However, organizations have their own category of drawbacks instead, none of which apply to individuals. Gamemasters should freely devise their own organization drawbacks if they think of something not covered by the following examples.

CULTURAL PARIAH (TYPE)

Select a culture the organization simply doesn't appeal to or work well with, be the "culture" a religion, ethnicity, organization, profession, or the like. Frequency indicates how often this will be problematic for the organization, while intensity indicates a penalty to be applied to all skill checks the organization makes with the specified culture: −2 as a minor drawback, −5 for a moderate drawback, and −10 as a major drawback.

DISREPUTABLE

For some reason the organization's Reputation isn't what it should be, for good or bad. For the purpose of the Reputation rules (see **Chapter 6** of the *MManual*) any increase in Reputation due to an event is halved, with a result of less than +1 meaning there is no Reputation increase. This drawback is worth 2 PP.

EASILY DEMORALIZED

The organization's members lack the sort of cohesion or backbone normally needed to fully benefit from situations that should boost their morale. As such, they suffer a penalty to all morale saving throws: a 1-point value for a −2 penalty, 2 points for a −5 penalty, or 3 points for a −10 penalty.

FAINT OF HEART

When an organization's morale status reaches either Shaken or Broken, increase the amount of Minions ranks lost by 2 per point of value placed in this drawback.

LAX SECURITY (TYPE)

Choose one type of threat that places an organization's security at risk. Your Gamemaster has final say on what qualifies or not, but some examples include arcane spying, mole operative, and physical infiltration.

Any attempt to defeat the organization's security measures of this type gains a +2 bonus as a minor drawback, +5 for a moderate drawback, or +10 for a major drawback. The drawback's frequency depends on how often the Gamemaster decides the organization is exposed to such a security risk.

LEGALLY BOUND

The organization's nature is such that it remains subject to the law through the latter's usual channels. The organization is subject to government oversight, prohibitions, and regulation. It can be sued and charged with crimes. The drawback's intensity indicates how many layers of protection the organization has from such actions—a minor version means the organization has far more leeway and legal protection than an organization with a major version, for instance.

RESOURCES CAP

The organization is prevented from spending more than the indicated amount of points per individual use of the Equipment feat with regards to a particular area, such as weapons, vehicles, espionage gear, etc. (Gamemasters should be as specific or as general as they think the situation warrants), or Headquarters feat. Combined, the PP spent on these individual feats can surpass this amount, but the cap prevents any one instance from getting too high (and thus extremely useful.)

The value of a Resources Cap depends on two factors: where the PP cut-off point is and how this limitation will affect the organization. Applying this drawback to a resource the organization doesn't have a lot of its energies and interest invested in counts as a minor drawback, and so on. For example, a mystic organization that only travels by magical means wouldn't be overly affected by a cap placed upon vehicle-related resources, so that would count as a minor drawback (if it were allowed at all.) On the other hand, an organization that made its name selling high-tech gear to terrorists would apply a major drawback if it were to place a cap on how many EP it could spend on firearms.

An organization cannot have a Resource Cap on a resource that won't affect the organization at all.

A cap of 5 ranks per instance would increase the drawback's value by 4 points, whereas a 10 rank cap is worth 3 points, 15 ranks is worth 2 points, and 20 ranks is worth 1 point.

RESTRICTED GEOGRAPHY

Something restricts the organization to a particular region, be it as small as a single neighborhood or as large (or greater) as an entire hemisphere. Frequency indicates how often this restriction proves to be a problem to the organization while intensity indicates how dire the penalties and detriments for operating outside the restricted area are.

By way of example, a street gang might be restricted to a few city blocks and faces death at the hands of other street gangs should they wander. Because the temptation to move beyond such a small area is so great and the consequences so deadly, this would be a (very common, major) drawback. On the other hand, a law enforcement agency restricted to a single nation would find itself rarely affected by a desire to work in other countries considering the nation has other agencies for that purpose, but when they do so they suffer penalties to their social skills and lose all law enforcement benefits. This would be considered a (uncommon, minor) drawback.

RESTRICTED INFLUENCE

For some reason, the organization is unable to bring its full influence to bear on someone or something. This could be another organization, type of person, kind of situation, geographic region, and so on. This must be defined for each instance of applying this drawback, as must the nature of what's affected and how. Accomplishing this goal requires first defining a general concept and then applying a value to it. For instance, Restricted Influence (No ability to arrest elite caste; major, very common) could be applied to an intergalactic police agency that is not permitted to have any authority over the ruling caste of its empire. The Gamemaster then rules if this drawback will have an actual affect on game mechanics, especially the skills and feats of the organization (and possibly its members), or if it is a macro aspect of plot and character interaction.

STEP 8: INDIVIDUALS

Although not purchased with the organization's PP, one should consider and list the individual non-player characters that work for the organization. This is where you would list characters such as the organization's leader and elite members, such as its pack of supervillains or top agents.

SAMPLE ORGANIZATIONS

The following are brief example capsules of generic organizations. A more complete, detailed organization, CORE, may be found in **Chapter 6**.

Demon Worshiping Cult

Whether or not demons actually exist in the game setting, or whether the cult is just a bunch of wannabe losers or the real deal is up to the Gamemaster.

Regardless, the organization represented here does not include any actual demons or supernatural forces the cult may be able to call upon.

The cult will need somewhere secret to meet and conduct their rituals (successful or not.) This "sanctuary" is often a locale that takes other factors, such as providing mystical energy, into account when deciding where it shall be.

PL: 3

Leadership: Theocratic dictatorship

Intelligence 12 (+1), **Wisdom** 10 (+0), **Charisma** 14 (+2)

Will +6

Skills: Bluff 6 (+8), Craft (chemical) 1 (+2), Diplomacy 2 (+4), Gather Information 2 (+4), Intimidate 4 (+6), Investigate 1 (+2), Knowledge (arcane lore) 6 (+7), Knowledge (current events) 2 (+3), Knowledge (history) 5 (+6), Language (occult tongue), Notice 3 (+3), Stealth 7 (+8)

Feats: Connected (occult underground), Contacts (occult underground), Low Profile, Master Plan, Mole Network, Zealous 3. Add Artificer and Ritualist if actually capable of magic.

Members: Minions (30-pt., x 25 cultists) 6

Equipment: Individually provided

Vehicles: Individually provided

Headquarters: Ritual Warren—*Size*: Small (4 of 8); *Toughness*: 10; *Features*: Concealed 2 (Basic; 0), Escape Tunnel (0), Holding Cells (2), Isolated (0), Library (2), Mystic Locale 2 (0); *Drawbacks*: Accessible Bowels (Half) −2; *Cost EP/PP*: 6/1

If the cult is actually able to access magic, add the following features: Amplifier 2 (magic; 0), Artificer's Lab (Any one trait, *2 EP/rank*; 1), Ritual Chamber 2 (Any one trait, *2 EP/rank*; 2), resulting in (7 of 8) Spaces being used and *Cost EP/PP*: 14/2

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage)

Drawbacks: Cultural Pariah (occult religion; common, moderate) −3

Abilities –24 + Skills 10 (40 ranks) + Feats 15 (18 if capable of magic) + Powers 141 + Saves 6 – Drawbacks 3 = 145 (148 if capable of magic)

Police Precinct, Urban

This organization represents a typical urban precinct house. Snitches and interrogations provide information, while efforts are made to build trust with the community through outreach and anti-crime programs. Friction and distrust exists between the officers and community, however, due to racial tensions and corruption on the Force.

Were it to better suit the game, the police force could be built in its entirety for the whole city, breaking it down into precincts with notations with each gaining a dynamic alternate version in an array attached to the precinct house headquarters detailed in the following.

PL: 4 (6 with SWAT)

Leadership: Council if governed by a quorum or the like, or a dictatorship otherwise

Intelligence 14 (+2), **Wisdom** 14 (+2), **Charisma** 14 (+2)

Will +6

Skills: Bluff 6 (+8), Computers 1 (+3), Craft (electronic) 1 (+3), Craft (mechanical) 1 (+3), Diplomacy 4 (+6), Gather Information 6 (+8), Intimidate 6 (+8), Investigate 8 (+10), Knowledge (behavioral sciences) 6 (+8), Knowledge (business) 1 (+3), Knowledge (civics) 6 (+8), Knowledge (current events) 2 (+4), Knowledge (streetwise) 8 (+10), Knowledge (tactics) 6 (+8), Notice 6 (+8)

Feats: Benefit (status), Connected (Government, federal law enforcement, criminals) 3, Contacts (Government, federal law enforcement, criminals) 3, Favored Opponent (criminals), Mole Network 3, Well-Informed

Members: Minions (45-pt., x 50 police officers) 8, Minions (45-pt., x 25 SWAT officers) 7 if a SWAT team is also stationed at the precinct

Equipment: Equipment (Basic police officer equipment; 25 EP, x 50) 10, Equipment (Surveillance gear; 15 EP, x 10) 6, Equipment (SWAT equipment; 25 EP, x 25) 9 if a SWAT team is also assigned to the precinct

Vehicles: Police cruisers (7 EP, x 10) 5

Headquarters: Precinct House—*Size*: Large (27 of 32); *Toughness*: 10; *Features*: Communications (Basic; 0), Computer 2 (Basic; 0), Fire Prevention System, Demolitions Disposal 2, Garage (16), Gym (2), Holding Cells (5), Kitchen/Mess Hall (1), Laboratory (crime; 1), Landmark 2 (0), Security System 2 (0); *Drawbacks*: Accessible Bowels (1/4) −1, Security Gap (public entrance) −1; *Cost EP/PP*: 20/2

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage)

Drawbacks: Cultural Pariah (ethnic minorities; common, minor) −2, Lax Security (personnel corruption; uncommon, moderate) −2, Legally Bound (Very common, major) −5, Restricted Geography (district; common, minor) −2, Restricted Influence (jurisdiction; uncommon, minor) −1

Abilities –18 + Skills 17 (68 ranks) + Feats 43 (59 with SWAT) + Powers 141 + Saves 4 – Drawbacks 12 = 175 (191 with SWAT)

Terrorist Brotherhood

The terrorists are devoted to their cause and ideals, which typically have strong roots in their ethnicity

and/or faith. They operate out of the backrooms and basements belonging to sympathizing citizens and businesses, striking at their enemy who is typically an (actual, historical, or believed) oppressing culture, ethnicity, or religion.

Representing a single, troublesome terrorist cell, the following organization may be expanded to represent the entire terrorist organization by adding new cell locations to the headquarters by means of dynamic alternate powers and by increasing the amount of members and their allotted equipment.

PL: 5

Leadership: Usually a zealous theocratic dictatorship

Intelligence 12 (+1), **Wisdom** 14 (+2), **Charisma** 14 (+2)

Will +10

Skills: Bluff 4 (+6), Craft (chemical) 4 (+5), Craft (electronic) 2 (+3), Craft (mechanical) 2 (+3), Diplomacy 2 (+4), Gather Information 4 (+6), Intimidate 6 (+8), Knowledge (current events) 1 (+2), Knowledge (history) 2 (+3), Knowledge (tactics) 4 (+5), Knowledge (theology and philosophy) 5 (+6), Notice 2 (+4), Stealth 6 (+7)

Feats: Connected (black market, related ideology) 2, Contacts (black market, related ideology, shared ethnic/ideological population) 3, Favored Opponent (oppressors/what have you), Mole Network, Zealous 4

Members: Minions (60-pt., x 50 terrorists) 9

Equipment: Equipment (Small arms; 20 EP, x 25) 8, Equipment (Explosives and heavy weapons; 15 EP, x 10) 6

Vehicles: Individually provided

Headquarters: Typically a series of "safe houses" comprised of nothing more than members' basements and the like.

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage)

Drawbacks: Cultural Pariah (oppressor; common, major) −4, Restricted Geography (area assigned to cell; common, minor) −2

Abilities –20 + Skills 11 (44 ranks) + Feats 34 + Powers 141 + Saves 8 − Drawbacks 6 = 168

ORGANIZATION MORALE

The general state of mind and sense of well being of an organization's members can have a very real affect on how that organization performs, grows, or possibly falls apart.

Whenever events occurs the Gamemaster rules as worthy of affecting the organization's overall morale, the organization must make a Will saving throw. Unlike a normal, character-based Will save, the organization's saving throw is not merely a pass or fail situation. Instead, the outcome is determined much like that of a Toughness save in so far as the degree of failure impacts the results.

ORGANIZATION WILL SAVE DC = 15 + SITUATIONAL MODIFIER

Whenever an organization makes a Will save for morale, consult Table **4-2: Organization Morale Effect Table** to see what results.

TABLE 4-2: MORALE SAVING THROW MODIFIERS

SITUATION/STATUS	DC MODIFIER
Blind Devotion *	−2
Bolstered Morale Status	−3
Broken Morale Status	+5
Rallied Morale Status	−1
Reputation	−/+ Reputation Value **
Shaken Morale Status	+3
Vitalized Morale Status	−5
Worried Morale Status	+1
Zealous	−Zealous feats ranks

* TO QUALIFY, AT LEAST HALF OF THE MEMBERS MUST HAVE THE BLIND DEVOTION MINION FEAT REGARDING THE SAME LEADER. FURTHERMORE, THIS MODIFIER ONLY APPLIES TO MORALE SAVING THROWS DIRECTLY RELATED TO THAT LEADER.

** APPLY IT TO THE ORGANIZATION'S BENEFIT OR DETRIMENT, AS THE GAMEMASTER DECIDES IS MOST APT TO HOW THE ORGANIZATION'S REPUTATION WILL APPLY TO THE SPECIFIC SITUATION. SEE THE *MMMANUAL* FOR MORE DETAILS.

TABLE 4-3: ORGANIZATION MORALE EFFECT

SAVING THROW ...	EFFECT
Succeeds by 15 or more	Vitalized
Succeeds by 10 or more	Bolstered
Succeeds by 5 or more	Rallied
Succeeds	Unmoved
Fails	Concerned
Fails by 5 or more	Worried
Fails by 10 or more	Shaken
Fails by 15 or more	Broken

Morale Conditions

One of the following morale conditions will apply to an organization that has been forced to make a morale saving throw.

- **Vitalized:** The members have complete faith, not only in the organization's actions and goals, but also in their sureness that success is inevitable.

TABLE 4-4: RALLY CHECK RESULTS

RALLY CHECK ...	EFFECT
Succeeds by 15 or more	Morale status improves by four degrees *
Succeeds by 10 or more	Morale status improves by three degrees *
Succeeds by 5 or more	Morale status improves by two degrees *
Succeeds	Morale status improves by one degree *
Fails	Morale status remains unchanged
Fails by 10 or more	Morale status worsens by one degree **
Fails by 15 or more	Morale status worsens by two degrees **
Fails by 20 or more	Morale status worsens by three degrees **
Fails by 25 or more	Morale status worsens by four degrees **

* MORALE STATUS CANNOT BE IMPROVED BEYOND VITALIZED

** MORALE STATUS CANNOT BE DEGRADED BELOW BROKEN

- **Bolstered:** Confidence runs high regarding the organization, its leadership, and its members. Things are definitely on the right track.
- **Rallied:** The troops are in good spirits and see bright times ahead.
- **Unmoved:** The previous morale status remains unchanged. This is the default status of a newly formed organization.
- **Concerned:** Members have a few doubts regarding the organization.
- **Worried:** The organization's leadership and recent decisions will be questioned in whispers and behind closed doors. Members cannot use the following minion feats so long as the organization's morale remains at this morale status or worse: Hard as Nails, Heed the Call, Loyalty
- **Shaken:** The members' faith in the organization is ready to crumble, with some members leaving. The Gamemaster can handle this arbitrarily or rule the organization's Minions feat loses 1d20 ranks. Reducing Minions to 0 ranks means no members remain. Remaining members cannot use the following minion feats so long as the organization's morale remains at this morale status or worse: Against the Odds, Blaze of Glory, Create Opening, Hard as Nails, Heed the Call, Horde, Loyalty, Power of Many, Swarm, Wide Open.
- **Broken:** The members' faith in the organization falls apart, causing many to quit and flee. The Gamemaster can handle this arbitrarily or rule the organization's Minions feat loses (1d20 + 10) ranks. Reducing Minions to 0 ranks means no members remain. Remaining members cannot use any minion feats so long as the organization's morale remains at this morale status.

Rallying

An organization's members, when suffering from bad morale, require someone to step forward and set a shining example to show them that all is not lost and things will get better, thus boosting their spirits. The specifics of who can rally the troops is open to the Gamemaster's discretion, but should be limited to leaders, individual NPCs that stand out from the flock (such as members of CORE's Elite), or possibly a lowly minion who is able to accomplish something spectacular, such as defeating a renowned hero on his own.

Rallying an organization, regardless of the Gamemaster approved circumstances involved, requires the person(s) doing the rallying roll either a Bluff, Diplomacy, or Intimidate skill check, depending on how the rallying is to be done. The skill check's DC should be set to suit the circumstances and will be modified by the organization's current morale status, adding the latter's appropriate modifier from **Table 4-1: Morale Saving Throw Modifiers**. The Gamemaster should also adjust the DC to suit the skill used because there are some situations where the honeyed tongue of diplomacy will certainly work better than the gruff bluster and threats of Intimidate, for instance.

Much as with a morale saving throw, the effects of a rallying check upon an organization's existing morale is not a pass/fail situation, but is represented by degrees of success or failure, as is the case when determining damage. Consult **Table 4-4: Rally Check Results** to determine whether or not such an attempt makes things better or worse.

Rallying an organization is no simple feat, nor is it something that should be overly codified by the Gamemaster. It is also something that is not easily done, so the Gamemaster should be careful in deciding what constitutes a suitable rallying situation, as well as when they are possible, otherwise morale becomes meaningless. Gamemasters shouldn't be afraid to rule that months or even years pass before a rallying check is allowed to see if an organization can build itself back up from the most devastating failures and defeats.

CROWDS AND MOBS

Most of the time a Gamemaster will likely wish to portray crowds as a plot point, using nothing more than common sense and storytelling. However, there are occasions where knowing just what game statistics collectively belong to a large group of creatures, be they a crazed mob, a horde of wild beasts, or a platoon of organized soldiers is a great time-saving tool in order to keep mass combats running quickly and smoothly. To meet this need, the following rules use the base stats of a typical member of a crowd, along with the amount of beings comprising that group, to arrive at an amalgamated stat block for the members while acting as though they were a single character known as a "crowd entity."

Not only do these new rules concerning mobs and crowds add a new depth to the game, especially when it comes to how bystanders will react, but they can also be used to save time by amalgamating NPCs rather than rolling for every individual NPC on its own (this is especially useful when the players are facing down swarming minions.) But what defines a single group or crowd, and how many creatures must there be to constitute a "crowd?" Because the circumstances are so varied, the requirements are left in the Gamemaster's hands to suit the specific situation.

In some cases, such as attacking a festival filled with ordinary civilians packed together around several stages while listening to live bands, the Gamemaster may decide that mere proximity is enough by ruling that anyone not around the stages, while able to see what is going on, have too many escape avenues available to them and are far enough away to not be considered a part of this particular crowd entity. So, in this example, the Gamemaster rules proximity and location are the determining factors of what constitutes the crowd entity.

Now, let us say that a detachment of police enter the previously defined crowd. Although they meet both the proximity and location outlined for the concert watchers, the Gamemaster decides their armament, training, and intention to help the civilians sets them apart and should be what decides who constitutes this second group.

So, in our example, we now have a single mass of people made up of two crowd entities for which we will design two separate stat blocks using the following rules.

A Comment On Crowd Building

The rules on building a crowd entity are meant to be a guideline and can be tinkered with as the Gamemaster sees fit, either to suit the individual crowd entity or the particular circumstances. While these rules are intended to allow a Gamemaster to calculate game statistics for a significant group of similar creatures, let's face the facts: these rules simply aren't going to be able to account for all the individuality that still exists between the lines, even in the case of characters that share identical statistics, purposely leaving these rules fairly arbitrary.

CROWD ENTITY STATISTICS

When defining a crowd's capabilities, one need not worry about all the statistics of the member beings, but only those that are relevant to the group's unified statistics. These statistics include all saving throws, attack and defensive powers, and combat statistics.

A warning needs to be made, however. Because these rules are meant to create a short hand for a group of NPCs, there is some math involved that is a bit more complicated than one normally sees with the *Superlink* system. This is somewhat unavoidable because of the nature of what these rules are meant to accomplish and because they are meant to let the Gamemaster handle crowds ranging up to millions of creatures as a single statistic block if need be.

To keep things simple, examples are provided in most cases, as are formula and table summarizations and aids. Really, this makes it out to sound much worse than it is, but if the math does indeed prove too much for you, you're welcome to bypass these rules and keep track and roll for the NPCs individually (which may take a while if working with a lot of NPCs.) It's up to each Gamemaster to decide what works best for them.

Crowd Toughness Save

Use the average Toughness save modifier for the crowd entity's member creatures, increasing it by the rank value of the amount of members according to their value on the **Time and Value Progression** table, rounded down and minus 1. For example, a crowd entity with 65 members possessing an average Toughness save modifier of +2 would collectively have a Toughness save of +7.

If you're confused by how the math works, a shortcut for determining the save modifier has been provided in the accompanying **Table 4-5: Crowd Calculations** table.

Other Crowd Saves

For Fortitude and Will saving throws, use the average save modifier for the crowd entity's member creatures.

For Reflex saving throws, average the member's Reflex save modifiers together and then subtract from this amount one less the rank on the **Time and Value Progression** table representing the crowd entity's overall size. Negative results are indeed applied as a penalty.

If you're confused by how the math works, a shortcut for determining the save modifier has been provided in the accompanying **Table 4-5: Crowd Calculations** table.

Crowd Feats

For a crowd entity to gain the benefits of any feat, at least three-quarters (rounded down) of its members must possess the feat. If the feat is ranked and this requirement is met without all the members possessing the feat, halve this amount with a minimum of one rank remaining.

Most feats won't apply to a crowd entity, however, because they simply won't make any sense in the sort of situations one would need to know a crowd's game statistics for. For instance, while feats such as Attack Focus are likely going to be useful for crowd entities, Contacts, Benefits (wealth) and the like will not be. Gamemasters use your discretion when transferring feats over from individual members to the amalgamated crowd entity.

Crowd Skills

Most skills will be useless for the purpose of Gamemastering or interacting with crowd entities because most skills are employed with the design and intention of use in an individual capacity. Interaction skills will especially be largely useless, although the Gamemaster may find some creative ways to use them. Intimidation, for instance, can be used to represent a crowd's ability to cow others through sheer weight of numbers.

When calculating the skill ranks possessed by a crowd entity, first divide the crowd's members into smaller groups of those who have the skill, regardless of rank, and those who do not, then average the skill ranks of the first group. Now find the rank on the **Time and Value Progression** table associated with the total members comprising the crowd entity and find the rank representing the amount of people who don't have the skill at all. Subtract the latter rank from the former and then divide the previously calculated skill rank by this amount (rounding down) plus 1. This result is how much you lower the earlier calculated skill rank average by. (Whew, did you get all that? It seems complex, but there's an example to come!)

Any result less than +1 means too few crowd members possess the skill, outright denying the crowd entity use of that skill.

Calculating Crowd Skills and Power Formula

Here you go, the process of determining a crowd entity's skills.

A) is the average of the skill's/power's ranks.

B) is the rank representing the total amount of people in the crowd, as indicated on the **Time and Value Progression** table.

C) is the rank representing the amount of people in the crowd without the skill/power, as indicated on the **Time and Value Progression** table.

Step 1: B – C = D

Step 2: (A / D) + 1 = E

Step 3: A – E = Crowd Entity's skill/power rank

For example, let's look at a crowd of 1,000 people, 600 of which have Stealth +5 and 200 of which have Stealth +3. Averaging these together, we arrive at Stealth +4. However, there are 200 people who don't possess the Stealth skill at all. The rank for 1,000 people on the **Time and Value Progression** table is 10, whereas the rank for those without Stealth is 7.

STEP 1: 10 7 = 3

STEP 2: (4 / 3) + 1 = 2

STEP 3: 4 2 = +2

So, according to this formula we've determined that the population breakdown within this particular crowd entity results in a skill of Stealth +2.

Separately calculate for each skill the Gamemaster determines is appropriate for the crowd entity to possess.

If this math seems a little daunting and overly complex, the Gamemaster can speed things along by comparing the percentage of a crowd's members that have this or that skill, and then defining the final skill ranks based upon what feel right according to their observations. Winging it is a perfectly valid option.

Crowd Powers

As with skills, not all powers will apply to a crowd entity. Unless every member has Comprehend, for instance, this power will be relatively useless in situation where it becomes necessary to employ a crowd entity's statistics, even if outside of such situations individual members may find the power extremely useful.

In most instances, the amount of a power's ranks a crowd entity has access to is determined using the same method and formula as is used for determining skill ranks. Gamemasters may want to void this in specific circumstances, such as a single member being the only one within the crowd entity possessing a power. However, because the power has an area that cov-

ers the entire crowd entity the Gamemaster rules the crowd can use the power. A far more common example is attack powers.

When determining if a crowd entity can use a specific attack power, do not average the power's ranks as one would for other powers. Instead, find the rank **Time and Value Progression** table representing the amount of people comprising the crowd entity who have that exact attack power. This rank represents the maximum number of times that power may be used per round, regardless of the total amount of attacks per round the crowd entity has.

Hero Points and Extra Effort

Crowds cannot acquire, accumulate, or use hero points, but can use extra effort.

Amount of Crowd Attacks

A crowd entity may effectively attack as many times per round as the number of members' rank on the **Time and Value Progression** table. This doesn't mean only 11 people within a crowd entity comprised of 2,500 armed members are able to attack while the remaining 2,489 people sit on their hands. This number merely represents the amount of attacks that will give any of the other combatants something to worry about for that round, with the other attacks remaining the province of plot and storytelling, and being accounted for in the crowd's damage modifier (see **Crowd Damage Modifier**.)

Crowd Damage Modifier

Use the average damage modifier(s) for the crowd entity's member creatures for every like attack, increasing it by the rank value of the amount of members who share the attack type according to their value on the **Time and Value Progression** table, rounded down and subtracting 1. For example, a crowd entity with 1,500 unarmed civilians possessing an average unarmed damage modifier of +0 would collectively possess a damage modifier of +9.

In the case of attack powers that are not possessed by all members but remain usable, calculate this damage modifier based on the amount of people who can use the power rather than on the overall size of the crowd (see **Crowd Powers**, earlier.)

If you're confused by how the math works, a shortcut for determining the damage modifier has been provided in the accompanying **Table 4-5: Crowd Calculations** table.

Crowd Attack, Defense, Initiative

Average the members' Attack and initiative modifiers to arrive at those belonging to the crowd entity. If appropriate, average melee and ranged Attacks modifiers separately. Unless the Gamemaster decides there is some reason why it should not apply, a crowd entity's component members should be considered to be using Aid to assist each other with regards to their attack capabilities, so further increase the crowd entity's Attack modifier by +2. This Aid bonus is lost if the crowd entity's moral status is reduced to Shaken or worse.

For Defense, average the member's Defense modifiers together and then subtract from this amount one less the rank on the **Time and Value Progression** table representing the crowd entity's overall size. Treat any result of less than +1 as +0.

If you're confused by how the math works, a shortcut for determining the Attack modifier has been provided in the accompanying **Table 4-5: Crowd Calculations** table.

Crowd Movement

To be in the same crowd entity, all members must possess the same form of movement or at least be in a circumstance that allows them to move together. For instance, a crowd entity could be made of two different races, one of which can only walk and one that can only fly, but only if the latter flew low and slow enough to mingle with the former. As soon as the flyers took to the air and moved far enough away, they would no longer qualify as members of the crowd entity.

Crowd PL

Calculate a crowd entity's PL in the same fashion as you would for a regular NPC.

CROWD ENTITY COMBAT

Although the basic principles of combat remain unchanged for a crowd entity, there are some differences that require mentioning.

Attacking the Crowd

Attacking a crowd is done normally, although damaging more than one person is accounted for by ruling that the close proximity of the member beings will cause attacks to strike multiple creatures at once, penetrate and keep on going to hit someone else, and so on.

Area affect attacks are especially useful against crowd entities, gaining a +1 increase to their attack's damage modifier against the latter per 10 feet of the crowd entity covered, rounded down. Any area that goes beyond the location filled by the crowd is not counted towards this bonus. For example, a Blast 6 (*Extras*: Burst) power would have a 30-foot radius (meaning it's 60 feet across for a +6 damage bonus.) If used against a crowd entity that is only 40 feet across, this power would have a +4 damage modifier against the crowd because the other 20 feet of the burst is only hitting the empty space surrounding the target.

TABLE 4-5: CROWD CALCULATIONS

CROWD MEMBERS	TOUGHNESS/DAMAGE MODIFIER	REFLEX/DEFENSE MODIFIER	AMOUNT OF ATTACKS
2	+1	−1	2
5	+2	−2	3
10	+3	−3	4
25	+4	−4	5
50	+5	−5	6
100	+6	−6	7
250	+7	−7	8
500	+8	−8	9
1,000	+9	−9	10
2,500	+10	−10	11
5,000	+11	−11	12
10,000	+12	−12	13
25,000	+13	−13	14
50,000	+14	−14	15
100,000	+15	−15	16
250,000	+16	−16	17
500,000	+17	−17	18
1 million	+18	−18	19
2.5 million	+19	−19	20

Conversely, attacks without an area of affect suffer from a reduced damage modifier by applying a –1 penalty per 10 feet of the crowd along its widest point. For instance, if using a Blast 8 power used against the 40-foot wide crowd from our previous example, the power's damage modifier would be reduced to +4.

Some powers that don't result in damage, such as Mind Control, are largely useless against a crowd entity unless they have an area of affect. If the power has an area of affect, its effective ranks for the sake of the power's potency is either increased or reduced as previously outlined for the damage modifier. In most cases it is appropriate to use the power check against the crowd entity as though it were a damage modifier, using the appropriate saving throw rather than Toughness.

Damage Results

Instead of the usual damage results, consult **Table 4-6: Damaging a Crowd** when attacking a crowd entity.

TABLE 4-6: DAMAGING A CROWD

SAVING THROW ...	EFFECT
Succeeds	Negligible damage
Fails	Victims; −1 rank in size
Fails by 5 or more	Carnage; −2 ranks in size
Fails by 10 or more	Massacre; −3 ranks in size
Fails by 15 or more	Blood in the Streets; −4 ranks in size
Fails by +5 beyond 15	Minus an additional rank in size

- **Negligible Damage:** For the sake of plot and description, a few members of the crowd may be harmed or even killed, but not enough to affect the crowd entity's statistics.
- **Victims:** The crowd entity's cohesiveness has suffered, reducing its size by one rank on the **Time and Value Progression** table.
- **Carnage:** The crowd entity's cohesiveness has suffered, reducing its size by two ranks on the **Time and Value Progression** table.
- **Massacre:** The crowd entity's cohesiveness has suffered, reducing its size by three ranks on the **Time and Value Progression** table.
- **Blood in the Streets:** The crowd entity's cohesiveness has suffered, reducing its size by four ranks on the **Time and Value Progression** table. Every additional 5 points beyond 15 the saving throw fails by reduces the crowd's size by yet another rank.

Reducing a crowd entity's size to 1 or fewer ranks on the **Time and Value Progression** table "kills" it, effectively killing and/or dispersing all its members. Furthermore, keep in mind that damage reducing the crowd entity's size in ranks also reduces its calculated values that rely upon the **Time and Value Progression** table, such as its Toughness save and damage modifier.

The Gamemaster determines the exact effects on the crowd entity of a power that doesn't cause actual damage. In the case of Mind Control with an area of affect, for example, the amount of ranks the crowd en-

tity would have been reduced in size on the **Time and Value Progression** table instead indicates how much of the crowd is now under the character's control. In this particular instance, the crowd entity has been split into two crowd entities, one under the character's control and one that remains independent, with the latter having a size equal to the remaining ranks.

> Every rank of size a crowd entity loses to damage results in the following changes to its statistics: –1 Toughness, –1 Damage modifier, +1 Reflex save, +1 Defense modifier, –1 attack per round.

Crowd Morale

Crowds roll morale saving throws and make rally checks in much the same manner as do organizations (see pg 100), although the effects are much more immediate. This is an optional system for determining crowd behavior, but Gamemasters need not use it if they feel more comfortable leaving issues of crowd morale entirely up to the whims of the plot and character actions.

When crowds make use of the morale rules the resulting morale conditions change to the following:

- **Vitalized:** The crowd has complete faith in whatever it is attempting to do.
- **Bolstered:** Confidence runs high regarding the crowd's chances of success.
- **Rallied:** The crowd's members are in good spirits and see bright times ahead.
- **Unmoved:** The previous morale status remains unchanged. This is the default status of a crowd entity.
- **Concerned:** Members have a few doubts about what the crowd is doing and its chance of success.
- **Worried:** The crowd's actions and chance of survival will be questioned in whispers and muffled conversations. Members cannot use the following minion feats so long as the crowd's morale remains at this morale status or worse: Hard as Nails, Heed the Call, Loyalty.
- **Shaken:** The members' faith in the crowd is ready to crumble, with some members leaving. The Gamemaster can handle this arbitrarily or rule the crowd loses an amount of members equal to 1 or 2 ranks on the **Time and Value Progression** table. Reducing the crowd entity's size to 0 ranks means no members remain and the crowd entity is no more. Remaining members cannot use the following minion feats so long as the crowd's morale remains at this morale status or worse: Against the Odds, Blaze of Glory, Create Opening, Hard as Nails, Heed the Call, Horde, Loyalty, Move as One, Power of Many, Swarm, Wide Open. The crowd entity also loses its inherent Aid bonus to its Attack modifier.
- **Broken:** The members' faith in the crowd falls apart, causing many to quit and flee. The Gamemaster can handle this arbitrarily or rule the crowd loses an amount of members equal to 1d20 ranks on the **Time and Value Progression** table. Reducing the crowd entity's size to 0 ranks means no members remain. Remaining members cannot use any minion feats so long as the crowd entity's morale remains at this morale status. The crowd entity also loses its inherent Aid bonus to its Attack modifier.

SAMPLE CROWDS

CORE Assault Team (PL 7)

This crowd entity makes use of the CORE Field Agent supporting character archetype and is comprised of 16 members, 2 of which have CLW-010 Plasma Squad Support Weapon along with their CLW-006s.

Toughness +8 (+4 without tactical vest), **Fortitude** +3, **Reflex** –1, **Will** +1

Skills: Intimidate +2, Knowledge (tactics) +4, Notice +4, Stealth +3

Feats: Move as One

Attack +7, **Defense** +4, **Initiative** +1

Maximum Attacks/Round: 4

Damage: CLW-006 +10/17-20, CLW-010 +9/17-20 (max. 2/round), unarmed +4

Soldiers, Platoon (PL 7)

This crowd entity makes use of the Soldier supporting character archetype and is comprised of 40 members, 4 of which have grenade launchers along with assault rifles.

Toughness +9 (+5 without body armor), **Fortitude** +4, **Reflex** –3, **Will** +1

Skills: Intimidate +2, Knowledge (tactics) +4, Notice +2

Attack +7, **Defense** +1, **Initiative** +1

Maximum Attacks/Round: 5

Damage: Assault Rifle +9, grenade launcher +6 (max. 2/round), unarmed +5

SWAT Squad (PL 6)

This crowd entity makes use of the Swat Officer supporting character archetype and is comprised of 8 members.

Toughness +8 (+4 without riot armor), **Fortitude** +6, **Reflex** +4, **Will** +3

Skills: Intimidate +5, Knowledge (tactics) +5, Stealth +6

Attack +8, **Defense** +4, **Initiative** +2

Maximum Attacks/Round: 3

Damage: Submachine gun +6, unarmed +3

Street Gang (PL 4)

This crowd entity makes use of the Criminal and Thug supporting character archetypes and is comprised of 50 members, split between 30 Criminals and 20 Thugs.

Toughness +6 (+5 without leather jackets), **Fortitude** +2, **Reflex** –3, **Will** +0

Skills: Intimidate +1, Search +1, Stealth +3

Attack +1, **Defense** +0, **Initiative** +1

Maximum Attacks/Round: 6

Damage: Pistol +8, Unarmed +6

CHAPTER 5: HEADQUARTERS, REVISED & REVISITED

What is a villainous mastermind without a lair from which to plot and hide from his enemies, such as the heroic player characters? Simple: just another bad guy waiting to be spotted and swept up off the street. That's why so many villains build headquarters from which to scheme and act (not to mention hide.)

There's nothing wrong with the existing system for building headquarters, especially if you wish to play things loose, easy and quick, but some players and Gamemasters may be hoping for more detail than such rules offer. For the latter, we offer the following expanded and revised headquarters rules. One of the most obvious changes is how many headquarters features are now ranked rather than keeping the degree of their ability directly tied to the headquarters' PL. This allows for a greater degree of customization and variance, but you'll find the added detail means headquarters can easily cost far more than before. We think you'll find the trade-off for the added detail and improved control is worth it.

As with the default rules, a headquarters is purchased as equipment (although with the new Headquarters feat rather than the Equipment feat) and more than one may, at the Gamemaster's discretion, be purchased as "Alternate Powers." This aspect of the rules pretty much remains unchanged.

Some of the following material is revised from, or influenced by, material first appearing in **Headquarters & Hideouts 1 & 2** by **Devil's Workshop** (reference used with permission.)

HEADQUARTERS TRAITS

Headquarters have two main traits—Toughness and size—and a number of possible features. Each of these costs equipment points (EP) to improve.

TABLE 5-1: HEADQUARTERS TRAIT COST

TRAIT	STARTING VALUE	EQUIPMENT COST
Toughness	5	1 point per +5 Toughness
Size	Small	1 point per size category
Features	–	Varies (flat rate or per rank/Space)

TOUGHNESS

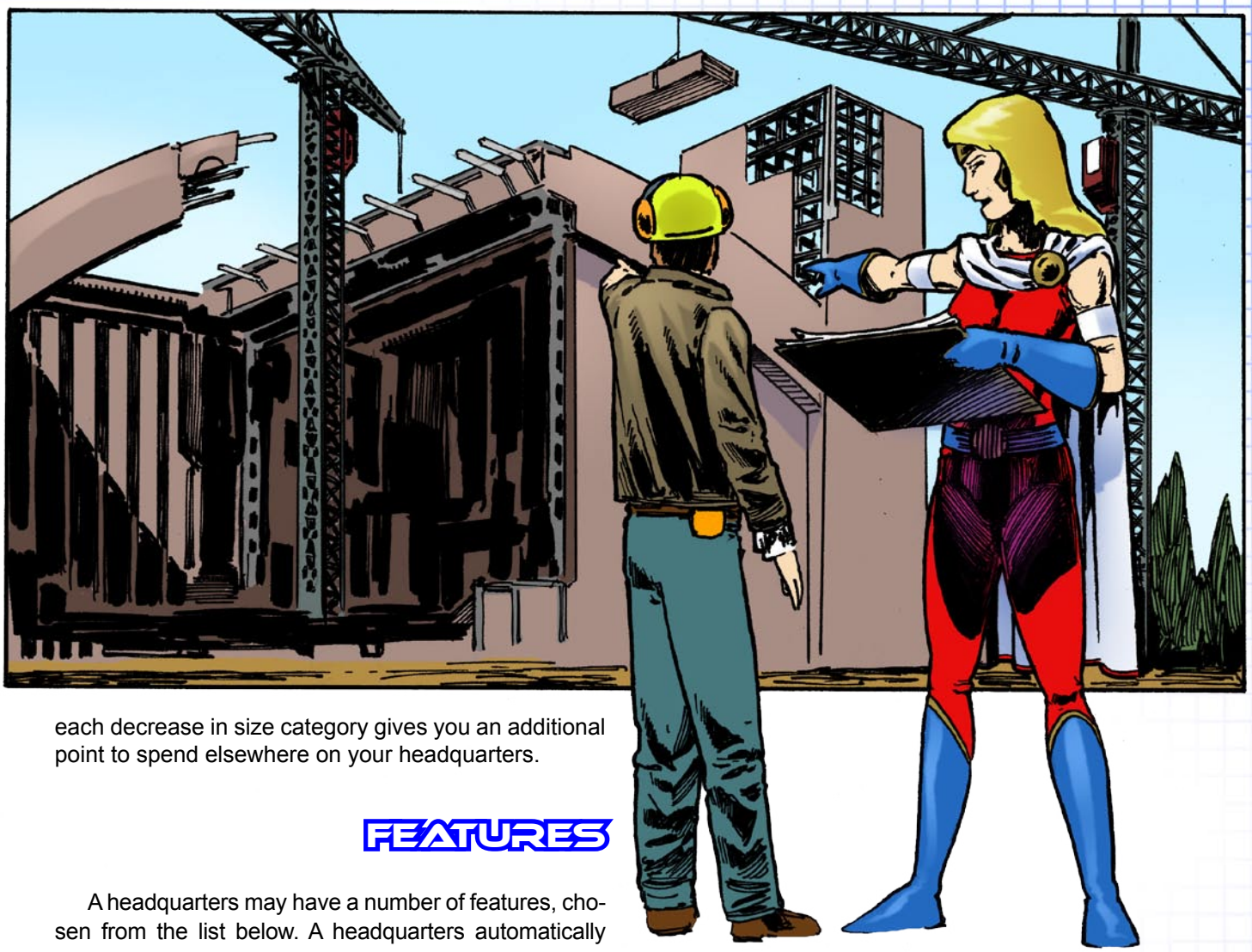
Nothing has changed with regards to a headquarters' Toughness or the benchmarks illustrated in the core rules.

SIZE

A structure's size is measured similar to that of a character or vehicle, and gives a general idea of the overall space it occupies and how much area is available inside it, as represented by the "Spaces" column. Structures are measured on a different scale, however. See **Table 5-2: Structure Size Categories** for guidelines. A headquarters starts out at Small size for 0 points. Each increase in size category costs 1 point,

TABLE 5-2: STRUCTURE SIZE CATEGORIES

STRUCTURE SIZE	CHARACTER SIZE	SIZE	SPACES	EXAMPLES
Awesome	–	5,000+ ft.	512+	Small town/village
Colossal	–	2,000 – 5,000 ft.	256	City block, private estate
Gargantuan	–	1,000 – 2,000 ft.	128	Skyscraper
Huge	–	500 – 1,000 ft.	64	Castle
Large	–	250 – 500 ft.	32	Mansion, cave complex
Medium	Awesome	128 – 250 ft.	16	Warehouse
Small	Colossal	64 – 128 ft.	8	House
Tiny	Gargantuan	32 – 64 ft.	4	Townhouse
Diminutive	Huge	16 – 32 ft.	2	Apartment
Fine	Large	8 – 16 ft.	1	Loft
Miniscule	Medium	4 – 8 ft.	0	Room



each decrease in size category gives you an additional point to spend elsewhere on your headquarters.

FEATURES

A headquarters may have a number of features, chosen from the list below. A headquarters automatically has the basic structural amenities like doors and windows, power outlets, utilities, and so forth at no cost.

Headquarters Without The Space Rule

The concept of Space and building headquarters is meant to implement a degree of realism and detail into the game. There will certainly be Gamemasters and players who don't like this aspect of the new rules, however, and will prefer sticking with the old system that worked entirely on concept. In that case, don't worry about purchasing additional space to accommodate the desired amount of people/vehicles/whatever—buying the desired feature at its base rate is sufficient with the concept accommodating the rest (although additional EP to buy ranks that otherwise improve a feature is still necessary.) In this case, though, drop the Headquarters feat and buy all aspects of a headquarters using EP acquired from the Equipment feat, as per the core rules, because the former was created with the idea of having to pay for Space in mind.

Each feature costs the indicated amount of equipment points (EP), which sometimes appears as a flat rate or as a cost per rank or Space purchased for the feature. A feature also lists the amount of Space it uses within the headquarters—when all of the facility's Space (as determined by its size) is used up nothing more can be fit into the structure without expanding it (although some make accommodations for being built on adjacent land, open to the elements.)

Some features may also demand other prerequisites from its builders to ensure that characters are only building features that are logically within their character's capabilities and not just a simple matter of spending the requisite EP. Gamemasters may allow some or all of a feature's prerequisites to be bypassed under certain conditions, such as hiring on someone to do the work or if the base has been inherited or otherwise taken over from someone else who built it. Otherwise, a Gamemaster should allow the feature to be added without meeting the prerequisites at double the EP cost with the understanding that outside help had to be taken on to fill such needs. Alternatively, Gamemasters looking to play things far more loosely can do away with the prerequisites altogether (it's about having options, after all.)

AMPLIFIER (RANKED)

A device that amplifies powers by as many ranks as this feature possesses. Once selected, the power and its descriptor cannot be altered without some wondrous effort, as determined by the Gamemaster—doing so should be no simple feat and failure may result in losing the feature altogether.

Using the amplifier requires an appropriately empowered individual be in physical contact with the device and use a full-round action to calibrate and activate it. As long as this contact is maintained the amplifier remains in effect, even if the power is not sustained. The Gamemaster may even allow the amplifier to boost the power's effects beyond the campaign's PL restrictions, although doing so should be done with care. Unless a hero point is expended when the character is finished using the amplifier the character will become fatigued

Prerequisites: Knowledge (technology) 8 + 1 per rank of this feature. This skill can be substituted for another, more appropriate skill if the amplifier is not of a technological nature. Most will require the Power System feature.

Space: Gamemasters should use their discretion. An amplifying device in a steampunk game could be massive and take up dozens of Spaces, whereas resting the headquarters on a pair of crossing ley lines to amplify a spell would use no space.

Cost: Varies according to the following:

- **1 EP/rank:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. So you could acquire any one skill at a time, for example, or any one power.
- **2 EP/rank:** Any one trait at a time.
- **3 EP/rank:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than the total available points.
- **4 EP/rank:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than the total available points.
- **5 EP/rank:** Any combination of traits adding up the total available points.

ARMORY (RANKED)

The headquarters is equipped with a large supply of weapons or gear, allowing minions to each draw up to 10 EP worth of equipment per rank of this feature. The armory is limited to a particular sort of gear (weapons, spy gear, armor, mecha, etc.) that must be decided when built, although separate and/or conjoined armories may be purchased for each different type of gear desired.

Space: Multiply the Minions feat rank by this feature's ranks and halve, with a minimum of 1 Space.

Cost: 1 EP/rank

ARTIFICER'S LAB (RANKED)

The atrificer's lab is equipped with all manner of arcane components, allowing the headquarters' residents to use it to provide unique, temporary magical inventions—temporary because there is a maximum amount of items that may produced by the lab before the components must be replaced or returned in order to make new ones.

Using an artificer's lab requires a design check, as normal, but the Artificer feat is not required. Construction checks and times are normal. If the character has the Artificer feat, invention times are halved.

A single rank allows for 5 points worth of magical inventions simultaneously, with additional ranks being spent in any of several possible ways that must be specified upon purchasing and cannot be changed afterward:

- 5 additional points may be spent on magical inventions simultaneously produced by the lab.
- Reduce the design time by one-quarter. The design time may not be reduced to less than one-quarter the normal time needed.
- Reduce the construction time by one-quarter. The construction time may not be reduced to less than one-quarter the normal time needed.
- Gain a +2 bonus to design checks.
- Gain a +2 bonus to construction checks.

The cost per rank of this feature depends on the type of magical inventions that may be provided simultaneously. Once a magical invention is made from the pool of points, those points cannot be used for anything else until the magical invention is disassembled and its components returned. If the magical invention is lost, stolen or destroyed, the Gamemaster may force the players to purchase the points again before they can be used or make them go through a process to replenish the lost supplies and components. Returning the points to the pool takes (15 x points spent on the magical invention) minutes once it is returned to the lab.

Prerequisites: Knowledge (arcane lore) 4

Space: 1 per accommodations for 2 people

Cost: Varies according to the following:

- **1 EP/rank:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. So you could acquire any one skill at a time, for example, or any one power.
- **2 EP/rank:** Any one trait at a time.
- **3 EP/rank:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than the total available points.
- **4 EP/rank:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than the total available points.
- **5 EP/rank:** Any combination of traits adding up the total available points.

AUTOMATION (RANKED)

The headquarters is equipped with a slaved automation system that activates automatically under a specified set of parameters. Every additional feature to be automated or each new circumstance for the same feature that will act as a trigger requires a new rank of the Automation. This automation can be used to represent something as simple as a computer recording keystrokes or as complex as a robotic arms within a kitchen.

Conditions for the automation to activate must fit into a single, brief sentence. These parameters *must* represent only conditions happening in the immediate vicinity of the headquarters, so you can't have an automated teleport function to pull people out of danger half a planet away.

Any automated feature that requires a skill bonus, such as an "auto-doc" robot in an infirmary or an auto-targeting system for a weapons emplacement, must be built as a construct with 5 points going to that construction per rank of Automation for that particular feature.

Automated features can typically only activate once per round unless the power/function they are activating requires more than a full round to activate, using the normal activation time of the power/function in such cases.

Prerequisites: Computers 8, Craft (electronics) 8

Space: 0

Cost: 1 EP/rank

BARRIER (RANKED)

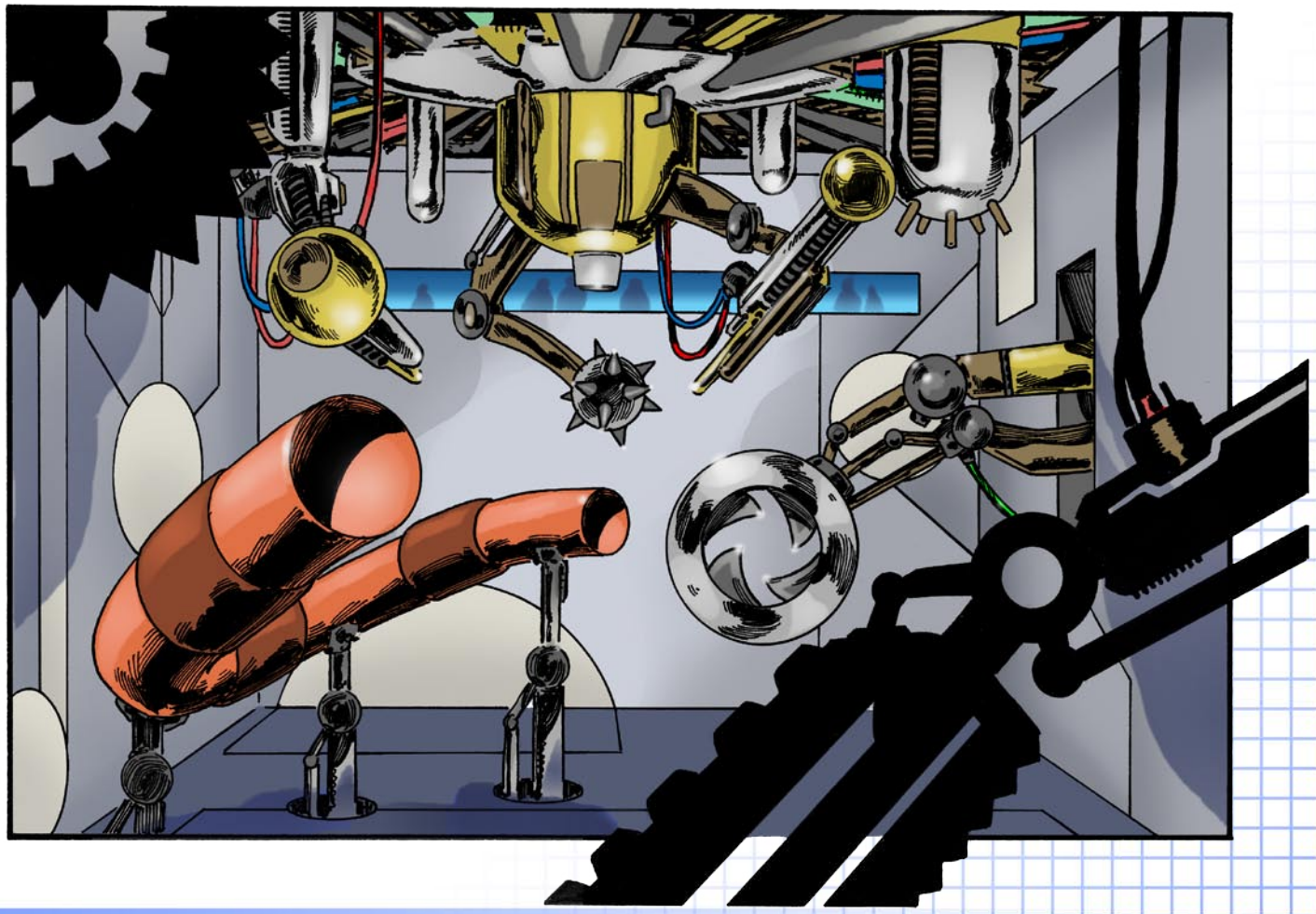
A physical barrier, obstacle or impediment surrounds the headquarters. It could be a moat, high wall, steep cliff, maze or the like. Surmounting the barrier requires succeeding on as many appropriate (DC 10 + [3 x feature ranks]) skill or ability checks (Swim for a moat, Climb for walls, etc.—Gamemasters use your judgment) as ranks, or the application of an appropriate power (such as digging under a wall) without invitation or proper, permitted access. The Gamemaster should only allow physical barriers appropriate to the headquarters' design and location. Instead of spending ranks on increasing the skill check DC you can spend the ranks on turning the barrier into a touch attack as well. This could be cliffs with razor sharp ledges, lava in the moat rather than water, and so on. This touch attack has a damage bonus equal to the ranks spent on it (you can also spend ranks on applying the Extended Reach power feat.)

Space: 0 (the barrier is outside the headquarters)

Cost: 1 EP/rank

COMBAT SIMULATOR (BASIC)

A combat simulator or "danger room" is a special room equipped with various devices intended to test characters' powers and skills and allow them to train in realistic combat situations. Generally, a combat simulator has a suite of devices that can simulate any appropriate attack effect at a rank up to equal to the



campaign's power level. A combat simulator normally has safety interlocks so its attacks are normally nonlethal damage, but these can be disengaged so the simulator's attacks do lethal damage.

Combat simulators are useful for training and short war games (pitting the characters against each other or simulated opponents.) Clever heroes also can try to lure intruders into the combat simulator or an intruder might override the simulator's control systems and trap the heroes in it, turning it into a deathtrap.

Space: 1 per accommodations for 4 people

Cost: 1 EP, regardless of the amount of Space used

COMBAT SIMULATOR (ADVANCED)

An advanced combat simulator adds the ability to project realistic illusions, allowing it to recreate or simulate almost any environment.

You must purchase as much Space with the advanced combat simulator as you did for the basic version.

Prerequisites: Basic combat simulator, Craft (electronics) 12, Knowledge (technology) 12

Space: Same as basic combat simulator

Cost: 1 EP per 4 Spaces (rounded up, minimum of 1 EP)

COMMUNICATIONS (BASIC)

A communications system allows the headquarters to receive and transmit on a wide range of radio and TV bands, monitor police and emergency channels, coordinate communications between members of a team, and so forth. It includes communications equipment, consoles, and monitors. The system's access to restricted communication bands depends on the clearance and skills of the user. Heroes often have access to special government channels, while a successful DC 25 Computers skill check can grant a user illegal access to restricted systems.

Space: 0

Cost: 1 EP

COMMUNICATIONS (DIMENSIONAL)

This feature allows the headquarters to communicate with dedicated reception points in other dimensions. These receptors could be magic mirrors, enchanted phones, geomantic locations, and so on—it can be a roaming item or fixed location, as specified. Each rank of this feature allows the headquarters to communicate with a single, specified dimension and grants one dedicated receptor in that same dimension. For a flat rate of 10 EP the headquarters can communicate with any dimension and gains 10 dedicated receptors. Additional receptors dedicated to a specified dimension can be purchased for 1 EP or for 2 EP each if the receptor is mobile and works in any of dimensions the headquarters can communicate with; dedicated receptors automatically gained per rank of this feature may be improved to universal receptors for +1 EP each.

Prerequisites: Dimensional Pocket, Spatial Control, or Super-Movement (Dimensional Movement)

Space: 0

Cost: 1 EP/rank or 10 EP for universal; +1 EP per additional dedicated receptor or +2 EP per each universal receptor

COMMUNICATIONS (ENCRYPTION; RANKED)

All the headquarters' inbound and outbound communications are scrambled against unauthorized use, meaning an intercepted signal must be decrypted. Cracking the code requires a DC 25 Computers check; increase the DC by +5 per additional rank. Purchasing this feature once applies its protection to all other communications features in the headquarters.

Prerequisites: Any other communications feature, Craft (electronic) 8

Space: 0

Cost: 1 EP/rank

COMMUNICATIONS (GLOBAL NET)

This system works in much the same fashion as the basic communications feature except it is able to interact with communications devices on a global scale. This feature is all that's needed (rather than space communications) to communicate between Earth and something in orbit.

Prerequisites: Basic communications, Craft (electronic) 4

Space: 0

Cost: 1 EP

COMMUNICATIONS (SPACE)

Possessing the same characteristics as the basic and global systems, this gear allows communications through outer space from one planet and/or system to another. The exact distance should be determined by a combination of considering the overall resources of those who made the headquarters, along with the concept behind these characters and the overall campaign PL and design.

Prerequisites: Basic and global communications, Craft (electronic) 12, Knowledge (physical sciences) 8, Knowledge (technology) 12

Space: 1

Cost: 1 EP

COMPUTER (BASIC; RANKED)

The entire headquarters is outfitted with a rudimentary server with terminals found in typical locations (Living Space, war room, etc.), allowing characters to make use of the Computers skill, although *defeat computer security*, *defend security*, and *operate remote de-*

vice each suffer a –2 penalty. The server runs common commercial software and has Internet access with a firewall, but there isn't much to it beyond what you'd expect of a computer network belonging to a middle-sized corporation.

Computers may have additional skills added to their capability, representing their database capabilities. A Gamemaster can rule that a particular skill isn't appropriate for this use, however. For example, knowledge skills are highly appropriate for computer databases where as Ride would likely be inappropriate. Each additional rank purchased for this feature increases this skill's capabilities by 4 skill ranks (as with constructs.)

Prerequisites: None unless adding skills, in which the programmer must have the same skill of at least as many ranks

Space: 0; 1 at 3 ranks and +1 per 3 additional ranks (rounded down)

Cost: 1 EP/rank

COMPUTER (ADVANCED; RANKED)

A state-of-the-art computer system serving the entire headquarters (a mainframe or mini-frame system.) This allows characters to make full use of the Computers skill without penalty and the computer can be programmed to handle routine base functions (including monitoring communications channels and controlling defensive systems). For an artificially intelligent computer system, build the computer as an immobile construct (see Constructs in the core rules.) Each additional rank grants users a +2 bonus to Computers checks.

Prerequisites: Computers 8, Craft (electronic) 8

Space: 0; 1 at 2 ranks and +1 per 2 additional ranks (rounded down)

Cost: 1 EP/rank

CONCEALED (BASIC; RANKED)

The headquarters is hidden from the outside world in some rudimentary way. It may be camouflaged behind a false façade, buried underground, and so forth. Note this is in addition to the Isolated Location feature, if any. An isolated headquarters is difficult to reach, while a concealed headquarters is difficult to find in the first place. Skill checks to locate/identify the headquarters (Search, Knowledge, etc.) by a visual or tactile search have their DC increased by +5 per rank.

Prerequisites: Craft (structural) 8, Stealth 8

Space: 0

Cost: 1 EP/rank

CONCEALED (COSMETIC; RANKED)

The headquarters is equipped with sliding walls, hidden compartments and other devices that, when engaged, allow the building to appear to be something else. Common uses include making a seemingly normal home's or office building's interior transform to reveal the headquarters' special features. Changing the headquarters' appearance requires a resident spend a full-round action to change the interior or exterior appearance (or both.) While this feature is engaged, a DC 20 Notice or Search checks is required to notice anything odd about it. Increase this DC by +5 per additional rank.

When this feature is added, the designer must determine how and where from the concealment can be manipulated. For instance, is the control voice activated through the owners' personal communicators or is there a single switch in a central control room that must be flipped?

Prerequisites: Craft (structural) 8, Stealth 8

Space: 0

Cost: 1 EP/rank

CONCEALED (ELECTRONIC; RANKED)

The headquarters is proofed against electronic searches; its electro-magnetic signature, outbound communications and similar electronics signals are masked. Masking communications is not the same as encryption because the former hides the signal's origins but does not encrypt it whereas the latter encrypts but does not conceal where the signal comes from or where it's going. Skill checks to locate/identify the headquarters (Search, Knowledge, etc.) by a sensor search other than rudimentary enhanced visual (such as a telescope or zoom camera) have their DC increased by +10. Each additional rank applied to this increases the DC +5.

Prerequisites: Craft (electronic) 8

Space: 0

Cost: 1 EP/rank

DEFENSE SYSTEM (RANKED)

A defense system consists of various weapon emplacements defending the exterior and interior of the headquarters. Heroic HQ's usually have nonlethal weapons or defenses, such as a force field, while villainous defense systems are often lethal. Each rank of this feature provides the headquarters with 10 EP to spend on any single active security device, weapon or deathtrap, although the actual number of defense systems is limited only by the headquarter's concept and the Gamemaster's opinion. Gamemaster's should use their discretion when determining how much Space, if any, these defense systems will use.

Prerequisites: Craft (structural) 8. Gamemasters may demand other skills to suit a particular aspect of the defense system.

Space: Gamemaster's judgment

Cost: 1 EP/rank

TABLE 5-3: VEHICLE ACCOMMODATIONS' SIZE AND COST

SPACES USED	EP COST	AMOUNT OF APPROPRIATE VEHICLES BY SIZE *					
		Medium	Large	Huge	Gargantuan	Colossal	Awesome
0	1	1	—	—	—	—	—
1	2	2	1	—	—	—	—
2	3	4	2	1	—	—	—
4	4	8	4	2	1	—	—
8	5	16	8	4	2	1	—
16	6	32	16	8	4	2	1
32	7	64	32	16	8	4	2
64	8	128	64	32	16	8	4
128	9	256	128	64	32	16	8
256	10	512	256	128	64	32	16
512	11	1,024	512	256	128	64	32

* The listings indicate the maximum amount of vehicles of any given size may fit in the area at once, given that all vehicles are of the same size. Mixing and matching vehicles of various sizes allows for extrapolating how many vehicles of either size may fit in the area by cross-referencing vehicle sizes on the table. For example, by looking at the table it is clear 1 Gargantuan vehicle (requiring 4 Spaces) uses twice the space of a Huge vehicle (requiring 2 Spaces) which in turn takes up twice the space of a Large vehicle (requiring 1 Space.) As such, a vehicle area taking up 8 Spaces could simultaneously hold, for instance, 1 Gargantuan vehicle, 1 Huge vehicle, and 2 Large vehicles.

DEMOLITIONS DISPOSAL (RANKED)

This room is equipped with explosives detection equipment (**Super-Senses 1** [Detect Explosives]) and an airtight sub-section with emergency venting for dealing with bio- and chemo-hazard explosives. The area's Toughness can be increased by 50% per additional rank.

Space: 1

Cost: 1 EP/rank

DIMENSIONAL CAPACITY (RANKED)

Through dimensional warping, the headquarters' interior is larger than its exterior. Each rank of this feature increases the headquarters' available Space by a multiplier of x1. So, for one rank the headquarters would have double the normal Space for a structure its size, triple the normal Space at 2 ranks, and so on.

Prerequisites: Craft (structural) 12 (+2 per rank beyond the first), and either Dimensional Pocket, Spatial Control, or Super-Movement (Dimensional Movement)
Space: 0
Cost: 1 EP/rank

DIMENSIONAL GATE (RANKED)

This feature introduces a permanent portal that accesses a specified dimension and allows passage to anything that enters the gateway. Each additional rank allows the gate to link to another specified dimension, or a flat fee of 10 ranks may be purchased to allow the gate to link to *any* dimension. In the latter case, Gamemasters may place limitations on the gate's use, such as only being able to link to dimensions the gate's operator knows the quantum coordinates for.

Prerequisites: Must have access to another dimension and may vary beyond this; the Gamemaster may set other prerequisites to suit the type of gate. Most will require the Power System feature.

Space: 1 or more if designed to accommodate the passage of especially large items. At the Gamemaster's discretion, this could use 0 Space if the concept suits it.

Cost: 2 EP/rank (half this cost if the gate is one-way) or 10 EP for a universal gateway (half if one-way)

DOCK (RANKED)

A dock houses water vehicles and includes access to a nearby waterway, an airlock or lock system for moving vehicles in and out of the dock, and dry-dock facilities for repairing and maintaining water vehicles. The Gamemaster may require the headquarters be located within reasonable distance of a body of water in order to have this feature.

Space & Cost: Varies by vehicle size, see **Table 5-3: Vehicle Accommodations' Size and Cost**. The Gamemaster may rule the necessary Space can be disregarded if the dock isn't built within the confines of the headquarters area itself, such as by building it upon expansive, otherwise-empty property surrounding the headquarters.

DRONES

A fleet of small maintenance and cleaning drones occupy your headquarters. The "drones" may be small robots or living creatures, but either way they are non-combatants

considered to be PL 1 minions with no skills beyond Craft and/or Profession (and possibly Handle Animal if the headquarters has a Kennel/Pen feature.) The headquarters houses up to (headquarters' PL x 100) drones.

Prerequisites: Varies by Gamemaster's discretion to suit the drones' nature. Robots, for instance, may require sufficient ranks of Craft (electronics.)

Space: 1

Cost: 1 EP

ELECTRONIC COUNTER-MEASURES (RANKED)

Attempts using mundane technology (infra-red sensors, laser microphones, bugs, etc.) to spy on the headquarters suffer a penalty to do so of −2 per rank. The Gamemaster can allow this to apply to other forms of spying, such as arcane scrying or the like, but doing so means it won't apply to mundane technology without purchasing this feature separately for each such instance.

Prerequisites: Craft (electronics) 8, +2 per rank beyond the first

Space: 0

Cost: 1 EP/Rank

EMERGENCY ARRESTING SYSTEM

Usually only used in headquarters built as vehicles or otherwise fly, the facility is equipped with an emergency system that will respond to the headquarters falling from its proper location and attempt to arrest such movement. When falling, a parachute, retro engine or the like (as appropriate to the headquarters' technology level and environment) deploys and slows its descent to a rate of 10 feet per round. Even at such a slowed rate, damage may still be suffered because of the environment or other conditions.

Prerequisites: Craft (structural) 10

Space: 0, +1 per headquarters size category above Small

Cost: 1 EP, regardless of the amount of Space used

EMERGENCY FLOATATION SYSTEM

The headquarters is equipped with a means of floatation (typically inflatable devices) or is inherently buoyant, even if it is not intended to be waterborne. It will easily float if placed in water or a similar liquid, and will rise to the surface at the rate of 20 feet per round if forcibly submerged. Only damaging the floatation system will cause the headquarters to sink. Headquarters built specifically to operate on or under water, such as one built with the Swimming power, do not require this feature to be seaworthy, but may run into problems without it if their usual means of floatation is denied.

Prerequisites: Craft (structural) 10

Space: 0, +1 per headquarters size category above Small

Cost: 1 EP, regardless of the amount of Space used

ENVIRONMENTAL CONTROL (RANKED)

Each room within the headquarters may be sealed off into a separate section so that its conditions may be adapted to that of a different environment. For instance, Living Space could be filled with water and adapted to house a visiting aquatic alien. Generally, changing a room's environment takes a minute and can be performed from the room in question or any major computer terminal or control room within the headquarters. Every rank of this feature allows for the rooms to be altered to a different environment type. A flat rate of 10 ranks allows the rooms to adapt to any reasonable environment, although the Gamemaster may disallow unusual environments such as those involving magic or the like.

If an environmental condition may be considered hazardous (such as using the previous example to drown someone), regard the conditions an attack of the same rank as the headquarters' PL.

Prerequisites: Varies by Gamemaster's discretion to suit the additional environments' nature.

Space: 0

Cost: 1 EP/rank or 10 EP for any environment

ESCAPE TUNNEL (RANKED)

The headquarters has one escape tunnel (or like means of covert egress, such as an escape pod) into the surrounding area per PL of the headquarters. The tunnels (or whatever) may lead up to a mile away from the facility. A DC 20 Search check is required to find such a hidden exit. Increase this DC by +5 per additional rank.

Space: 0 for a tunnel or the like. Something like escape pods would take up as much Space as half the rank of the people the pods are meant to accommodate, as per the **Time and Value Progression** table.

Cost: 1 EP/rank

FIRE PREVENTION SYSTEM (RANKED)

The headquarters is equipped with an advanced, automatic system for detecting and extinguishing fires. Any large open flame sets the system off (beware, fire-using heroes!) It functions like the Nullify power at rank 5 against fire—increase the power's ranks by +2 per additional rank of this feature. A computer-controlled fire prevention system can be programmed to ignore certain sources of fire or the system can be placed on manual control (requiring someone to throw a switch in order to activate it.)

Space: 0

Cost: 1 EP/rank

FOOD SUPPLY (RANKED)

The headquarters is capable of producing enough food and water for its residents, representing such

things as a hydroponics farm or food replication machines. Every additional rank doubles the amount of people the feature can feed comfortably.

Space: 0 for less than Small; 1 for a Small headquarters, doubling per size category larger

Cost: 1 EP/rank

GAME ROOM

A game room is filled with entertainment and recreational devices, be they televisions, video games, pool tables, pinball or the like. If large enough, it can even include a theater. This can be varied to suit individual tastes.

Space: 1 per accommodations for 8 people

Cost: 1 EP, regardless of the amount of Space used

GARAGE (RANKED)

A garage houses ground vehicles and includes a ramp or other access to move vehicles in and out, facilities for repairing and maintaining vehicles, and a sliding access door.

Space & Cost: Varies by vehicle size, see **Table 5-3: Vehicle Accommodations' Size and Cost** on page 114. The Gamemaster may halve the necessary Space (round up, with a minimum of 1 Space) if the vehicles aren't stored within the confines of the headquarters area itself, such as by building a parking lot upon expansive, otherwise-empty property surrounding the headquarters.

GYM

A gym consists of weight-training and other exercise machines, space for working out, stretching, and similar exercises, and all the necessary amenities (lockers, showers, etc.) Some HQs may incorporate the gym feature into the combat simulator, for a multi-purpose training room.

Space: 1 per accommodations for 8 people

Cost: 1 EP, regardless of the amount of Space used

HANGAR (RANKED)

A hangar houses air and space vehicles. It includes a hatch and/or runway for the vehicles to launch and facilities for repairing and maintaining flying vehicles. For some HQs the launch facilities of the hangar may require a long tunnel or other access to the outside.

Space & Cost: Varies by vehicle size, see **Table 5-3: Vehicle Accommodations' Size and Cost** on page 114. The Gamemaster may halve the necessary Space (round up, with a minimum of 1 Space) if the vehicles aren't stored within the confines of the headquarters area itself, such as by building a parking area upon expansive, otherwise-empty property surrounding the headquarters or by adding access umbilical tubes to the exterior of a space station.

HERO POINT BANK (RANKED)

Every rank of this feature grants the headquarters its own hero points to draw upon instead of using those of operators/owners (such as characters.) These points may only be spent in cooperation with the headquarters' own inherent features and traits (such as powers) and not on its residents, operators or anyone else unless the feature or trait is specifically designed to affect such people, as is the case with the Amplifier feature. Spent points regenerate at a rate of 1 per week.

Space: 0

Cost: 1 EP/rank

HOLDING CELLS (RANKED)

These are cells for holding prisoners, usually temporarily, although some headquarters might have more permanent holding facilities. For an additional 3 ranks, the cell can be equipped with Nullify 5 devices—+2 ranks of Nullify per rank purchased for this feature for that specific purpose. The cell's basic Toughness can also be increased by 50% for an additional rank.

Space: 1 per accommodations for 8 people

Cost: 1 EP/per rank

INFIRMARY (RANKED)

An infirmary consists of hospital beds and equipment for the full use of the Medicine skill and it can be assumed to have the necessary facilities to handle any unusual physiology of the base's owner(s.) A –4 penalty (or more) is suffered for alien and unusual physiology, including that of animals. The infirmary can provide advanced equipment that either provides a +2 bonus per additional rank to Medicine checks or cancels out penalties from alien or animal physiology.

Prerequisites: None unless additional ranks are purchased for the Medicine skill or to counteract alien physiology penalties, in which case Medicine 8 ranks +2 per additional feature rank beyond the first is required.

Space: 1 per accommodations for 4 people

Cost: 1 EP/rank

INTELLIGENT (RANKED)

The headquarters includes an intelligence of some sort, such as an artificial intelligence computer program. Build the intelligence as a construct that is confined to the headquarters under the same restrictions as used for building powers and special abilities for the headquarters. Every rank of this feature provides 15 EP with which to build the intelligence construct.

Prerequisites: Varies by the intelligence's nature; the Gamemaster may require certain technology-oriented skills if it is a computer intelligence, for instance

Space: 0; depending on the concept, time period, etc. the Gamemaster may require Space be spent on this feature

Cost: 1 EP/rank

INVENTORS LAB (RANKED)

The inventor's lab is equipped with all manner of technological components, allowing the headquarters' residents to use it to provide unique, temporary devices—temporary because there is a maximum amount of items that may produced by the lab before the components must be replaced or returned in order to make new gadgets.

Using an inventor's lab requires a design check, as normal, but the Inventor feat is not required. Construction checks and times are normal. If the character has the Inventor feat, invention times are halved.

A single rank allows for 5 points worth of gadgets simultaneously, with additional ranks being spent in any of several possible ways that must be specified upon purchasing and cannot be changed afterward:

- 5 more points may be spent on gadgets simultaneously produced by the lab
- Reduce the design time by one-quarter. The design time may not be reduced to less than one-quarter the normal time needed.
- Reduce the construction time by one-quarter. The construction time may not be reduced to less than one-quarter the normal time needed.
- Gain a +2 bonus to design checks
- Gain a +2 bonus to construction checks

The cost per rank of this feature depends on the type of gadgets that may be provided simultaneously. Once a gadget is made from the pool of points, those points cannot be used for anything else until the gadget is disassembled and its components returned. If the gadget is lost, stolen or destroyed, the Gamemaster may force the players to purchase the points again before they can be used or make them go through a process to replenish the lost supplies and components. Returning the points to the pool takes 15 minutes x points spent on the gadget once the gadget is returned to the lab.

Prerequisites: Knowledge (technology) 4

Space: 1 per accommodations for 4 people

Cost: Varies according to the following:

- **1 EP/rank:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. So you could acquire any one skill at a time, for example, or any one power.
- **2 EP/rank:** Any one trait at a time.
- **3 EP/rank:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than the total available points.
- **4 EP/rank:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than the total available points.
- **5 EP/rank:** Any combination of traits adding up the total available points.

ISOLATED

Headquarters with this feature are situated somewhere out of the way. The base's owner doesn't have to worry about things like door-to-door salesmen or other unwanted visitors but the headquarters is also far from civilization (which can be limiting for heroes unable to travel fast.) The headquarters is assumed to provide all the necessary life-support for its location, but it doesn't provide characters with the means to get to the base or travel back. They need the appropriate powers or a vehicle.

Prerequisites: Gamemasters use their discretion based on the location. For example, a headquarters located in space would certainly require 12 or more ranks in Craft (structural) and Knowledge (technology), if not more skills.

Space: 0

Cost: Varies; 1 EP for isolated but not too unusual locations (e.g., a deserted island), 2 EP for a moderately unusual location (e.g., atop a lonely mountain peak), or 3 EP for an isolated location that also involves extreme environmental conditions (e.g., a base on the Moon or the bottom of the ocean.)

KENNEL/PEN

A kennel or animal pen contains and cares for the needs of animals. The area may be comprised entirely of, or in combination, stalls, cages, roosts and dens, along with common tools of animal husbandry. An infirmary feature may be purchased to care for animals by applying its full effects to animals instead of humans, with humans suffering a penalty if cared for within the facility.

Space & Cost: Varies by animal size in the same manner reserved for vehicles (see **Table 5-3: Vehicle Accommodations' Size and Cost** on page 114.) The Gamemaster may halve the necessary Space (round up, with a minimum of 1 Space) if the animals aren't stored within the confines of the headquarters area itself, such as by building a zoo outdoors upon expansive, otherwise-empty property surrounding the headquarters.

KITCHEN/MESS HALL

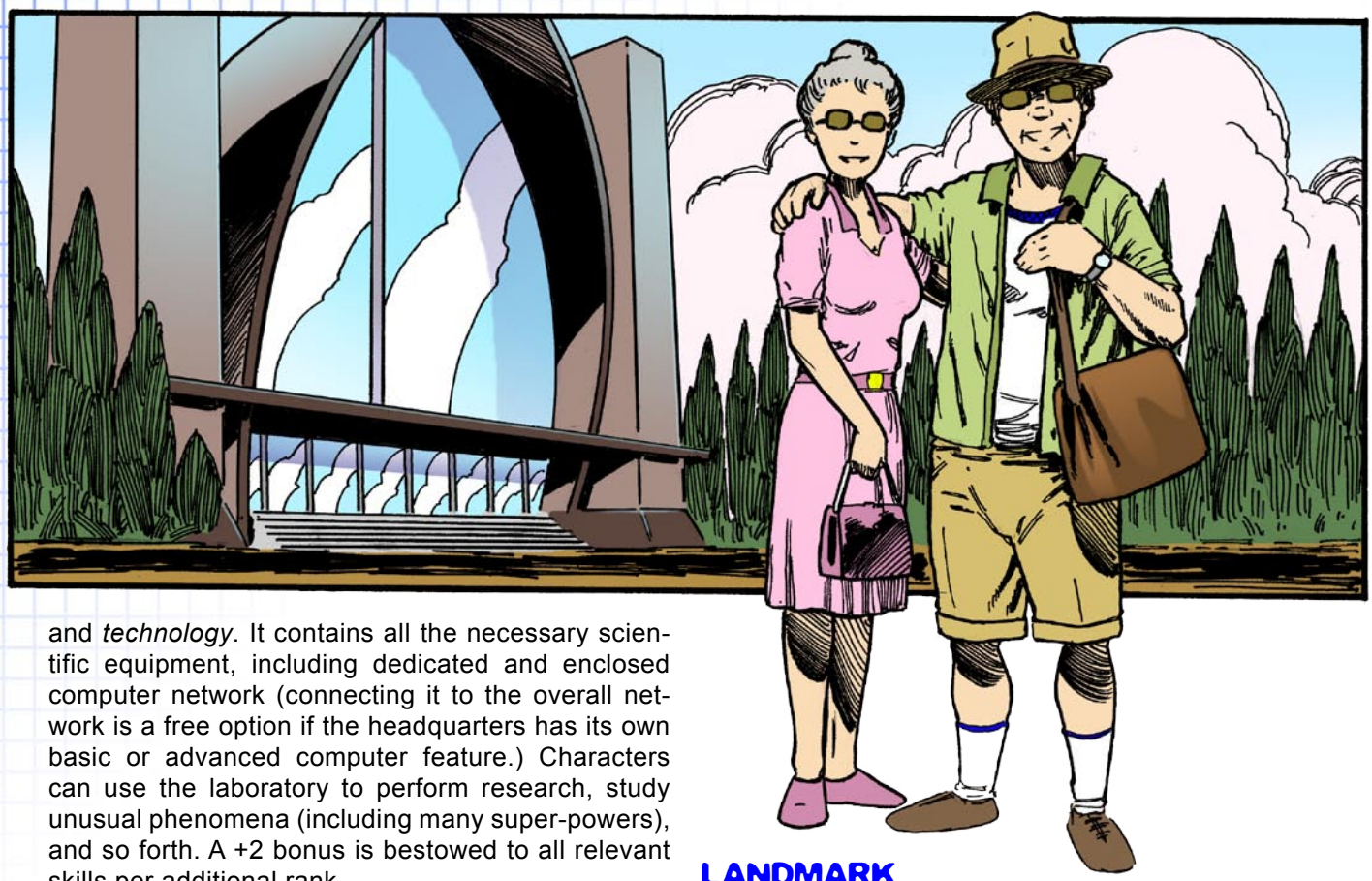
A kitchen provides the space, appliances and other tools for storing, preserving and preparing food, as well as the space for serving the food in either a basic form (long tables with benches or simple chairs) or luxury form (fine dining.)

Space: 1 with area enough for 2 people to work and accommodates 15 people to eat (or 4 people to eat per Space for a luxury mess)

Cost: 1 EP, regardless of the amount of Space used

LABORATORY (BASIC; RANKED)

A laboratory is a facility for the use of Knowledge skills in performing scientific tests or experiments with the Medicine skill and Knowledge skills, *behavioral sciences*, *earth sciences*, *life sciences*, *physical sciences*



and *technology*. It contains all the necessary scientific equipment, including dedicated and enclosed computer network (connecting it to the overall network is a free option if the headquarters has its own basic or advanced computer feature.) Characters can use the laboratory to perform research, study unusual phenomena (including many super-powers), and so forth. A +2 bonus is bestowed to all relevant skills per additional rank.

Optionally, a laboratory can be dedicated to a particular skill, granting a +5 bonus to any of those skill checks but imposing a –5 penalty to all others due to the specialized nature of its equipment. Specialized laboratories must be purchased and expanded separate from other laboratories. Each additional rank provides the specialized skill an additional +2 bonus without increasing the penalty by a related degree.

Prerequisites: None; if the lab specializes in a particular skill, 8 ranks are required in that skill.

Space: 1 with area enough for 4 people to work

Cost: 1 EP/rank

LABORATORY (CRIME; RANKED)

The facility contains all the necessary scientific equipment, including dedicated and enclosed computer network (connecting it to the overall network is a free option if the headquarters has its own basic or advanced computer feature) needed to analyze clues and evidence using the Investigate skill, including ballistic and chemical testing. Purchasing additional ranks provides a +2 bonus to Investigate check. Devoting an additional rank to the task allows the crime lab to conduct DNA testing on evidence.

Space: 1 with area enough for 4 people to work

Cost: 1 EP/rank

LANDMARK (RANKED)

The headquarters is well known and carries a definite meaning and significance to those who live in the vicinity or interact with it in other ways (such as it being a tourist stop.) To see how people will react to the landmark, the headquarters makes a Diplomacy check against them of 4 skill ranks per rank of this feature. A tyrant's headquarters would likely consider the people around it to be "hostile" for the sake of their attitude on the Diplomacy skill's Interaction and Attitude tables because they see the place as a symbol of their slavery, whereas the headquarters of heroes who regularly save the world and perform charity work would likely consider their neighbors "friendly" or even "helpful" (it takes a *very* good reason to justify a "fanatic" attitude) and so they may rush to help the heroes if the facility came under attack.

Gamemasters should use their best judgment and consider ongoing circumstances and recent events, as well as the people involved, when deciding what any given third-party's attitude towards the headquarters will be.

Space: 0

Cost: 1 EP/rank

LIBRARY

A library allows for use of various Knowledge skills when doing research. A library may consist of printed matter (books and periodicals), microfilm, computer databases, or a combination of all three. A library allows characters to take 20 on most Knowledge skill checks unless the information they're looking for is particularly obscure (in the Gamemaster's judgment.)

Space: 1 with area enough for 8 people to work

Cost: 1 EP, regardless of the amount of Space used

LIVING SPACE (BARRACKS)

A cramped living area where people have little space to call their own beyond a bed, small wardrobe/closet and dresser or footlocker. This feature is usually united through several purchases to create living space for common minions or crews who aren't expected to enjoy much in the way of perks. Characters can live in a headquarters lacking this feature short-term, but they're not likely to be very comfortable. Reducing the already pitiful comfort level and changing the beds to bunk beds at no additional cost can double the amount of people accommodated.

Space: 1 with area enough for 20 people to live

Cost: 1 EP, regardless of the amount of Space used

LIVING SPACE (BASIC)

The headquarters includes all the necessary amenities for people to live there full-time. It includes separate bedrooms, a small living area and shared washroom.

Space: 1 with area enough for 4 people to live (or 2 people in greater comfort)

Cost: 1 EP, regardless of the amount of Space used

LIVING SPACE (LUXURY)

Outfitted for up to two people to live together in comfort, this living unit consists of a bedroom, living area, small dining area, and private washroom each. Additional luxuries (hot tubs, private sauna, etc.) may be added, although a Gamemaster may require additional EP be spent for the more expensive perks.

Space: 2

Cost: 1 EP, regardless of the amount of Space used

MOTOR POOL (RANKED)

The headquarters is equipped with a supply of vehicles, all of which are ready from your headquarters at a moment's notice. Each vehicle has as many EP to spend on designing as your headquarters' PL x 5. You begin with one vehicle with each additional vehicle requiring another rank in this feature (essentially buying them as alternate powers.) You cannot have more or larger vehicles in your motor pool than the headquarters' Garage, Hangar or Dock feature can accommodate. If destroyed, a vehicle takes 1 week per PL of the headquarters to replace unless a character spends EP to acquire replacements sooner.

This feature must be purchased separately for each general type of vehicle (land, air, or water) to be accommodated by the Hangar, Garage, and/or Dock feature, as desired.

Prerequisites: Garage, Hangar, or Dock (as appropriate to vehicle type)

Space: 0; all vehicles are stored in the Garage, Hangar, or Dock

Cost: 1 EP/rank

MYSTIC LOCALE (RANKED)

A headquarters with this feature is built on a location of mystic power and significance, granting extra arcane powers to those who are attuned to such energies. Characters living in the headquarters will become attuned to the energies after one month per rank. Other characters may become attuned by first detecting or otherwise taking note of the energies and then performing a ritual that takes 8 hours per rank and then making a (DC 10, +5 per rank) Knowledge (arcane lore) check. A hero point must also be spent. Anyone attuned to the locale may spontaneously cast spells, as per using a hero point to perform a power stunt, without actually spending a point or becoming fatigued. This may be done once per day per rank, per character.

Prerequisites: Knowledge (arcane lore) 12, +2 per rank beyond the first

Space: 0

Cost: 1 EP/rank

POOL

The headquarters has a temperature-controlled pool, which may be part of a gym area. At the owner's discretion, the pool can provide access to an outside body of water (connected to a lake, river, or even to the ocean), to the base's dock, or both at no additional cost.

Space: Minimum of 1, although may be increased in size category to suit one's needs

Cost: 1 EP, regardless of the amount of Space used

POWER SYSTEM

A power system makes the headquarters completely independent of outside power. It has its own generators (which may be solar, geothermal, nuclear, or anything else the designer wants.) They provide for

Making Sense of Power Needs

Gamemasters should feel free to reduce or increase the EP cost and/or Spaces used to suit headquarters that use very little or no power or those that use incredible amounts. If the Gamemaster and players want to avoid tinkering with the numbers, merely select an appropriate power source that meets the facility's concept. For example, if the base is so high-tech that its conception seems to demand more power than one would think is typical for a headquarters of its size, the power source is defined as a cutting-edge thermal tap that generates much more power than a mechanism of its size suggests.

the base's power needs. By increasing the EP cost by half (rounded up, minimum of +1 EP) and the Space used by one-quarter (rounded down, minimum of no increase), the headquarters also has emergency back-up power should the primary generators fail. This generally lasts for a number of hours equal to the HQ's power level.

Space: See **Table 5-5: Power Needs** to suit the headquarters' size

Cost: See **Table 5-5: Power Needs** to suit the headquarters' size

TABLE 5-4: POWER NEEDS

STRUCTURE SIZE	EP COST	SPACES
Awesome	4	32
Colossal	3	16
Gargantuan	3	8
Huge	2	4
Large	2	2
Medium	2	1
Small	1	0
Tiny	1	0
Diminutive	1	0
Fine	1	0
Miniscule	1	0

RITUAL CHAMBER (RANKED)

The ritual chamber is equipped with all manner of unusual components, allowing the headquarters' residents to use it to create temporary magical effects—temporary because there is a maximum amount of rituals that may produced and put into effect by the chamber before the components must be replaced or returned in order to orchestrate new rituals.

Using a ritual chamber requires a Knowledge (arcane lore) design check, as normal, but the Ritualist feat is not required. Ritual performance checks and times are normal. If the character has the Ritualist feat, the ritual's design and performance times are halved.

A single rank allows for 5 points worth of rituals simultaneously, with additional ranks being spent in any of several possible ways that must be specified upon purchasing and cannot be changed afterward:

- 5 more points may be spent on rituals simultaneously produced by the chamber
- Reduce the design time by one-quarter. The design time may not be reduced to less than one-quarter the normal time needed.
- Reduce the performance time by one-quarter. The performance time may not be reduced to less than one-quarter the normal time needed.
- Gain a +2 bonus to design checks
- Gain a +2 bonus to performance checks

The cost per rank of this feature depends on the type of rituals that may be provided simultaneously. Once a ritual is made from the pool of points, those points cannot be used for anything else until the ritual's effects end and its components returned. If the components are destroyed or stolen, the Gamemaster may force the players to purchase the points again before they can be used or make them go through a process to replenish the lost supplies and components. Returning the points to the pool takes 15 minutes x points spent on the ritual once the ritual ends.

Prerequisites: Knowledge (arcane) 4

Space: 1 per accommodations for 5 people

Cost: Varies according to the following:

- **1 EP/rank:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. So you could acquire any one skill at a time, for example, or any one power.
- **2 EP/rank:** Any one trait at a time.
- **3 EP/rank:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than the total available points.
- **4 EP/rank:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than the total available points.
- **5 EP/rank:** Any combination of traits adding up the total available points.

SECURITY SYSTEM (RANKED)

Security systems can be purchased once and considered to cover the entire headquarters (or a specific area if the Gamemaster feels that is more fitting) rather than purchasing for every single relevant point. For example, while designing a typical police station the Gamemaster decides purchasing feature means all doors in the headquarters have alarms and improved locks. The security system may be tied into a defense system at no additional cost (if the headquarters is equipped with that feature), so triggering an alarm activates the defense system to disable or restrain the intruder(s.) A DC 20 Disable Device check is needed to circumvent these systems with each additional rank increasing the DC by +5. The greater the Disable Device DC, the more sophisticated the security systems are generally understood to be.

Prerequisites: Varies; Gamemasters may demand certain skills to suit a particular aspect of the security system.

Space: Gamemaster's judgment if not specified

Cost: 1 EP/rank

SELF-DESTRUCT

This feature means the headquarters is equipped with explosives or some sort of power overload func-

tion or the like that will destroy the facility. The self-destruct requires a password, key or similar precaution be activated to begin the countdown or immediate destruction. It is up to the characters and the headquarters' concept whether the countdown will be audible throughout the facility. Upon self-destruct, the headquarters is destroyed and everyone within must make a Toughness save versus a damage bonus of 10 + double the headquarters' PL. Anyone within (5 feet x PL) of the headquarters is attacked by an explosion with a damage bonus of 10 + PL. This is half fire and half bludgeoning damage, although the Gamemaster and player may agree to change it to something else.

Prerequisites: Craft (chemical) 5 + PL

Space: 0 (Gamemasters may rule the nature of the chosen form of self-destruct requires an assigned amount of Space, however)

Cost: 1 EP

SOVEREIGN

The headquarters is recognized as a sovereign nation or as belonging to a nation other than that of the soil upon which it rests. This feature may be used to construct embassies or the like, as well as small, independent nations. Within the headquarters, local law enforcement has no jurisdiction, but thwarting local authorities may have long-term disadvantages in terms of lack of cooperation and trouble from higher levels of government. Characters living in the headquarters require using the Benefit feat to gain diplomatic immunity.

Space: 0

Cost: 1 EP

TRANSLOCATION (RANKED)

Headquarters with this feature are special abnormalities that exist in multiple locations at once. The headquarters may exist simultaneously at up to one additional location per rank. The headquarters may be interacted with normally at each location and has the same appearance at each location. Characters interacting with the outside world, including leaving the headquarters, may mentally specify which location of the headquarters they seek to interact with or they may be required to exit in different ways to appear at the intended location.

Instead of adding a new location, a rank may be spent in order to have the exterior appearance of the headquarters differ in each instance it appears.

Prerequisites: Must have access to another adventure and may vary beyond this; the Gamemaster may set other prerequisites to suit the type of gate. Most will require the Power System feature.

Space: 0

Cost: 2 EP/rank

UNTRACEABLE (RANKED)

Attempts to track anyone coming to or directly leaving the headquarters suffers a −4 penalty to do so per rank.

Prerequisites: Survival 8

Space: 0

Cost: 1 EP/rank

VAULT (RANKED)

This feature represents a reinforced, lockable container located somewhere within the headquarters. Picking the lock requires a (DC 20 + ranks) Disable Device check and possesses a Toughness of (5 + 5 per rank.) Ranks to improve the lock DC or Toughness are purchased separately. Alternatively, the Gamemaster may allow the lock to be of an alternative sort, such as a voice recognition system, but a skill or ability check other than Disable Device must be designated as one that may circumvent the lock.

Space: As much or as little as desired (minimum of 0 for something the size of a closet or wall safe)

Cost: 1 EP/Space or rank

WAR ROOM

This room is fitted with strategy computers, whiteboards, wall screens or holographic emitters and the like (depending on the technology level) needed to plan and monitor strategy and tactics for ongoing and current engagements. The computers contain their own database (treat as the basic computer feature without the networking throughout the entire headquarters and a −4 penalty to Computers checks rather than −2, or a −2 penalty rather than no penalty if an advanced computer feature) and may optionally be networked to the headquarters' overall computer feature (if it exists), although this may not be desired for security reasons. Additional ranks can be purchased to add skills, as may be done with the basic computer feature, with Knowledge (tactics) and Knowledge (super-beings) being common choices.

Space: 1 with area enough for 8 people to work

Cost: 1 EP/rank

WEAKENED REALITY

The fabric of reality around the headquarters is especially weak, allowing certain powers to operate more effectively than normal. Reality warping or dimension-related powers receive a bonus to any power checks equal to the headquarters' PL. This bonus only applies to powers used inside the headquarters. This feature also attracts a wide variety of other-dimensional visitors and creatures to the headquarters, meaning the characters will regularly have unexpected visitors appearing on their doorstep.

Prerequisites: Craft (structural) 12 (+2 per rank beyond the first), and either Dimensional Pocket, Spatial Control, or Super-Movement (Dimensional Movement)

Space: 0

Cost: 2 EP

WORKSHOP (RANKED)

A workshop has all the facilities for use of various Craft skills. It includes tools, workbenches, supplies, and so forth. Generally speaking, each workshop only applies to a single Craft skill while all other Craft skills suffer a −4 penalty when using it. Other workshops need to be purchased to fully suit other Craft skills, regardless of whether or not the workshops are physically combined into a single area. Purchasing additional ranks provides a +2 bonus to the workshop's Craft check but does not offset the penalty imposed to other Craft skills.

Space: 1 with area enough for 4 people to work

Cost: 1 EP/rank

HEADQUARTERS SPECIAL ABILITY FEATURES

A headquarters can be given any appropriate power, and possibly feats as well, as a feature with the Gamemaster's approval with a cost of 1 EP each. The power cannot have a total cost greater than twice the campaign's power level or a rank greater than this same PL. Such powers are assumed to affect either the headquarters itself or its occupants, if they do both, they count as two features. A power generally requires one-quarter its ranks (rounded up) in Space, although this can be halved at the cost of an additional EP or may be ignored entirely if the implementing concept and Gamemaster permit.

HEADQUARTERS POWER FEATS

ACCIDENT PROOFING (TELEKINESIS)

When activated, the headquarters' Telekinesis catches loose items that are dropped, grabs people who fall, etc.

ANIMAL SECURITY FORCE (ANIMAL CONTROL)

With this power feat, an army of small animals inhabits the headquarters and its surroundings, acting as a living surveillance system. Any intruders suffer a penalty to their Stealth checks equal to the headquarters' PL as the beasts act to warn the residents of unwanted guests.

ASTRAL PRESENCE (ASTRAL FORM)

Instead of merely projecting its astral self into the astral plane, a headquarters with this power feat exists simultaneously in the Astral and mortal realms. This prevents both physical and astral intruders from penetrating its defenses without first acting to defeat or circumvent them, as normal. Applying Affect Others will mean anyone within the headquarters will similarly coexist on both planes simultaneously.

CORROSIVE SURFACES (CORROSION)

Once activated, all the headquarters' interior and exterior surfaces (floors and walls) will manifest this power.

DRAW POWER (ELECTRICAL CONTROL)

So long as a sufficient energy source is near enough to be tapped into, the headquarters doesn't need a power source of its own. Such an external power source must be large enough to feed the headquarters to be of any use, but if it isn't also big enough to continue powering whatever it was intended to, the power source's owners will notice the energy is being diverted.

If the external power source is turned off or if the headquarters is otherwise cut off from the energy the former provides, the facility will find itself without power.

Draw Power: Non-Electrical

Not all headquarters use electricity as a power source. In such instances Gamemasters should allow this power feat to be applied to any power that is an appropriate replacement to Electrical Control. For example, Draw Power could be applied to a headquarters' Magic power if the facility drew its required energy from the ley lines upon which it sat.

EMERGENCY DOWNLOAD (MIND SWITCH)

Usually only available to a headquarters possessing an intelligence of its own, this power feat allows that artificial mind to download its personality and data to another location so long as the targeted location may be reached and has the capacity to store all the information. This is especially useful for a headquarters that has built other facilities as alternate powers.

EXPUNGE (TELEPORT)

The headquarters may turn its teleport ability inwards, but only to evacuate all residents within to an area immediately adjacent to its own location. This requires twice the time of the power's usual action.

EXTINGUISH LIGHT (DARKNESS CONTROL)

Any light source within the headquarters is extinguished simultaneously. Those light sources that are able to resist, such as any generated by a character's powers, may be allowed an opposed power check.

EXTRA-DIMENSIONAL (DIMENSIONAL POCKET)

One of the headquarters features (room type, power, etc.) is contained within its own pocket dimension, separate from the headquarters at all times. The Dimensional Pocket power must have enough ranks to accommodate the feature (Gamemasters will likely be required to use their discretion in this regard for many features, although Space used is a good guideline.) Every additional instance of taking this power feat allows for another feature to be extra-dimensional, so long as Dimensional Pocket's maximum capacity is not surpassed.

IMPART SORCERY (MAGIC)

Somehow the spells available to the headquarters may be temporarily imparted to any of its residents who are also able to use magic. Doing so requires the resident spend a hero point and succeed at a (DC 10 + spell's ranks) Knowledge (arcane lore) check. Once this is done, the person may retain the spell, unused, for a duration equal to half the headquarters' PL on the **Time and Value Progression** table, rounded down. If the spell isn't expended in that time it is lost and the hero point spent is wasted.

Only one spell may be imparted at a time by the headquarters per instance of applying this power feat. A magic wielder may receive a minimum of one spell in this manner if his Wisdom modifier is +1 or less, but no more than his Wisdom bonus if the latter is greater than +1.

INSUBSTANTIAL PROTECTION (INSUBSTANTIAL)

The headquarters walls and surfaces are treated as corporeal by incorporeal entities unless this feature is purposely turned off.

INTERIOR FIELD (FORCE FIELD)

Interior walls, doors, hatches, and the like may also benefit from force fields. This includes those used to detain prisoners.

INTERNAL STABILITY (ALTERNATE FORM)

When the headquarters exists in its alternate form, the interior remains largely stable and functional for those designated as residents and/or approved personnel. Just how this is handled depends on the facility's concept, although tools such as badges or wards are common indicators. Some functionality may be lost, such as differentiating color from a base in shadow form, but most of the facility may be still be used.

MAZE (CONFUSE)

Anyone entering the headquarters without proper authorization must make a (DC 10 + power rank) Will saving throw each round they move within the facility. Failure results in becoming confused and moving in a random direction other than the one intended.

MIMIC DATABASE (MIMIC)

Every time this power feat is applied to the headquarters, it may recall one trait that has been mimicked and later released within the past 24 hours. Alternatively, additional uses of this power feat can be spent to increase the amount of time the trait may be stored in the database by moving up the **Time and Value Progression** table by one step per instance. Each slot for storing a trait, along with any changes to the storage duration, must be purchased separately as a new power feat.

MOBILITY (ANATOMIC SEPARATION)

This power feat grants every disgorged section access to any of the headquarters' movement powers.

MULTI-DEXTEROUS (ADDITIONAL LIMBS)

This power feat means all the limbs are considered dominant and ignore off-hand penalties to checks and attack rolls.

PLUG (FORCE FIELD)

Holes in walls, opened doors, and so on will almost immediately be sealed by a force field so long as this power is activated. Breaching such a seal requires the Force Field fail a Toughness save against that particular area.

REPAIR MERGE (GESTALT)

The headquarters may merge with other, independent buildings to repair damage to itself. Repairing an "injured" result requires merging with buildings at least one-quarter the size of the headquarters itself. A "disabled" headquarters must absorb buildings equal to at least half its own size to reduce itself to "injured" status. A "dying" headquarters must absorb buildings equal to at least three-quarters its own size to reduce itself to "disabled" status. Always round up.

SUPER-FIREWALL (DATALINK)

Increase the DC to hack into the headquarters' computer systems by the headquarters' PL.

VISIBLE INTERIOR (INVISIBILITY)

The exterior can be made invisible while leaving the headquarters' interior visible to those within.

WEATHER SYSTEM (WEATHER CONTROL)

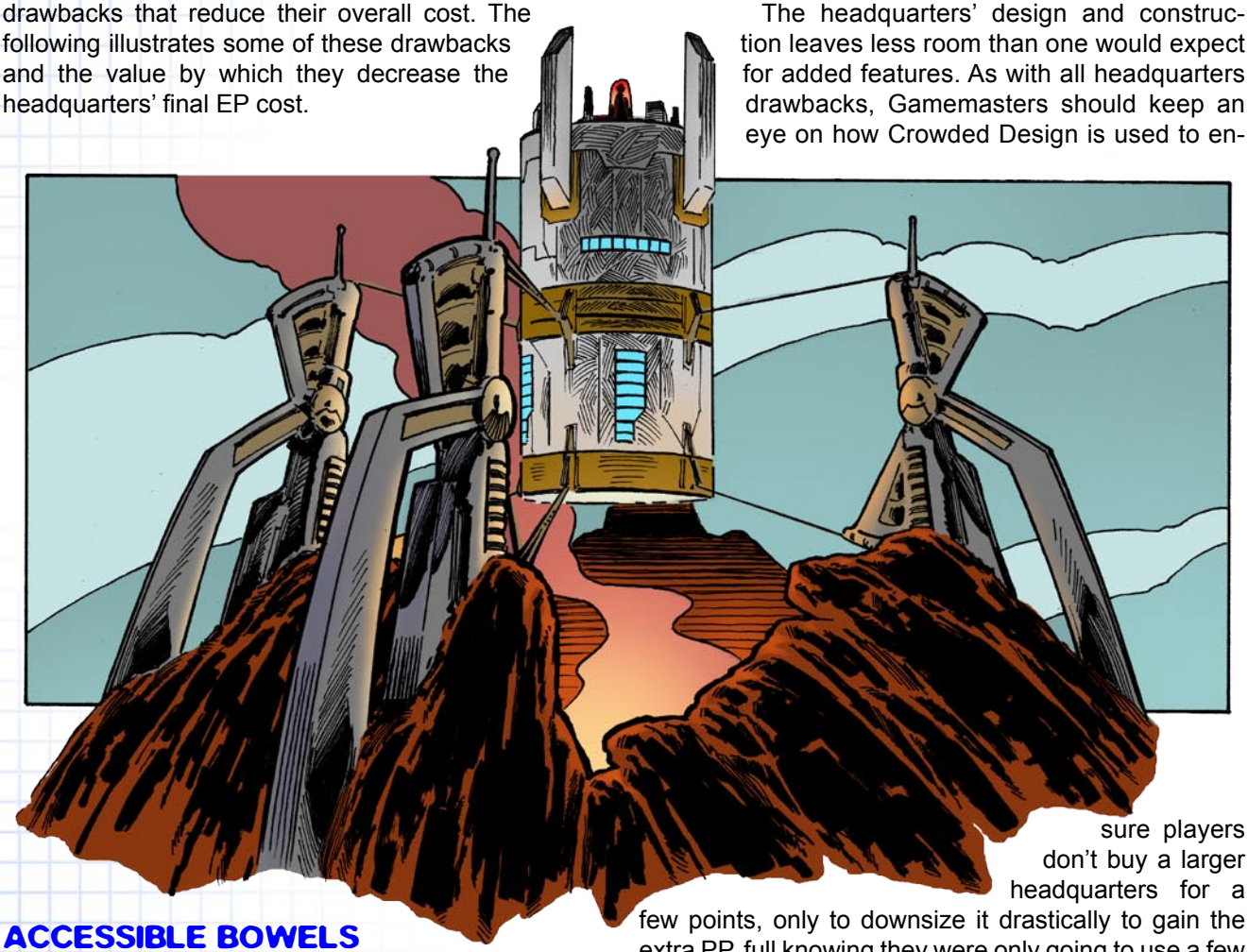
The headquarters may constantly maintain a localized weather system over itself and the immediately surrounding area, constructing a pattern of weather within its normal means. Doing so prevents the headquarters from using its Weather Control ability in any other fashion unless its own weather system is dropped for the duration, returning it to nature's control.

WORTHY PASSAGE (MIND READING)

Only someone who meets a particular, pre-determined type of thought process may enter the headquarters without defeating its security systems or without those systems being overridden by someone who is approved and knows how. What qualifies as worthy can vary from someone possessing unshakable bravery, uncompromising contempt for human life, or the individual brain scans of the headquarters' residents.

HEADQUARTERS DRAWBACKS

Much like characters, a headquarters may possess drawbacks that reduce their overall cost. The following illustrates some of these drawbacks and the value by which they decrease the headquarters' final EP cost.



ACCESSIBLE BOWELS

The ductwork, plumbing, and other similar passageways in your headquarters are all large enough for a Medium creature to crawl through without difficulty. These passageways connect the rooms of your headquarters, allowing infiltrators to move about your headquarters without being seen.

Value: 1 for enlarged ductwork, etc. that only extends to one-quarter of the headquarters' total used Space, 2 for half, 3 for three-quarters, and 4 for enlarged ductwork that enters just about every room—"secure" rooms, such as vaults, are excluded unless a Security Gap is also applied to that location. For anything less than total coverage, the headquarters' designers must specify which areas are affected until all the affected Space is accounted for.

APPROPRIATED

The headquarters didn't initially belong to the current owners and was taken from someone else by hook, crook, or conquest. However the facility was acquired, the original owners (or someone who otherwise feels they are more deserving of the headquarters' legacy) want the place back and are constantly undertaking efforts to do so.

Value: Determine based on frequency and intensity, as per a character's drawback

CROWDED DESIGN

The headquarters' design and construction leaves less room than one would expect for added features. As with all headquarters drawbacks, Gamemasters should keep an eye on how Crowded Design is used to ensure players don't buy a larger headquarters for a few points, only to downsize it drastically to gain the extra PP, full knowing they were only going to use a few Spaces to begin with. If the Gamemaster worries such a thing has happened, he should either overrule this outright or introduce something to the plot that makes such a large headquarters troublesome to the players.

Value: Every step of this headquarters drawback is worth 5 points and effectively reduces the headquarters' size for the sake of how many Spaces it has to add features and the like by 1 step. The headquarters' actual size remains unchanged and its effective size cannot be reduced below Miniscule. For instance, a Colossal headquarters with one step of this drawback (worth –5 EP) would have 128 Spaces with which to

build, whereas a Large headquarters with three steps of this drawback (worth –15 EP) would only have 4 Spaces with which to work.)

DANGEROUS LOCATION

The location of a headquarters with this drawback is innately dangerous, even to those who use the headquarters. This includes locating the facility in areas such as inside volcanoes and deep space. Anyone exposed to the hostile environment around the base must make a Toughness save, as appropriate to the conditions, or be affected by the hazard. Also, while the headquarters itself is immune to the surrounding environment, if any of its walls are pierced the surrounding hostile environment will affect the headquarters, such as lava flowing in or decompression (as appropriate.)

Value: 1 for an environmental condition with a save DC of 15 or less, 2 for a save DC of 16 to 25, 3 for a save DC of 26 to 35, and 4 for a save DC of 36+. Increase the value by 1 if the save DC increases for any reason, such as continued exposure.

FAMOUS

The headquarters is well known and must contend with a steady stream of people who come to see it and want inside. This feature is especially appropriate to those headquarters that also have the Landmark feature. Tourists constantly surround the headquarters and guided tours may also occur at regular intervals throughout the day, creating a constant security risk as well as putting the tours at risk should the headquarters come under attack.

Value: 1 as a tourist attraction or 3 if guided tours are allowed within. +1 if the Landmark feature is possessed.

FUEL DEPENDENT

Your headquarters depends on an unusual fuel to sustain itself, such as a space station kept in orbit by psychic energy or an extra dimensional space that requires large infusions of mystic energy to keep the dimension stable. This energy must be continually gathered by equipment in the headquarters, but it requires 1 hour a week of calibration per 5 Spaces of the headquarters (minimum of 1 hour) to keep the headquarters functional. If the calibration is missed for one week the headquarters' PL is reduced by one until the calibration is performed, continuing to worsen per additional week without the calibration being performed. The Gamemaster determines which Spaces are affected. If the power level of the headquarters reaches 0 it is destroyed. The calibration requires advanced knowledge of the headquarters and cannot be done by minions without the Gamemaster approval.

Value: 1, +1 per 3 hours of calibration beyond the first (rounded down)

SECURITY GAP

There is a particular point in the headquarters' secure perimeter where the security system doesn't operate at its best. For 1 point, the security gap is partial and the system's DC is halved at this spot. For 2 points the security gap is total, meaning there is no Disable Device check required for that area. A chronically malfunctioning motion sensor, a blind spot in a security camera's field of vision, or an unprotected air vent that is supposed to be concealed are examples of this drawback in operation. The nature of the weakness must be indicated when this drawback is applied.

Obviously, a headquarters must have the Security System feature in order to apply this drawback.

Value: 1 for partial, 2 for total. Value is per weak spot.

SPARTAN

The headquarters is not equipped with some or all of the basic amenities (doors, windows, power outlets, utilities, etc.) normally gained for free.

Value: 1 for a minor inconvenience or 2 for absent amenities that cause serious problems and inconvenience.

STAFF DEPENDENT

Although it's not uncommon for a facility to utilize staff to regularly maintain its workings and operate its various features, headquarters with this Drawback require crew or staff working around the clock just to keep it up and running. This Drawback is most often used to represent a headquarters that is incredibly fragile or volatile for reasons such as shoddy workmanship, age, complexity, or the unavoidable hazards of its nature and/or location.

Value: This Drawback's value is determined by two things: the amount of staff needed to keep it running and the repercussions of being understaffed. For 1 point, staffing a headquarters requires purchasing at least (spaces used + 2) minions, at least one-third of which must be on duty at any given time for the facility to be considered fully operational. Increase the value by 1 point per multiple of this minimum that is required. For example, this Drawback would require double the minimum staff for 2 points, 3 points would require triple the staff, while 6 points would mean six times the minimum staff would need to be on hand. The repercussions for being understaffed depend on what fraction of staff is missing.

UNDERSTAFFED BY ...	PROBLEM STATUS
None	Everything is running smoothly
25% or less	Minor problems
26% to 50%	Major problems
51% to 75%	Severe problems
76% to 99%	Catastrophic problems
100%	Total disaster!

- **Minor Problems:** Features will begin suffering minor problems, such as any bonus given to the user being reduced by 1, effects having their efficiency (range, speed, etc.) reduced by 10%, and so on. This condition won't worsen if the available staff remains at its current amount.
- **Major Problems:** Features will begin suffering major problems, such as any bonus given to the user being reduced by half, effects having their efficiency (range, speed, etc.) reduced by 25%, and so on. This condition won't worsen if the available staff remains at its current amount.
- **Severe Problems:** Features will begin suffering severe problems, such as any bonus given to the user being negated, effects having their efficiency (range, speed, etc.) reduced by half, and so on. Some features will even begin to randomly become inoperable, on and off, for the duration or even rebel against their former masters in the case of features such as security devices—Gamemasters should assign a chance of this happening to each feature to suit the circumstances. This condition will worsen into a catastrophic problem if the available staff doesn't increase from its current amount within a day.
- **Catastrophic Problems:** Features will begin suffering catastrophic problems, such as any bonus given to the user actually imposing penalties, effects having their efficiency (range, speed, etc.) reduced by 75%, and so on. Some features will entirely shut down for the duration or even rebel against their former masters in the case of features such as security devices—Gamemasters should assign a chance of this happening to each feature to suit the circumstances. This condition will worsen into a total disaster if the available staff doesn't increase from its current amount within a few hours (if not sooner.)
- **Total Disaster!:** All features will become inoperable and the headquarters will essentially be nothing more than a hazardous danger zone to its occupants. If the situation is not rectified, the headquarters will suffer the equivalent to an attack equal to the campaign's PL every 5 minutes (or more), representing the facility falling apart.

Furthermore, for every additional point this Drawback is worth beyond the points gained by the amount of minions required to keep the headquarters operational, the problem status is automatically worsened by one rank more than usual. For example, increasing this Drawback's value by 2 PP would mean understaffing by 25% or less would result in a severe problem rather than a minor problem.

TERRIFYING

Headquarters with this drawback are regarded with fear and repulsion by those who live in the vicinity. They will not willingly go near it and have no love for the structure. If given the chance, such as the owner of the hideout being away or a rabble-rouser whipping up an angry mob, the locals will attempt to destroy the headquarters. They will take no steps to defend the headquarters and will aid those who come to destroy it. Heroes with good reputations who have such headquarters are likely to suffer if anyone knows where they live and may possibly be forced by the locals to seek better accommodations.

Headquarters with the Landmark feature and this drawback cannot inspire attitudes more favorable than "indifferent."

Value: 1, 2 if the Landmark feature is applied to the headquarters

UNPOPULAR

While Terrifying headquarters spur on those nearby to attempt to destroy it, headquarters with this drawback instead simply inspire derision and mockery. Headquarters with this feature are the subject of public ridicule due to ugliness of architecture, emission of bad smells, or because it is the home of a particularly repugnant character. Unpopular headquarters will be avoided by most people and heroes known to be based out of them are likely to be heavily mocked for their poor choice of real estate.

Headquarters with the Landmark feature and this drawback cannot inspire attitudes more favorable than "indifferent."

Value: 1, 2 if the Landmark feature is applied to the headquarters

VULNERABLE STRUCTURE

The headquarters is vulnerable to a particular type of attack. Frequency is based on how often the headquarters is likely to encounter the vulnerability. Intensity measures how vulnerable the facility is; minor vulnerabilities add +1 to the damage bonus of such attacks when used against the headquarters. Moderate vulnerabilities increase the damage bonus by half (× 1.5, round up.) Major vulnerabilities double the damage bonus.

Value: Determine based on frequency and intensity, as per a character's drawback

WEAK DEFENSES

There is a particular point in the headquarters' perimeter where the defense system doesn't operate at its best. For 1 point, the weak defenses are partial and the system's Attack and/or Damage bonus is halved for attack powers or the effective ranks are halved for other powers. For 2 points the weakness is total, meaning there is no aspect of the defense system operating in the area. A hole in a field of fire is a common example of a total weakness whereas environmental conditions that offer concealment or diffuse the defenses' effects would represent a partial weakness. The nature of the weakness must be indicated when this drawback is applied.

Obviously, a headquarters must have the Defense System feature in order to apply this drawback.

Value: 1 for partial, 2 for total. Value is per weak spot.

Sample Headquarters (Revised)

Gamemasters can use the following sample headquarters as ready-made lairs for super villains, while players can use them as bases for their heroes. Available and used Space is mentioned in parenthesis, as appropriate.

Abandoned Warehouse

Size: Medium (12 of 16); **Toughness:** 10; **Features:** Communications (Basic; 0), Computer 3 (Basic, 1), Concealed (Basic; 0), Garage (4), Gym (2), Living Space x2 (Basic; 2 ea. [4]), Power System (1), Security System (DC 20; 0); **Cost EP/PP:** 14/2

Moon-Base

Size: Awesome (359 of 512); **Toughness:** 20; **Features:** Armory 3 (Weapons; 17), Armory 3 (Armor; 17), Combat Simulator 4 (Basic; 4), Combat Simulator 4 (Advanced; 4), Communications (Basic; 0), Communications 4 (Encryption; 0), Communications (Global Net; 0), Computer 5 (Advanced; 2), Defense System 10 (Mix of lethal and nonlethal systems; 5), Food Supply (64), Fire Prevention System 3 (0), Gym (5), Hangar x2 (32 ea. [64]), Holding Cells 4 (Nullify 5; 4), Infirmary (+2; 4), Isolated (0), Laboratory (Basic, 16), Living Space (Barracks, 80), Mess Hall (16), Pool (4), Power System (Nuclear, 32), Security System (DC 25), Workshop (Electrical, 10), Workshop (Mechanical, 10); **Powers:** Minions (1,000 30-point crewmembers; 0) 11, Teleport 10 (*Extras*: Affects Others; *Flaws*: Long Range; 1); **Drawbacks:** Accessible Bowels (Total) −4, Dangerous Location (Moon) −2, Security Gap (Partial, hanger doors) −1; **Cost EP/PP:** 75/8

Orbiting Satellite

Size: Colossal (212 of 256); **Toughness:** 20; **Features:** Combat Simulator 4 (Basic; 4), Combat Simulator 4 (Advanced; 4), Communications (Basic; 0), Communications 4 (Encryption; 0), Communications (Global Net; 0), Computer 5 (Advanced; 2), Defense System 10 (Mix of lethal and nonlethal systems; 5), Emergency Arresting System (5), Fire Prevention System 3 (0), Food Supply (32), Gym (5), Hangar (32), Hangar (32), Holding Cells 6 (Nullify 5; 12), Infirmary (+2; 4), Isolated (0), Laboratory (Basic; 8), Living Space (Barracks, 36), Mess Hall (12), Power System (Solar; 16), Security System (DC 30); **Powers:** Minions (500 30-point crewmembers; 0) 10, Super-Senses 8 (Blindsight [radar, extended x10,000]; 1), Teleport 10 (*Extras*: Affects Others; *Flaws*: Long Range; 1); **Drawbacks:** Dangerous Location (Space) −2, Security Gap (Partial, hanger doors) −1; **Cost EP/PP:** 67/7

Pocket Universe

Size: Small (5 of 8); **Toughness:** 5; **Features:** Communications (Dimensional, universal, any dimension [specify 10 receptor locations]; 0), Dimensional Gate (Universal; 1), Drones (1), Environmental Control (Any; 0), Game Room (1), Kitchen (1), Library (1), Living Space x2 (Basic; 1 ea. [2]), Power System (Dimensional; 0), Security System (DC 20), Untraceable 4 (−8; 0), Weakened Reality (0); **Cost EP/PP:** 54/6

Sanctum Sanctorum

Size: Medium (11 of 16); **Toughness:** 15; **Features:** Amplifier 3 (Magic; 1), Artificer's Lab 2 (Any combination, 10 PP; 1), Concealed 2 (Basic, +10; 0), Drones (Gremlins; 1), Electronic Counter-Measures 4 (Versus magic, −8; 0), Hero Point Bank 4 (0), Library (3), Living Space x 2 (Luxury; 2 ea. [4]), Mystic Locale 2 (0), Ritual Chamber 3 (Any combination, 15 PP; 1), Security System (Arcane, DC 30); **Cost EP/PP:** 49/5

Sea-Base

Size: Gargantuan (108 of 128); **Toughness:** 15; **Features:** Communications (Basic; 0), Communications 3 (Encryption; 0), Computer (Basic; 0), Computer 4 (Advanced; 2), Concealed 2 (Basic; 0), Concealed 2 (Electronic; 0), Dock (32), Electronic Counter-Measures 3 (0), Environmental Control (Water; 0), Fire Prevention System (0), Food Supply (32), Isolated (0), Living Space (Barracks; 30), Living Space (Basic; 4), Mess Hall (4), Power System (8), Security System 3 (2); **Cost EP/PP:** 46/5

Skyscraper (5 Floors)

Size: Large (32 of 32); **Toughness:** 10; **Features:** Communications (Basic; 0), Computer 4 (Basic; 0), Defense System 2 (0), Fire Prevention System 2 (0), Gym (1), Hangar (16), Infirmary (2), Laboratory (Basic; 2), Library (3), Living Space (Basic; 4), Power System (2), Security System (0), Workshop (2); **Drawbacks:** Accessible Bowels (3/4) −3; **Cost EP/PP:** 24/3

Stately Manor

Size: Huge (62 of 64); **Toughness:** 10; **Features:** Communications (Basic; 0), Communications 3 (Encryption; 0), Computer 3 (Basic; 1), Computer 4 (Advanced; 2), Concealed (Cosmetic; 0), Concealed 4 (Electronic; 0), Dock (8), Electronic Counter-Measures 4 (0), Escape Tunnel (0), Garage (8), Gym (3), Hangar (16), Infirmary 4 (1), Inventor's Lab 3 (Any power/descriptor at once, *4 EP/rank*; 2), Laboratory 2 (Basic;

1), Laboratory 3 (Crime; 1), Library (2), Living Space (Luxury; 10), Power System (4), Security System 5 (0), Workshop 4 (2); **Drawbacks:** Accessible Bowels (1/4) −1; **Cost EP/PP:** 73/8

Underground Lair

Size: Huge (35 of 64); **Toughness:** 15; **Features:** Communications (Basic; 0), Communications 3 (Encryption; 0), Computer 3 (Basic; 1), Computer 4 (Advanced; 2), Concealed 4 (Cosmetic; 0), Concealed 6 (Electronic; 0), Defense System 5 (2), Electronic Counter-Measures 6 (0), Escape Tunnel 2 (0), Garage (16), Holding Cells 4 (2), Inventor's Lab 3 (Any power/descriptor at once, *4 EP/rank*; 1), Isolated (not too unusual; 0), Laboratory 4 (Basic; 1), Laboratory 4 (Crime; 1), Library (1), Living Space (Luxury; 4), Motor Pool 3 (0), Power System (4), Security System 6 (0), Untraceable 4 (0), Vault 2 (+1 lock, +1 Toughness; 2); **Drawbacks:** Accessible Bowels (Half) −2 ; **Cost EP/PP:** 78/8

Urban Fortress

Size: Large (32 of 32); **Toughness:** 15; **Features:** Combat Simulator (Basic; 2), Communications (Basic; 0), Communications 2 (Encryption; 0), Computer 2 (Basic; 0), Computer 2 (Advanced; 1), Concealed 4 (Cosmetic; 0), Defense System 6 (2), Fire Prevention System 3, Garage (16), Gym (2), Holding Cells 3 (1), Infirmary 2 (2), Living Space (3), Power System (2), Security System 5 (0), Workshop 3 (1); **Drawbacks:** Accessible Bowels (1/4) −1; **Cost EP/PP:** 47/5

Volcano Lair

Size: Gargantuan (128 of 128); **Toughness:** 15; **Features:** Armory 2 (10), Barrier 3 (Lava moat; 0), Communications (Basic; 0), Communications 3 (Encryption; 0), Communications (Global net; 0), Computer 2 (Basic; 0), Computer 2 (Advanced; 1), Concealed 3 (Electronic; 0), Defense System 5 (5), Dock (16), Electronic Counter-Measures 4 (0), Escape Tunnel (Escape boats; 5), Fire Prevention System 2 (0), Food Supply (16), Garage (16), Hangar (16), Holding Cells 3 (4), Isolated (Not unusual; 0), Kitchen/Mess Hall (5), Laboratory 4 (Basic; 4), Living Space (Barracks; 10), Living Space (Luxury; 4), Power System (8), Security System 5 (0), Self-Destruct (0), Sovereign (0), War Room (4), Workshop 2 (4); **Drawbacks:** Accessible Bowels (Half) −2, Dangerous Location −2, Security Gap (Lava tunnels, total) −2; **Cost EP/PP:** 74/8

CHAPTER 6: EVIL TO THE UTMOST

Now that you've had a taste of the new materials behind designing villains, it is time to have a detailed look at some full-blown villain organizations, including their leader, super-powered members of note, minions, vehicles, weapons and headquarters—the whole nine yards. Between the two example organizations, you'll be provided with enough specifics to illustrate the many ways this product may be used when designing opponents to throw against your players while remaining generic enough to fit in most super-hero settings.

CORE — INTERNATIONAL TERRORISTS, WARMONGERS AND WOULD-BE CONQUERORS

Human civilization has always been infested with people who feel they, for one reason or another, are better suited to rule than everyone else. These people have caused untold misery and death in pursuit of their goals, some even resulting in the annihilation of the very society they sought to command, and yet such men and women shall always be a part of the tumultuous story that is human history. The organization that calls itself CORE (**C**ooperative **O**rder for the **R**uling of **E**arth) fully intends to write itself an entire chapter into that story.

Founded by the enigmatic being known to the world only as Center (for what purpose other than uniting the globe under his heel is anybody's guess), CORE promises a better economic, political, and moral society under its rule and doctrines. Center has combed the third world and countries under the command of fascists for his recruits, swelling CORE in the past thirty years from a few hundred political exiles and refugees to a powerful army of thousands of dedicated "freedom fighters," with the full support of ingenious scientists and (ironically) the ambitious wealthy to back their cause.

Among the many crimes that CORE is currently suspected of being involved with are the smuggling of cheap knock-offs of their own weapons into contested regions, channeling funds into certain South American countries which have loose regulations on genetic experimentation, escalating frictions between Russia and several of its surrounding ex-soviet states, supporting the slave trade in Africa and the Philippines, buying cheap nuclear weapons from ex-soviet powers (though none have yet to be used), planting harmful mutagens into African water supplies, terrorist insurrections against global powers, and collaborating with known hostile alien races.

This list is by no means complete but does give a good idea of the range of depravity with which this insidious organization involves itself. CORE is the embodiment of what every regular Joe fears about metahumans and those who would ally with them—they are evil, power mad, and totally lacking of any conscience, making CORE one of the greatest threats to world peace ever known. CORE will do anything from trying to destroy a country's economy by taking over its industries and either running them into the ground or laundering profits out of civil coffers to directly assaulting their cities and military bases in an attempt to conquer through might what they cannot through Machiavellian guile.

The general public knows about CORE and will usually recognize one of their vehicles or uniformed agents on sight. Many world governments have conducted media blitzes on these terrorists and have done their best to try and warn their citizens about trusting CORE's lies. The problem with this is that not all people believe everything they see on the television or read in the newspaper (as hard as this may be to believe.) Many grassroots weapons and political rights, militia, and racial supremacist groups fall into this category and have joined CORE—many without knowing whom they are really working for—in its cause to bring their government bodies low.

Using terrorist tactics and inventive propaganda, CORE has caused more trouble for the various governments of the world than any other entity or group now still in existence. Even countries that are considered (relatively speaking) politically and economically stable, such as the U.S. and Canada, must constantly deal with militant and covert operations meant to sow unrest on their native soil and abroad. To make matters worse, some European countries must deal with anarchist political partiesthat are secretly or even openly fronts for CORE! And it does not help knowing that CORE has managed to plant agents into various levels of law enforcement, metahuman control, and intelligence organizations the world over.

This fanatical organization will do whatever it must, whenever it may, to bring the world to its knees.

PL: 27

Leadership: Dictatorship (Center)

Intelligence 20 (+5), **Wisdom** 22 (+6), **Charisma** 28 (+9)

Will +10

Skills: Bluff 8 (+17), Computers 12 (+17), Craft (chemical) 6 (+11), Craft (electronic) 12 (+17), Craft (mechanical) 12 (+17), Craft (structural) 8 (+13), Diplomacy 4 (+13), Gather Information 10 (+19), Intimidate 10 (+19), Investigate 8 (+13), Knowledge (behavioral sciences) 5 (+10), Knowledge (business) 7 (+12), Knowledge (civics) 7 (+12), Knowledge (current events) 5 (+10), Knowledge (earth sciences) 10 (+15), Knowledge (history) 4 (+9), Knowledge (life sciences) 10 (+15), Knowledge (physical sciences) 10 (+15), Knowledge (streetwise) 4 (+9), Knowledge (tactics) 12 (+17), Knowledge (technology) 14 (+19), Notice 8 (+14), Stealth 10 (+15)

Feats: Benefit (wealth) 15, Connected (business, criminal, espionage, justice system, law enforcement, military, terrorist, world governments) 8, Contacts (business, criminal, espionage, justice system, law enforcement, military, terrorist, world governments) 8, Invention Expertise, Inventor, Master Plan, Mole Network 6, Reinforcements (250 minions, 20 minutes) 10, Secure (mole operatives), Well-Informed

Members: Minions (45-pt. field agents and pilots, x 50,000) 17, Minions (120-pt. Field agent champions, x 1,000) 17, Minions (135-pt. Ghost operatives, x 500) 17, The Elite (individuals; no cost)

Equipment: Equipment (Espionage; 20 EP, x 500) 12, Equipment (Heavy weapons; 30 EP, x 1,000) 15

Vehicles: Equipment (Devilwing; 105 EP, x 500) 19, Equipment (Firststrike; 20 EP, x 100) 10, Equipment (Vyper; 10 EP, x 2,500) 12, Equipment (Hornet; 15 EP, x 1,000) 12, Equipment (Armadillo; 40 EP, x 50) 13, Equipment (Conventional aircraft; 35 EP, x 500) 15, Equipment (Conventional vehicles; 15 EP, x 2,500) 13

Headquarters: Citadel Air Fortress (172 EP, x 5)

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage), **Variable Pool 6** (WMDs, any combination of traits, *8 PP/rank*)

Drawbacks: None

Abilities 10 + Skills 49 (196 ranks) + Feats 244 + Powers 189 + Saves 4 = 496

CENTER
SHADOW RULER OF A DARK EMPIRE

Revealing himself only as a computer modulated voice broadcast through a radio or across a blackened video monitor, CORE's leader is as much a mystery to the organization's own members as he is to the world's varied law enforcement agencies. No one is sure who Center may be, if he is really another well-known villainous mastermind, if "he" is really a he, or if CORE's leader is in fact more than one person acting from behind the safety of an amalgamate, anonymous identity. What is known is Center (or someone using the title) has commanded CORE since the beginning and seems to be leading the organization towards the ultimate goal of global domination.

Dozens of law enforcement agents and intelligence operatives have lost their lives in recent years alone unsuccessfully trying to uncover the secret of Center's identity. If anyone were to miraculously come by the truth, that person would find himself the target of every CORE agent and independent bounty hunter on the planet, probably dying before they could pass the information along.

CORE EQUIPMENT AND WEAPONS

BODY ARMOR

CORE combat agents usually wear armor-plated tactical vests (Toughness +4, 4 EP) and intelligence agents either go without or are restricted to undercover vests (Toughness +3, subtle, 4 EP.) Only the best operatives are assigned the EBA-1.

EBA-1 (Device)

CORE's Exoskeletal Body Armor is designed to protect the organization's best warriors while also providing them with a modicum of heavy firepower (a small chaingun mounted on the forearm and a miniature missile launcher upon the opposite shoulder) for facing down police and low-powered metahumans. Guards assigned to high-priority tasks and areas within a CORE facility are also often assigned the EBA-1.

Movement: Flight 4 (Integrated jet pack)

Defense: Protection 4

Weapons: Blast 4 (Forearm chaingun; *Extras*: Autofire), Blast 6 (Missile launcher; *Extras*: Explosion; *Flaws*: Reload [1 minute, 2 uses])

Miscellaneous Systems: Improved Initiative, Immunity 2 (Suffocation), Super-Senses 6 (Vision [extended 2],

Infravision [extended 2], Radio), Super-Strength 2

Cost (Device/PP): 40/32

CSS-PX001 "Phantom" Armor (Device)

The phantom suit is employed by CORE's elite Ghost units. Although it provides the user with slight performance enhancements and minor weaponry, its main benefit is its stealth capabilities, which render invisible to all visuals and muffles all sounds it makes.

Movement: Leaping 2, Super-Movement 1 (Wall-Crawling)

Defense: Protection 3

Weapons: Strike 3 (Finger blades; *Power Feats*: Mighty; *Extras*: Penetrating)

Miscellaneous Systems: Enhanced Stealth 2 (+8; *Flaws*: Only versus auditory), Improved Initiative, Invisibility (All visual senses), Super-Senses 6 (Vision [extended 2], Infravision [extended 2], Radio)

Cost (Device/PP): 30/24

WEAPONS

CLW-002 Plasma Pistol

This weapon fires a highly concentrated plasma energy pulse that is capable of melting steel.

Damage: +5/critical 17-20

Range (Increment): 25 ft.

Modifiers: Autofire, Short Range –1

Size: Medium

Cost (EP/PP): 17/4

CLW-006 Plasma Rifle

This rifle is the main weapon of CORE field agents. It is commonly equipped with an under-barrel grenade launcher and all come with a telescopic sight and laser targeting system.

Damage: +7/critical 17-20 plasma rifle, +5 grenade launcher

Range (Increment): 35 ft. plasma rifle, 50 ft. grenade launcher

Modifiers (plasma rifle): Accurate, Autofire, Reduced Range –1, Short Range –1, Super-Senses 1 (Vision [extended])

Modifiers (grenade launcher): Explosion, Indirect

Size: Large

Cost (EP/PP): 24/5, or 40 */8 with grenade launcher

* INCREASE THE EP COST BY 1 PER ADDITIONAL TYPE OF GRENADE CARRIED

CLW-010 Plasma Squad Support Weapon

Built to fill the role of a support weapon, much as is done in the conventional military by the M60 and M240 SAW. A heavy energy drum makes this an awkward weapon to handle.

Damage: +8/critical 17-20

Modifiers: Autofire, Bulky, Short Range –1

Range (Increment): 40 ft.

Size: Large

Cost (EP/PP): 18/4

CLX-XX5 Power Negator (Device)

A dangerous weapon to be in the possession of such evil men and women, the "Triple X" can temporarily deny a target the use of all super-powers (but not magic or psionics.) Fortunately for all super-heroes, the weapon is bulky, slow firing, inaccurate and has not yet had all of the bugs worked out.

Powers: Nullify 10 (Counter all powers at once, *3 PP/rank*; *Extras*: Fortitude Save, Instant [Lasting]; *Flaws*: Not versus magic or psionics, Reload [1 round, self-reload, 1 use], Unreliable)

Range (Increment): 100 ft.

Drawbacks: Reduced Range –1

Size: Large

Cost (Device/PP): 9/2

VEHICLES AND MECHA

CLT-99 Jet Pack

Designed so it can be fit over most common body armors, the gasoline powered CLT-99 allows CORE to deploy its agents from low-flying helicopters or from rooftops onto targets at ground level.

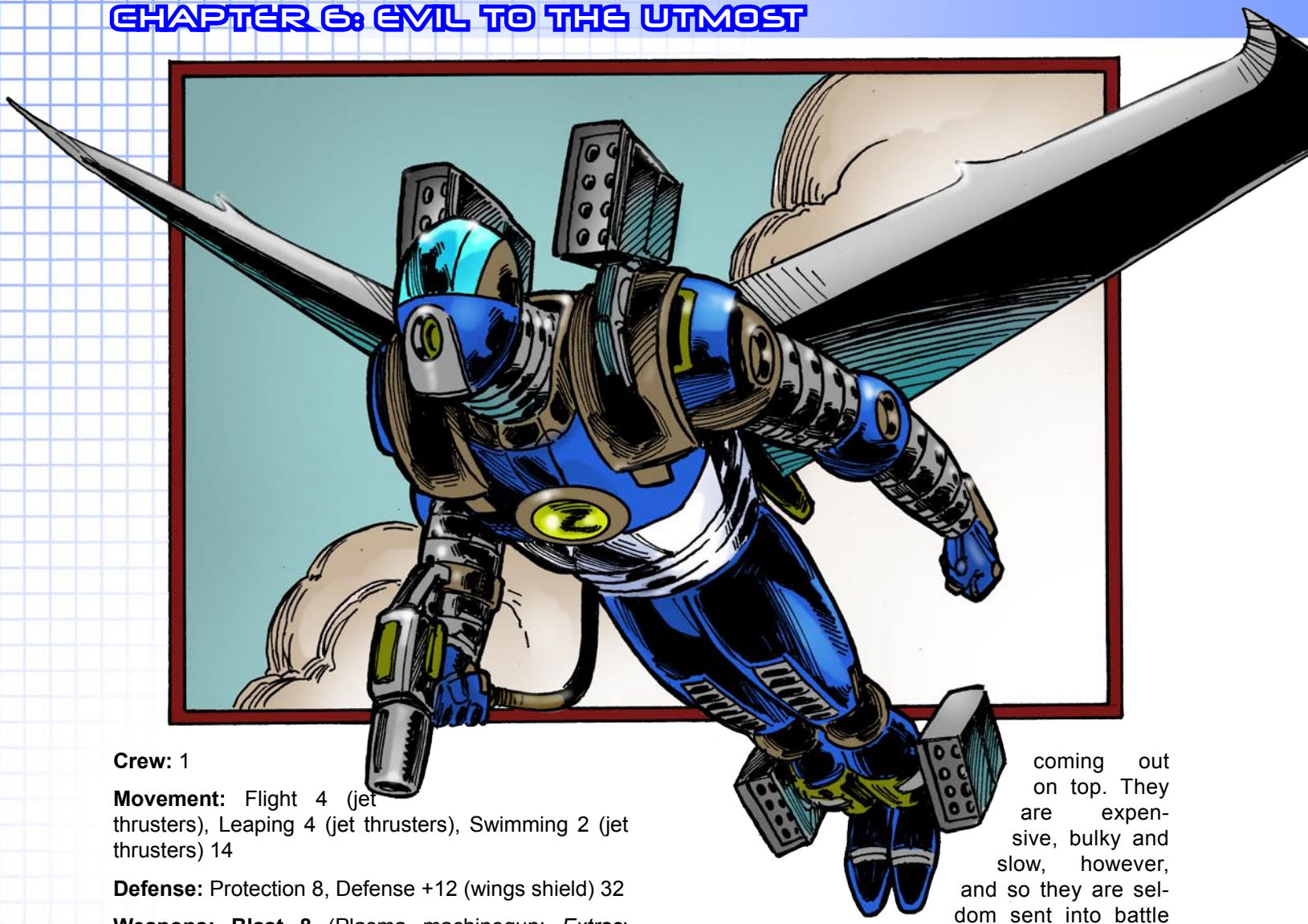
Powers: Flight 3 (*Flaws*: Reload [5 minutes reload, 20 minutes operation], Pilot Check Required)

Cost (EP/PP): 3/1

CORE Devilwing Exoskeleton (Device)

The Devilwing is a nuclear powered, heavy exoskeleton that is often assigned to CORE's shock troopers. They are perfect for lightning-quick raids, often in tandem with Hornets and Vypers, and are especially useful for assassination, kidnapping and battling troublesome super-heroes.

Armed with a plasma machinegun fed by power cable from the exoskeleton's mini-fusion reactor, the Devilwing also sports missile launchers on each shoulder and lower legs. Besides supplying directional control in flight, the exoskeleton's razor-sharp wings can be used to slice targets or can wrap around the suit or be manipulated to act as a protective shield.



Crew: 1

Movement: Flight 4 (jet thrusters), Leaping 4 (jet thrusters), Swimming 2 (jet thrusters) 14

Defense: Protection 8, Defense +12 (wings shield) 32

Weapons: Blast 8 (Plasma machinegun; *Extras*: Autofire), **Blast 6** (Missile launcher; *Extras*: Explosion), **Blast 20** (Self-destruct; *Power Feats*: Triggered; *Extras*: Explosion; *Flaws*: Self-Destruct [entire suit]), **Strike 10** (Razor wings; *Power Feats*: Extended Reach 2, Alternate Powers—**Shield 12**; *Extras*: Penetrating; *Flaws*: Pilot Check Required if used in flight) 66

Miscellaneous Systems: Enhanced Strength 12 (*Flaws*: Maximum effective Str of 26, Permanent), **Environmental Control 4** (Chest spotlight; *Extras*: Cone; *Flaws*: Touch), **Improved Initiative**, **Immunity 4** (Cold, high pressure, suffocation), **Super-Senses 13** (Blindsight [radar], Detect Collision, Detect Radar, Detect Radiation, Vision [extended 2], Infravision [extended 2], Hearing [extended], Radio), **Super-Strength 2** 27

Drawbacks: Short Range (plasma machinegun) –1

Cost (Device/PP): 138/112

CORE Firststrike (Humanoid Vehicle)

The Firststrike is designed for one purpose: the complete annihilation of CORE's enemies. Heavily armored and decked out with a frighteningly impressive weapons array, the Firststrike is a humanoid mecha capable of taking on an entire platoon of main battle tanks and coming out on top. They are expensive, bulky and slow, however, and so they are seldom sent into battle on their own. Typically, a Firststrike is guarded by a detachment of infantry whose job it is to ensure that no one destroys their walking artillery piece.

The Firststrike has a stubby, broad frame, giving it a dwarfish appearance despite its height. Its sensor head has a wide angle lens and segmented face, granting it the semblance of a knight's helm. Adding to this image is the massive metal shield slung upon its off-hand's arm for the purpose of blocking incoming physical attacks and small arms fire.

Concealed beneath the armor plating of its bulbous shoulders and squat lower legs is an impressive store of missiles for hammering down even the most resilient of opponents. Add this to the Firststrike's daunting multi-rifle, 81mm mortar mounted upon its back and the oversized left forearm guard that may be used as a shield, and this robot vehicle truly becomes an opponent to be feared by even the bravest heroes.

The tubular mortar is mounted behind the left shoulder and is aimed by bracing and tilting the robot's body while its main weapon, the gun pod, is hand held. The gun pod is a combination clip-fed 90mm cannon with a drum-fed chaingun mounted beneath for close work. It is also fitted with a bayonet.

Crew: 1

Size: Huge

Strength: 30

Toughness: 10 (Impervious)

Defense: +5 (–3 from Hindered), +10 (+5 dodge bonus w/forearm shield)

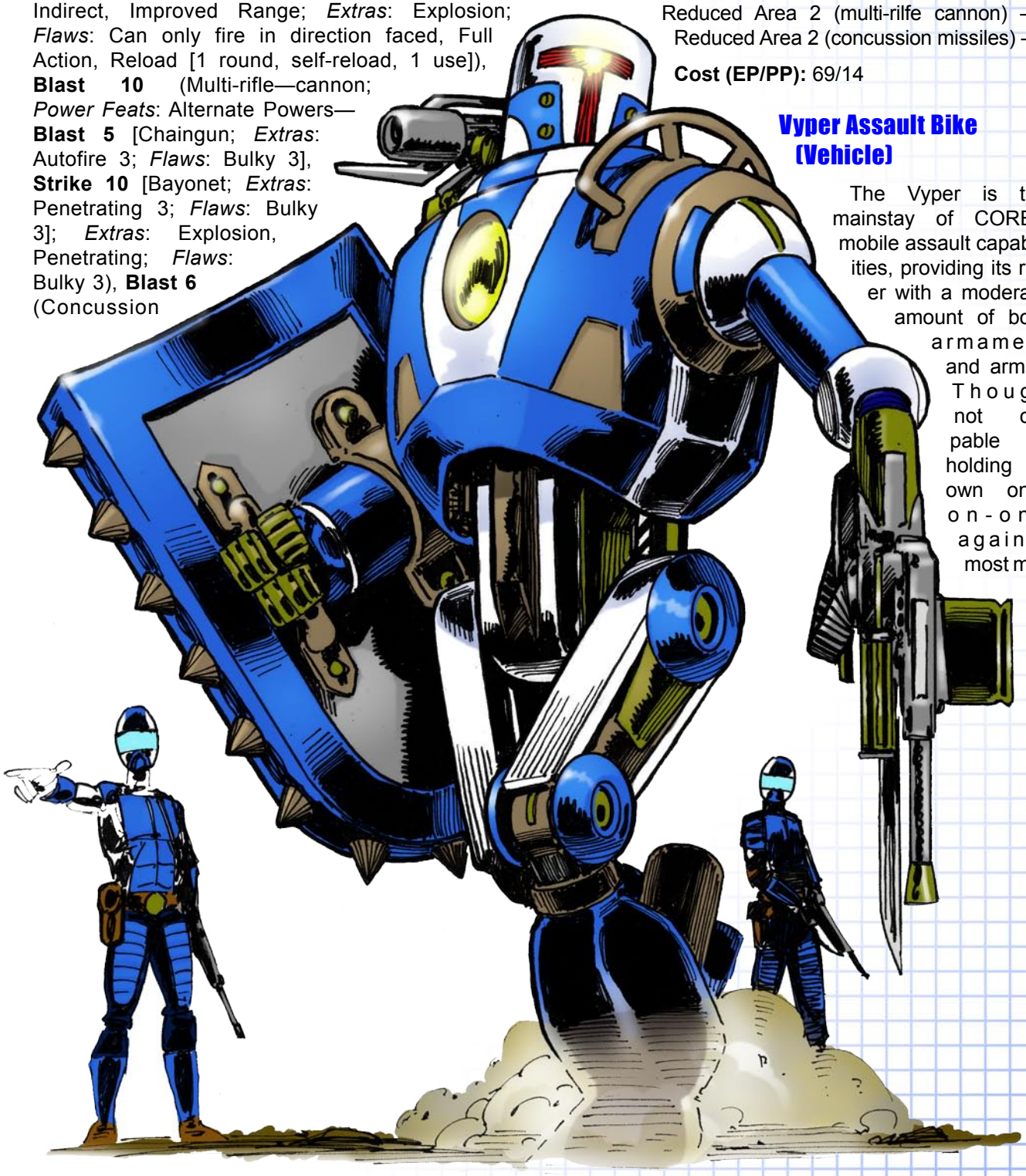
Movement: Ground 3, Leaping 2 (jump jets), Swimming 1 (jump jets)

Weapons: Blast 10 (81mm mortar; *Power Feats*: Indirect, Improved Range; *Extras*: Explosion; *Flaws*: Can only fire in direction faced, Full Action, Reload [1 round, self-reload, 1 use]), **Blast 10** (Multi-rifle—cannon; *Power Feats*: Alternate Powers—**Blast 5** [Chaingun; *Extras*: Autofire 3; *Flaws*: Bulky 3], **Strike 10** [Bayonet; *Extras*: Penetrating 3; *Flaws*: Bulky 3]; *Extras*: Explosion, Penetrating; *Flaws*: Bulky 3), **Blast 6** (Concussion missiles; *Power Feats*: Knockback 4; *Extras*: Autofire, Explosion; *Flaws*: Reduced Penetration 2)

Miscellaneous Systems: Environmental Control 4 (Chest spotlights; *Extras*: Cone; *Flaws*: Touch), **Immunity 5** (Cold, high pressure, suffocation, radiation), **Shield 5** (Left forearm guard), **Super-Senses 13** (Blindsight [radar], Detect Collision, Detect Radar, Detect Radiation, Vision [extended 2], Infravision [extended 2], Hearing [extended], Radio), **Super-Strength 4**

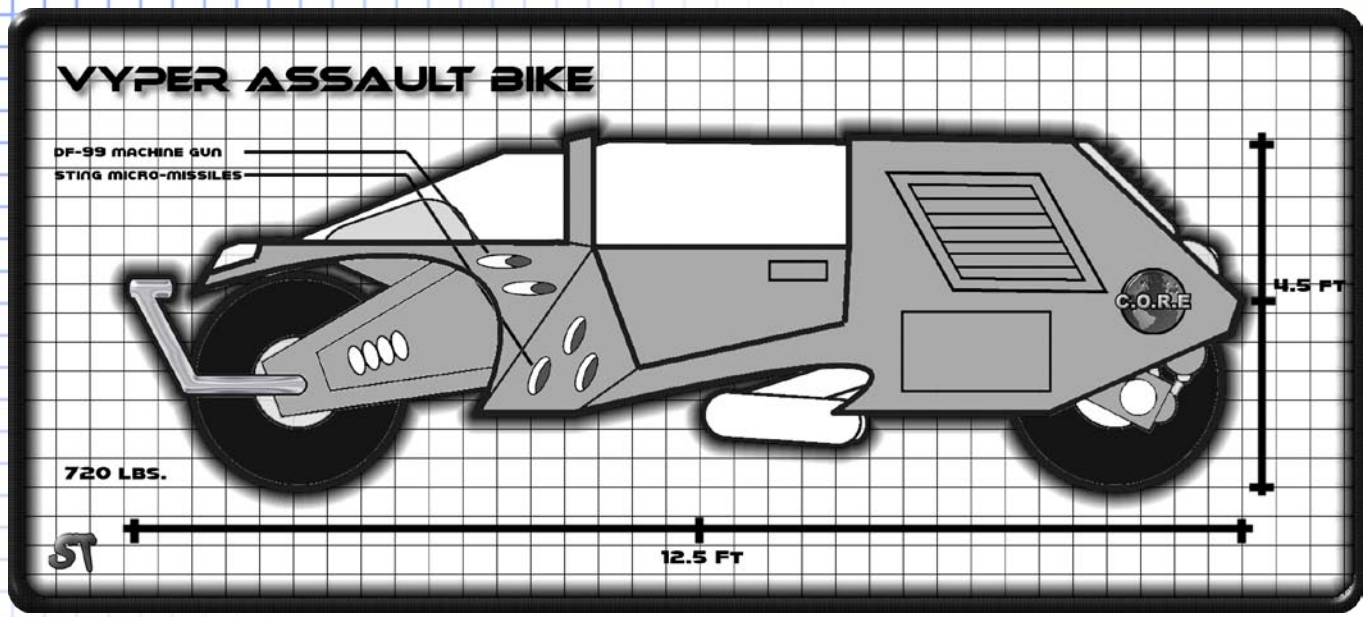
Drawbacks: Heavy Recoil (concussion missiles; very common, moderate) –5, Hindered (Defense) –6, Reduced Area 2 (multi-rilfe cannon) –2, Reduced Area 2 (concussion missiles) –2

Cost (EP/PP): 69/14



Vyper Assault Bike (Vehicle)

The Vyper is the mainstay of CORE's mobile assault capabilities, providing its rider with a moderate amount of both armament and armor. Though not capable of holding its own one-on-one against most me-



tahumans, Vyper riders typically operate in unison, using pack and swarm tactics to overwhelm an enemy.

This vehicle uses small maneuvering thrusters which, when combined with its low center of gravity, grants it enhanced handling and cornering abilities—the jets even allow it to perform short, thrusting jumps. To provide a speedier availability of combat data to the pilot, all information from the onboard computer is projected to a translucent LCD HUD system built into the entire windshield.

Unlike with conventional motorcycles, a Vyper rider does not sit back in a seat but rather leans forward, resting his chest on the "seat" in an extreme racer position that grants greater control at high speeds. A butterfly wing-style door allows access to the elongated cycle's cockpit and lowers to seal the rider within a protective cocoon. The small missile tubes are mounted to either side of the rider with the narrow channels for the machine gun appear two per side, behind the forward wheel.

Crew: 1

Size: Large

Strength: 20

Toughness: 9

Defense: +9

Movement: Ground 6, Leaping 2 (jump jets)

Weapons: Blast 6 (Concussion missiles; *Power Feats*: Knockback 4; *Extras*: Explosion; *Flaws*: Reduced Penetration 2, Reload [1 minute, 5 uses]) x 2, **Blast 5** (Quad machine guns; *Extras*: Autofire 2; *Flaws*: Only fires forward)

Miscellaneous Systems: Super-Senses 8 (Blindsight [radar], Detect Collision, Detect Radar, Vision [extended], Infravision [extended])

Features: Alarm, Improved Handling, Navigation System, Oil Slick, Smokescreen

Drawbacks: Reduced Area 2 (concussion missiles) –2

Cost (EP/PP): 51/11

Hornet Strike Craft (Vehicle)

A relatively small, one man, open cockpit hover vehicle meant to provide air support for Vyper and foot soldier ground assaults, the Hornet also performs outstandingly as a patrol craft. Powerful, twin VTOL engines, mounted one per wing, grant this vehicle its darting speed and an ability to weave in between towering buildings as easily as it does the clouds.

The Hornet's minigun is mounted in a ball turret in its nose, with a missile pod mounted beneath each stubby wing.

Crew: 1

Size: Large

Strength: 25

Toughness: 7

Defense: +9 (+13 versus missiles)

Movement: Flight 6, Ground 1

Weapons: Blast 6 (Minigun; *Extras*: Autofire 2), **Blast 6** (Concussion missile pods; *Power Feats*: Knockback 4; *Extras*: Explosion; *Flaws*: Reduced Penetration 2, Reload [1 minute, 5 uses]) x 2

Miscellaneous Systems: Super-Senses 9 (Blindsight [radar, extended], Detect Collision, Detect Radar, Vision [extended], Infravision [extended])

Features: Alarm, Chaff, Ejection System (aircraft), Improved Handling, Navigation System, Radar Jammer 3, Smoke Screen

Drawbacks: Reduced Area 2 (Concussion Missiles) –2, Short Range (minigun) –1

Cost (EP/PP): 68/14

Armadillo Hover Troop Transport (Vehicle)

A well-armored carrier that keeps aloft by means of a powerful hover jet system, the Armadillo is recognized around the world as a tool of this despicable organization. Armadillos commonly come in at a high altitude and drop suddenly into a landing zone, rapidly deploying its human cargo out of side and rear armored doors while razing the area with its impressive armaments: an independent minigun mounted on each side with an additional turret on the top, with a nose gun turret and two missile pods located beneath the chassis.

Crew: 5; Pilot, co-pilot and 3 gunners. Holds up to 12 troops in body armor, 6 wearing EBA-1s, 4 Devilwings, or 2 Firststrike robots (crouched low.)

Size: Gargantuan

Strength: 40

Toughness: 15 (+4 from armor) (Impervious)

Defense: +6 (+10 vs missiles)

Movement: Flight 4

Weapons: Blast 8 (Laser turret; *Power Feats*: Accurate 2, Improved Range 2, Alternate Power—**Blast 8** [Grenade launcher; *Power Feats*: Improved Range 3, Indirect; *Extras*: Explosion]; *Extras*: Penetrating), **Blast 6** (Minigun; *Extras*: Autofire 2) x 3, **Blast 6** (Concussion missile pods; *Power Feats*: Knockback 4; *Extras*: Autofire, Explosion; *Flaws*: Reduced Penetration 2) x 2

Miscellaneous Systems: Impervious Protection 4 (Armor; *Flaws*: Ablative), **Impervious Toughness 11**, **Super-Senses 13** (Blindsight [radar, extended 2], Detect Collision, Detect Radar, Vision [extended 2], Infravision [extended 2], Hearing [extended])

Features: Alarm, Chaff, Ejection System (aircraft), Navigation System, Radar Jammer 6, Smoke Screen

Drawbacks: Reduced Area 2 (concussion missiles) –2, Short Range (miniguns) –3 (–1 each)

Cost (EP/PP): 178/36

HEADQUARTERS

CORE generally likes to keep its forces decentralized within largely autonomous cells of various sizes. Each cell acts according to the individual designs of its commander from whatever facility best suits their needs while staying off law enforcement's radar. Still, CORE's globe-spanning plans require they maintain at least a few unified points from which to rally their plans and formulate goals that stretch beyond each individual cell's immediate goals.

MAIN BASE OF OPERATIONS

CORE's decentralized nature and global fluidity means they do not have a primary headquarters (that anyone knows of, that is.) The organization's Citadel Air Fortresses (see following) are the nearest thing they have to such a location, but even these massive staging points for the organization's insidious activities are mobile.

Still, rumors persist within law enforcement circles, and amongst those heroes that make a habit of fighting CORE, that this global threat-level terrorist organization maintains a permanent facility tucked away at some remote location where it's key personnel and data is kept. As such unsubstantiated tales tell it, Center rules from this hidden headquarters like a spider at the core (excuse the pun) of his web, feeling the vibrations rippling back to him through countless strands and acting accordingly.

No interrogated CORE agent has ever verified the site's existence, but some people simply can't fathom such a large and dangerous organization operating without a central point from which to gather their forces and pounce.

CITADEL AIR FORTRESS (MOBILE HEADQUARTERS)

Glorious achievements in the field of vehicular engineering, the Citadels (of which there are known to be four—a fifth was destroyed a few years ago) are massive hover vehicles capable of carrying thousands of men and dozens of vehicles. Held aloft by a dozen turbines, each of which is more massive than a large home, a Citadel Air Fortress allows CORE to sweep its greedy hand from one hot spot to the next, evading or destroying almost anything that would dare try to attack it. Because of their slow speed and relative vulnerability to ground-based missile assaults, the Citadel Air Fortresses are kept in constant movement around the world, never staying in one place too long, and carefully being used so as to not risk squandering them recklessly. The Citadels are perhaps CORE's greatest tool in its war against order and global peace.

Somewhat box-like, but tapering downwards towards its bottom, the hull of a Citadel is ringed by its immense hover jets. Sitting in the giant craft's mid-section, on its upper hull, is the conning tower. It is from here that the Citadels are piloted, and its vehicles and troops are monitored and directed. Along the air fortress' long axis, with two doors per side, are the cavernous aircraft hangars that contain deadly Hornet craft and Armadillo troop carriers. Also peppering the craft's outer skin are sixteen smaller doors that are used to disembark flying soldiers using Devilwings, jet packs, or EBA-1s deployed from those same internal hangars. These vehicles and troops help defend the Citadel or can assault ground targets, doing so with the knowledge that the many weapon emplacements that bristle across the air fortress' hull will offer them covering fire. Adding to this arsenal are top-of-the-line sensors, countermeasures, and a stealth system that cloaks the Citadel against visual detection by making the craft blend into the sky.

Two Phalanx turrets are located on the Citadel's top and bottom and one per each side, providing a nearly

complete field of anti-aircraft fire. Not only can these powerful and accurate guns shoot down incoming aircraft, but they are also effective against missiles and flying super-heroes. The main weapons are huge turrets that mount three naval guns apiece. They rotate slowly and take too long to aim to be very effective against small targets or aircraft. Two turrets are found each on both the top and bottom of the Citadel. Six laser turrets are mounted on the craft's top hull (three of which are close to the conning tower to offer it a solid defense), while the other six are on the bottom. The laser cannons are used to bombard ground targets (mostly armored vehicles and light buildings) and to attack relatively slow moving aircraft. Rounding out the Citadel's armaments are eight retractable missile launchers scattered around the craft's hull, hidden in sealed compartments.

This massive vehicle weighs in at roughly 86,000 tons (not including additional weight from other vehicles, crew, supplies, etc.), and is a little over 1,300 feet long, 115 feet high, and 130 feet wide (nearly 200 feet wide including its massive turbines.)

Crew: 1,500 total; Minions (1,000 45-pt crewmembers) 12, Minions (250 45-pt air assault wing) 10, Minions (250 45-pt ground assault troops) 10

Vehicle Compliment: 4 Armadillos, 20 Hornets, 12 Devilwings, 5 helicopters, and 5 military helicopters split between two hangers, and 12 Vypers, 5 Firststrike robots, and 20 EBA-1s within the garage.

Size: Colossal (256 of 256 Spaces)

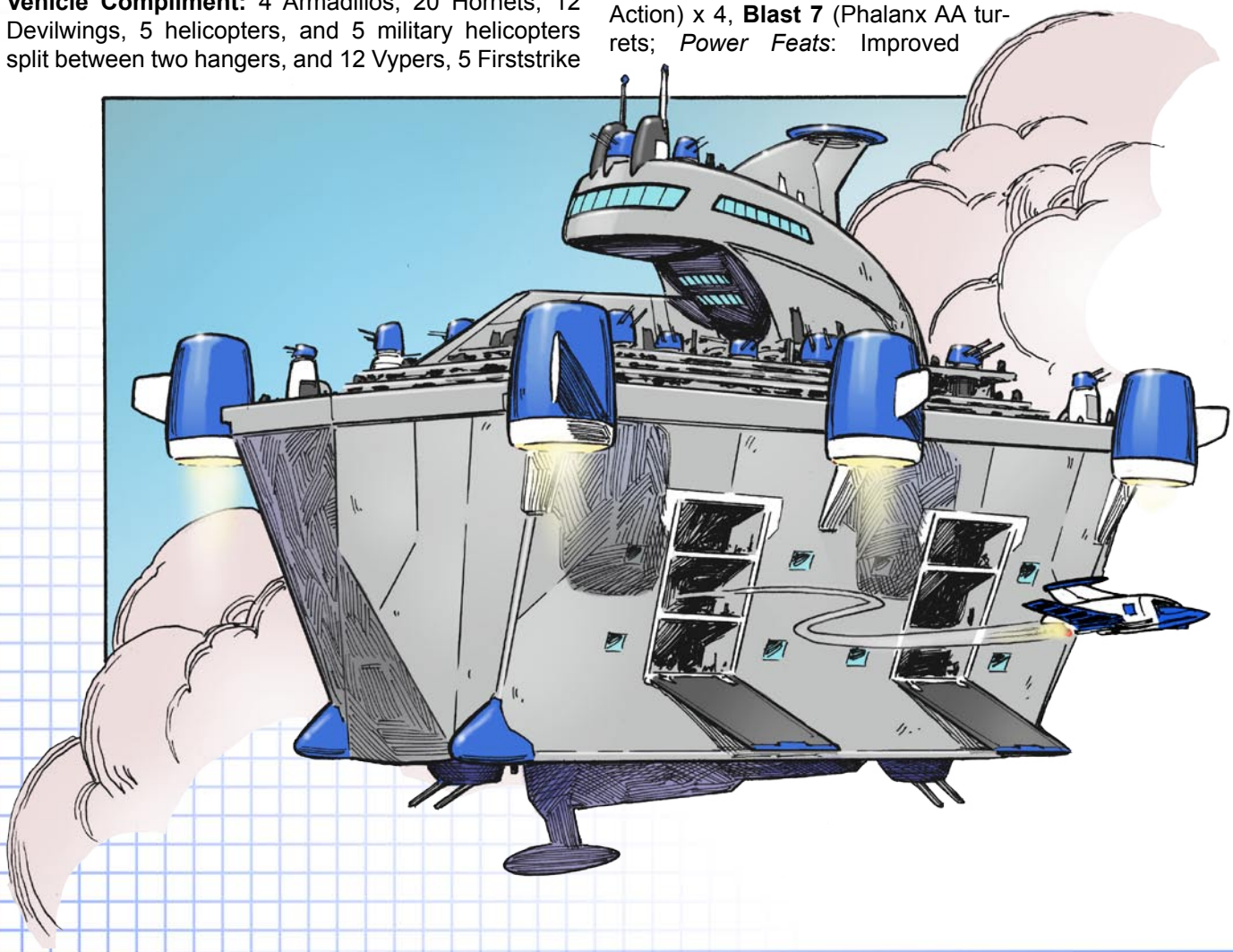
Toughness: 15

Defense: −2

HQ Features: Armory (Weapons; 13) 2, Combat Simulator (Basic; 5), Communications (Basic; 0), Communications 3 (Encrypted; 0), Computer 2 (Advanced; 1), Concealed 4 (Electronic; 0), Defense System 10 (0), Electronic Counter-Measures 2 (0), Escape Tunnel (Escape pods for 2,500; 6), Fire Prevention System 3 (0), Game Room (10), Garage (12 Vypers, 5 Firststrikes, 20 EBA-1s; 32), Gym (5), Hangar (2 Armadillos, 10 Hornets, 6 Devilwings, 5 helicopters; 32), Hangar (2 Armadillos, 10 Hornets, 6 Devilwings, 5 military helicopters; 64), Holding Cells 3 (2), Infirmary 2 (5), Inventor's Lab 3 (Any trait combination, 1/4 less time, +1 design check, *5 EP/rank*; 2), Kitchen/Mess Hall (4), Laboratory 2 (3), Living Space (Barracks; 44), Living Space (Basic; 4), Living Space (Luxury; 4), Power System (16), Security System 5 (0), Self-Destruct (0), War Room (2), Workshop (6)

Drawbacks: Accessible Bowels (1/4) −1

Weapons: **Blast 13** (Naval guns; *Power Feats*: Improved Range 2; *Extras*: Explosion; *Flaws*: Full Action) x 4, **Blast 7** (Phalanx AA turrets; *Power Feats*: Improved



Range, Alternate Power—**Deflect 14** [Anti-missile function, *2 EP/rank*; *Power Feats*: Improved Range; *Extras*: Ranged; *Flaws*: Only versus physical attacks]; *Extras*: Autofire 2) x 6, **Blast 8** (Laser turrets; *Extras*: Penetrating; *Flaws*: Short Range) x 12, **Blast 10** (Missile launchers; *Power Feats*: Accurate, Homing; *Extras*: Explosion) x 8

Notable Sensors & Counter-Measures: Chaff 2, Radar Detector, Radar Jammer 3, **Super-Senses 10** (Blindsight [radar], extended [radar] 3, extended [visual] 3)

Powers: Flight 4, **Illusion 3** (Cloak, visual, *2 EP/rank*; *Power Feats*: Progression [area] 8; *Extras*: Continuous, Free Action; *Flaws*: Citadel only, Replicate environment only)

Cost (EP/PP): 172/18

CORE RANK AND FILE

CORE's lowly cannon fodder, although bent on carrying out the organization's foul and dastardly plots, are not necessarily evil because the world does not exist solely in circumstances of black and white. Rather, they could be doing what they feel is right for the world's current environmental and/or political circumstances, even if their commanders are acting out of purely selfish reasons.

Driver/Pilot			PL 3/Minion Rank 3		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)

SAVES	TOUGH +1/+4	FORT +2	REF +4	WILL +1

Skills: Drive 4 (+6), Pilot 4 (+6), Knowledge (tactics) 4 (+5), Notice 4 (+4), Profession (soldier) 2 (+2), Survival 2 (+2)

Feats: Ace (appropriate vehicle), Attack Focus (ranged), Endurance, Equipment 4

Equipment: Knife, light pistol, armored jumpsuit (+3)

Combat: Attack +4 (+5 ranged), Damage +0 (unarmed), +3 (light pistol), Defense +5, Initiative +2

Abilities 6 + Skills 5 (20 ranks) + Feats 7 + Combat 18 + Saves 4 = 40

CORE employs skilled pilots and drivers to direct their war machines into combat. Like the organization's foot soldiers, many of these men and women come from poor or disenfranchised nations where their talents likely wouldn't be supported or permitted by the local infrastructure or culture.

Field Agent			PL 3/Minion Rank 4/7		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

SAVES	TOUGH +1	FORT +3	REF +2	WILL +1

Skills: Climb 4 (+5), Drive 2 (+3), Intimidate 2 (+2), Knowledge (streetwise) 2 (+2), Knowledge (tactics) 4 (+4), Notice 4 (+4), Profession (soldier) 4 (+4), Stealth 2 (+3)

Feats: Equipment 7, Move as One, Swarm

Equipment: Light pistol, submachine gun, undercover vest (+3) *OR* CLW-006, tactical vest (+4)

Combat: Attack +5, Damage +1 (unarmed), +3 (light pistol), +4 (submachine gun), +7 (17-20; CLW-006), Defense +5, Initiative +1

Abilities 6 + Skills 6 (24 ranks) + Feats 9 + Combat 20 + Saves 4 = 45

CORE recruits only those people with the drive and raw ability to suit the organization's goal of global conquest. Many of CORE's foot soldiers are taken from impoverished countries and then trained from scratch or are hired mercenaries that have proven their loyalty to the cause.

Field agents are typically armed with a concealable pistol and submachine gun when undercover or CLW-006 when acting openly. A Vyper or Hornet, or possibly a souped-up undercover car or jet pack, may be assigned if the mission warrants it. All body armor and uniforms are blue and white, CORE's colors.

Field Agent Champion			PL 8/Minion Rank 7		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

SAVES	TOUGH +2	FORT +4	REF +3	WILL +3

Skills: Acrobatics 4 (+6), Climb 4 (+5), Drive 2 (+4), Intimidate 4 (+5), Knowledge (streetwise) 2 (+3), Knowledge (tactics) 4 (+5), Notice 4 (+5), Profession (soldier) 4 (+5), Stealth 4 (+6)

Feats: Equipment 13, Hard as Nails, Power of One, Swarm

Equipment: EBA-1 suit, Knife, light pistol, submachine gun, undercover vest (+3) *OR* knife, CLW-006 w/grenade launcher, tactical vest (+4)

Combat: Attack +7, Damage +1 (unarmed), +2 (knife), +3 (light pistol), +4 (submachine gun), +7 (17-20; CLW-006), +5 (grenade launcher), Defense +6, Initiative +1

Abilities 18 + Skills 8 (32 ranks) + Feats 16 + Powers 32 + Combat 26 + Saves 7 = 107

Amongst its ranks, CORE has a number of champions who stand out from the crowd. Such minions are a bit tougher, slightly smarter, and more dangerous than a typical field agent. A champion is a good choice for representing a competent CORE officer or just someone who has the guts to make a stand against the player characters.

Ghost			PL 7/Minion Rank 9		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

SAVES	TOUGH +3/+6	FORT +8	REF +10	WILL +6

Skills: Climb 9 (+11), Concentration 6 (+8), Disable Device 8 (+9), Intimidate 5 (+5), Knowledge (tactics) 7 (+8), Notice 4 (+6), Profession (soldier) 6 (+8), Stealth 8 (+12/+20 versus auditory), Survival 7 (+8), Swim 4 (+6)

Feats: Chokehold, Equipment 6, Hard as Nails, Improved Grab, Improved Grapple, Improved Initiative, Lucky Shot, Power of Many, Power of One

Powers: Device 6 (CSS-PX001 "Phantom"; *4 PP/rank*)

Equipment: Assault carbine, grenades, CSS-PX001

Combat: Attack +8, Damage +2 (unarmed), +5 (finger blades), +5 (assault carbine), Defense +8, Initiative +8 (+12 in Phantom)

Abilities 24 + Skills 16 (64ranks) + Feats 14 + Powers 24 + Combat 32 + Saves 15 = 125

CORE employs several small, elite units of commandos known as Ghosts for their armor's extraordinary stealth capabilities. A Ghost's primary duties include sabotage, assassination, subversion, and intrusion operations against metahuman, government, and military targets. They are masters of sneaking and slashing, as the saying goes.

A simple name used to encompass all the metahumans working with CORE, the Elite are as experienced, dangerous, and powerful as the title suggests. CORE is not above hiring other super villains for a single mission or a short term of service, but only those who are willing to join for the long haul (and are considered acceptable) are ever granted the title of "Elite."

Most of the Elite choose to work on their own or in pairs (Major Minor in particular) and have a hard time overcoming their personal differences when Center demands they all work together—a rare event that signals something big and bad is in the air.

Annex				PL 10	
STR	DEX	CON	INT	WIS	CHA
+2	+4	+1	+3	+6	+10
14	18	12	16	22	30

TOUGH	FORT	REF	WILL
+1/+4	+8	+12	+15

Skills: Acrobatics 12 (+16), Bluff 16 (+26), Climb 8 (+10), Computers 10 (+13), Concentration 8 (+14), Craft (chemical) 6 (+9), Diplomacy 12 (+22), Disable Device 14 (+17), Disguise 4 (+14), Drive 6 (+10), Escape Artist 14 (+18), Gather Information 16 (+26), Investigate 12 (+15), Knowledge (behavioral sciences) 8 (+11), Knowledge (business) 8 (+11), Knowledge 8 (physical sciences) (+11), Knowledge (streetwise) 10 (+13), Knowledge (technology) 6 (+9), Language (Arabic, Cantonese, French, German, Italian, Japanese, Russian, Spanish), Notice 12 (+18), Perform (acting) 10 (+20), Perform (dance) 8 (+18), Pilot 4 (+8), Search 12 (+15), Sense Motive 14 (+20), Sleight of Hand 12 (+16), Stealth 14 (+18), Survival 4 (+10), Swim 4 (+6)

Feats: Acrobatic Bluff, Assessment, Attack Specialization (knife), Benefit (wealth) 3, Connected (espionage, wealthy, world governments) 3, Contacts (espionage, government, international police, military, wealthy) 5, Distract (bluff), Ear to the Ground, Eidetic Memory, Elusive Target, Equipment 8, Hide In Plain Sight, Master Plan, Quick Change, Well-Informed

Powers: Morph 10 (Any form of same mass, *3 PP/rank*)

Equipment: Varies, but typically at least an undercover shirt, blaster pistol, and knife

Combat: Attack +6 (+8 knife), Damage +2 (unarmed), +5 (blaster), +3 (knife), Defense +8, Initiative +4

Abilities 52 + Skills 70 (280 ranks) + Feats 30 + Powers 30 + Combat 28 + Saves 24 = 234

ANNEX (PL 10)

Real Name: Unknown
Aliases: Too many to list
Age: Unknown
Height: 5 feet, 10 in
Weight: 180 lbs
Native Language: English
Typical Quote: Did you really think your secrets were safe from me? How naïve.

Nobody knows who Annex really is except, it is rumored, the equally enigmatic Center. Before joining CORE, the person now calling himself Annex was a spy-for-hire (one of the best) who worked both sides of the fence during the Cold War. Now this mysterious agent has offered his skills exclusively (at a very high price) to CORE.

Though fully capable of handling himself in combat, Annex's strength is found in his expansive knowledge and superb ability to create false identities for himself in order to infiltrate places where he does not belong. CORE uses him to gather information and sow the seeds of dissension among the planet's governments, a task for which he is perfectly suited and all too happy to be employed at. Annex is easily CORE's most valuable and skilled intelligence operative.

If a fight seems immanent, Annex will use his head first and his pistol second, trying to talk or bluff his way out of the situation. More often than not, his unshakeable cool and confidence sees him through the dilemma and safely away before anyone realizes what he has done.

The epitome of professionalism, Annex never loses his cool in a tough situation and cannot be goaded into acting rashly or doing something stupid. He is always all business and never allows his pleasure to get in the way—probably because, for him, business *is* pleasure.

Appearance: Annex likes to wear the finest, most expensive clothing he can get his hands on while not on the job. When not assuming a disguise, he keeps his face entirely hairless and devoid of features, and his fingers free of fingerprints, to make it virtually impossible for anyone (including his allies) to determine his true identity.

ERRATIC (PL 12)

Real Name: Jamol Melbatut
Aliases: Jamol Shaheen, Ashiq Ramdial
Age: 19
Height: 5 feet, 8 in
Weight: 180 lbs
Native Language: Arabic
Typical Quote: Taste some of your own medicine, rich boy.

An orphan from Cairo's dirty back streets, Jamol began his criminal career as a petty thief, stealing from street vendors in order to survive. Each day, Jamol would go to the more wealthy areas of the city and watch the powerful citizens in their big cars and fancy clothes, always dreaming of one day taking all their money and making it his own. When he became a teenager and his mutant powers manifested, Jamol seized the opportunity to do just that. It did not take long for CORE to take notice of the youth and recruit him for their battle to "bring the world's wealthy to their knees."

Since joining CORE, Jamol has received as much training in the use of his unpredictable powers as is possible. He is a wild card in any battle and CORE makes sure to use this unknown element to their best advantage. When doing battle with annoying super-heroes, Erratic will try to stay close to the most powerful good guy in the hopes of copying his abilities. Of course, this is a dangerous venture as this also makes him an easy target.

Jamol is selfish and conniving, willing to do just about anything to get what he wants. CORE has taught him that he has the power to take what he desires and he intends to do so. He despises the wealthy or those who even look like they may have money or fame. This often puts him at odds with Annex, who, for his part, sees Erratic as jumped up street trash.

Appearance: A plain looking young man with dark blue skin, long black hair usually tied in a ponytail, and pure white, disinterested eyes. His costume is entirely black, allowing him to ply his trade as thief whenever he isn't needed by CORE.

Erratic				PL 12	
STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+0	+0	+1
14	18	16	11	10	13

TOUGH +3	**Skills:** Climb 4 (+6), Craft (mechanical) 4 (+4), Drive 4 (+8), Knowledge (streetwise) 10 (+10), Language (Berber, English), Perform (flute) 4 (+5), Sleight of Hand 10 (+14), Stealth 6 (+10)
FORT +8	**Feats:** Diehard, Endurance 2, Improved Initiative, Seize Initiative, Taunt
REF +8	**Powers: Flight 4, Mimic 20** (All powers at once, *4 PP/rank*; *Extras*: Continuous, Perception; *Flaws*: Tainted, Unreliable)
WILL +5	**Combat:** Attack +4, Damage +2 (unarmed), Defense +6, Initiative +8
	Abilities 22 + Skills 11 (44 ranks) + Feats 6 + Powers 108 + Combat 20 + Saves 14 = 181

HEARTACHE (PL 10)

Real Name: Claire Dawn
Aliases: Stephanie Raymond
Age: 24
Height: 6 feet
Weight: 132 lbs
Native Language: English
Typical Quote: Surely a big, strong, handsome man such as yourself wouldn't stoop so low as to hurting a defenseless woman, would you?

As her codename implies, Heartache is a knockout. Once a New York-based model whose star was rapidly rising until she was black listed under a veil of secrecy (it was rumored that she used sex to help negotiate contracts, something not all that strange for the modeling world, but she apparently took it to extremes), Claire used the powers that she had always hidden from her friends and family to get even with her hypocritical accusers. CORE found her soon after and gave her the chance to strike back at a world that had set out the rules of the game and then punished her for getting caught.

Heartache will try to use her beauty and "innocent, weak woman" routine to get male opponents to lower their guard long enough for her to use her psychic talents on them. She will use every bit of her beauty and feminine guile to gain what she wants, including the advantage in combat. Besides the edge that she brings to a battlefield, her beauty, skill with makeup, and intense charm also makes Heartache a natural for covert intelligence operations.

Claire is a vindictive woman who will do whatever it takes to get what she wants, holding little remorse for anyone who stands in her way. She resents the way that men tend to view her, as a sex object, while at the same time acknowledging the power that her charm and beauty give her. She detests chauvinism and will give a great deal of her attention to such men.

Heartache — PL 10

STR	DEX	CON	INT	WIS	CHA
-1	+0	+1	+0	+7	+9
9	10	12	11	25	28

TOUGH +1/+10 force field	**Skills:** Bluff 8 (+17), Diplomacy 8 (+17), Disguise 6 (+15), Drive 2 (+2), Knowledge (art) 6 (+6), Knowledge (earth sciences) 4 (+4), Knowledge (physical sciences) 4 (+4), Knowledge (popular culture) 6 (+6), Perform (dance) 4 (+13), Perform (singing) 2 (+11), Profession (model) 8 (+15), Ride 2 (+2), Sense Motive 6 (+13), Swim 2 (+1)
FORT +4	**Feats:** Attractive 2, Distract 2, Fascinate (bluff, diplomacy) 2
REF +5	**Powers: Concealment 2** (Versus mental; *Flaws*: Passive), **Force Field 9** (*Power Feats*: Selective; *Extras*: Impervious), **Mental Blast 5**, **Mental Blast 10** (Cause heart attack; *Extras*: Concentration, Fortitude Save), **Mind Shield 10**, **Super-Senses 7** (Psionic; Psionic Awareness [mental, radius], Danger Sense [mental], Psychometry [touch]) 20
WILL +13	**Combat:** Attack +5, Damage −1 (unarmed), +10 (heart attack), +5 (psionic blast), Defense +5, Initiative +0
	Abilities 35 + Skills 17 (68 ranks) + Feats 6 + Powers 108 + Combat 20 + Saves 14 = 200

Jaundice — PL 15

STR	DEX	CON	INT	WIS	CHA
+0	+1	+3	+4	+2	+1
11	12	16	19	15	12

TOUGH +3/+6	**Skills:** Computers 4 (+8), Craft (electronic) 6 (+10), Craft (mechanical) 6 (+10), Drive 4 (+5), Intimidate 4 (+5), Knowledge (life sciences) 12 (+16), Knowledge (physical sciences) 12 (+16), Medicine 12 (+14), Notice 4 (+6), Language (Hebrew, Latin, Spanish, Swahili), Profession (doctor) 12 (+14), Search 4 (+8), Survival 6 (+8), Swim 2 (+2)
FORT +9	**Feats:** Defensive Attack, Dodge Focus 3, Equipment 5, Fearless, Fearsome Presence 4, Skill Adept (medicine) 3, Startle
REF +5	**Powers: Death Touch 15** (Diseased touch; *Power Feats*: Slow Fade 5; *Extras*: Aura, Disease), **Disease 8** (Constitution; *Power Feats*: Dormant, Immunity to Disease, Alternate Power—**Disease** [Strength], **Disease** {Dexterity}; *Extras*: Contagious)
WILL +8	**Equipment:** Undercover vest, boot knife, 2 light pistols
	Drawbacks: Weakness (Antiobiotics, drain Constitution, moderate) −4
	Combat: Attack +7, Damage +0 (unarmed), +15 (diseased touch), +1 (knife), +3 (pistols), Defense +6 (+9 dodge), Initiative +1
	Abilities 25 + Skills 23 (92 ranks) + Feats 18 + Powers 86 + Combat 26 + Saves 16 − Drawbacks 4 = 190

Appearance: Tall, buxom, blue-eyed and blonde, to say that Heartache is stunningly beautiful would be to do her an injustice. Her costume bares the standard blue and white of CORE, but she has added some red highlights and lining "for color."

JAUNDICE (PL 15)

Real Name: Dr. Larry Smythe.
Aliases: Larry Smith, Lenny Smits.
Age: 37
Height: 5 feet, 10 in
Weight: 145 lbs
Native Language: English
Typical Quote: You don't look at all well. As a doctor, I'd prescribe eternal rest.

Once a volunteer pathologist with the Red Cross, Dr. Larry Smythe, MD had been called into the middle of an African war zone to investigate an outbreak of a strange malady that was killing refugees by the hundreds. It turned out the guerrillas had released a stolen biological agent against the oppressive government forces, heedless of the ci-

vilian casualties they knew would result. Smythe's examinations revealed the epidemic had spread beyond the refugees and that he had been exposed to it prior to putting on his NBC protection suit. But Larry didn't die like everyone else.

An undiscovered genetic anomaly in his blood instead turned the kind-hearted pathologist into a walking plague—a metahuman Typhoid Mary. Becoming the human embodiment of the diseases to which he had devoted his life to fighting broke his mind and spirit. When his shattered sanity once more found a semblance of order, it had been rearranged into the opposite of what it had been. Calling himself Jaundice, Larry was soon recruited by CORE and is now used to sow disorder among urban centers, his diseases causing widespread panic and keeping the police occupied prior to CORE operations. Jaundice's true passion lies in watching big, strong super-heroes wither, become weak and then die at his touch.

Larry Smythe is gone and all that remains is the maniacal Jaundice personality, a man who enjoys inflicting suffering almost as much as he enjoys watching it.

Appearance: Jaundice's very pale, yellow skin is tightly stretched across his gaunt figure, which he hides beneath a trench coat. His eyes are all white except for the tiny, pure black irises that stare out from beneath the fedora that is always pulled low over his face, concealing his frightening features until he is ready to strike.

Magma				PL 14	
STR	DEX	CON	INT	WIS	CHA
+12	+2	+10	+0	-1	+0
34	15	30	11	9	11

TOUGH +10	**Skills:** Climb 2 (+14), Craft (chemical) 6 (+6), Craft (electronic) 4 (+4), Craft (mechanical) 4 (+4), Disable Device 4 (+4), Drive 2 (+4), Knowledge (tactics) 8 (+8), Language (Polish), Medicine 2 (+1), Profession (soldier) 3 (+2), Stealth 4 (+6), Survival 4 (+3)
FORT +14	**Feats:** Endurance 2, Environmental Adaptation (lava), Favored Environment (extreme heat) 4, Fearsome Presence 4, Interpose
REF +8	**Powers: Blast 10** (Magma balls; *Power Feats*: Ricochet), **Immunity 3** (Heat, gas), **Impervious Toughness 10**, **Strike 6** (Radiated heat; *Power Feats*: Innate; *Extras*: Aura, Continuous; *Flaws*: Permanent), **Super-Strength 2**
WILL +3	**Drawbacks:** Reduced Range (magma balls) –1
	Combat: Attack +10, Damage +12 (unarmed; +18 with radiated heat), +6 (radiated heat), Defense +5, Initiative +2
	Abilities 60 + Skills 11 (44 ranks) + Feats 12 + Powers 63 + Combat 30 + Saves 12 – Drawbacks 1 = 187

MAGMA (PL 14)

Real Name: David Tremmor
Aliases: Big Dave
Age: 24
Height: 6 feet, 2 in
Weight: 840 lbs
Native Language: English
Typical Quote: Don't you know who I am? You've messed with the wrong guy this time, pal.

Once just a lowly grunt in the great CORE war machine, David Tremmor wanted more from his life as he saw far more competent warriors than he promoted past him time and again. To attain the fame and recognition that he so desperately sought, Tremmor signed on for a "volunteers only" project conducted by the organization's brain boys. Tremmor was the only survivor of the hundred or so test subjects.

The experiment has permanently altered Tremmor's body into one of living magma. Now possessing the strength and power he has always desired, Magma has joined the Elite as one of its more common enforcers and all-around thugs. Magma's combination of much power and little brains doesn't really bring anything of great value to the team, but his eagerness to prove his value and joy at bullying those weaker than him has convinced the other Elite to keep him around for now, for his entertainment value if nothing else.

Magma has an ego problem. Like most bullies, he is constantly trying to prove his worth to those around him, especially the other Elite, but is in truth a coward. He blusters, booms, and flaunts his strength in front of "normals" because somewhere inside he knows that he isn't a match for most competent superbeings.

Appearance: Magma's body is shaped from plates of burnt stone with rivers of glowing, molten rock flowing between.

MAJOR MINOR, A DUO

These identical twin brothers used to work as strong men in Europe before their circus train collided with an unscheduled train hauling radioactive waste. Only the two Jackman brothers survived and they learned, once their extremely long hospital stay was over, that the radioactive sludge they had lain in for hours while waiting to be rescued had altered their genetic structures. Unfortunately, the burning toxins, forever ending their careers, also horribly disfigured them.

CORE had heard of the distraught Jackman brothers through one of their moles in the medical community and approached them with an offer. Desperate for money to pay their enormous medical expenses and looking for a way to vent the anger they felt towards the world for what it had done to them, the twins joined up under the collaborative name of Major Minor.

Major				PL 14	
STR	DEX	CON	INT	WIS	CHA
+8	+0	+6	-1	+0	-3
26	10	22	8	10	5

TOUGH +6	**Skills:** Drive 4 (+4), Intimidate 12 (+9), Knowledge (art) 5 (+4), Knowledge (super-beings) 4 (+3), Knowledge (streetwise) 4 (+3), Language (English, Polish, Russian), Sleight of Hand 4 (+4), Stealth 4 (+4), Survival 4 (+4)
FORT +12	**Feats:** All-Out Attack, Dodge Focus 2, Fearsome Presence 5, Improved Block 2, Interpose, Rage 3, Teamwork
REF +4	**Powers: Growth 12** (*Power Feats*: Growth Strike), **Immovable 5, Impervious Toughness 6, Super-Strength 3**
	Drawbacks: Disability (dyslexic) −2, Slow Learner (Intelligence skills) −2
WILL +4	**Combat:** Attack +7, Damage +8 (unarmed), Defense +8 (+10 dodge), Initiative +0
	Abilities 21 + Skills 11 (44 ranks) + Feats 15 + Powers 66 + Combat 30 + Saves 14 − Drawbacks 4 = 153

Should one brother be hurt or otherwise get into trouble, the other will madly rush to his rescue and not stop fighting until he is himself defeated or his brother's attacker is a bleeding, ruined mass of flesh.

MAJOR (PL 14)

Real Name: Jack Jackman
Aliases: Jack Trade
Age: 26
Height: 6 feet, 4 in
Weight: 230 lbs
Native Language: German
Typical Quote: Don't vorry, shorty, zis von't hurt. Much.

The eldest of the twins by almost three minutes, Major uses his height and incredible strength to pummel his enemies into submission. He will do what he must to see his assignment fulfilled and hates retreating. One of his tactics is to cause as much collateral damage as possible to the area surrounding a battle, especially by using heroes as human baseballs.

Jack takes great pleasure in destroying property and bullying others. He will, however, not accept anyone making fun of someone (himself or anyone else) for being ugly, regardless of who that person may be. If he overhears any comments such as this, he will likely fly into a blind rage and pummel the person.

Appearance: With no hair on his head or body and a face that was horribly scarred and disfigured by the accident, it is little wonder that Major almost never removes his mask. His costume is a dark blue with white highlights, arms and legs. A white symbol for Alpha rests in the middle of his otherwise entirely blue mask.

MINOR (PL 8)

Real Name: Jerry Jackman
Aliases: Jerry Sign
Age: 26
Height: 6 feet, 4 in
Weight: 280 lbs
Native Language: German
Typical Quote: Try picking on somevone your own size!

The smarter of the two brothers (which is not saying much), Minor usually directs their actions in the field. Minor loves the look on a hero's face when he realizes Jerry maintains his mass and strength when shrunk—usually because Jerry starts tossing them around. Minor also takes delight in shrinking down an opponent's equipment and weapons, especially if the hero relies upon the item.

Jerry enjoys the devastation of a well-planned sabotage more than simple, wanton destruction. He almost views it as art. Unlike Jack, Jerry lets comments about his own ugliness roll harmlessly off of him, but will not allow anyone to attack his brother, either verbally or physically.

Appearance: Minor's costume is the same as Major's except the blue and white are reversed and he has the symbol for Omega on his mask. Despite still having his body hair, Minor's face and skin is as mutilated as his brother's and so he too rarely removes his mask.

Minor				PL 8	
STR	DEX	CON	INT	WIS	CHA
+7	+2	+4	+0	+0	-3
24	14	19	10	10	5

TOUGH +4	**Skills:** Acrobatics 6 (+8), Craft (mechanical) 4 (+4), Craft (structural) 2 (+2), Drive 4 (+6), Knowledge (streetwise) 4 (+4), Language (English, Polish, Russian), Notice 3 (+3), Perform (piano) 4 (+1), Sleight of Hand 2 (+4), Stealth 3 (+5), Swim 1 (+8)
FORT +8	**Feats:** Defensive Attack, Elusive Target, Evasion 2, Improved Initiative 2, Monkeywrencher, Teamwork
REF +10	**Powers: Impervious Toughness 4, Shrinking 16** (*Power Feats*: Growth Strike; *Extras*: Normal Strength), **Shrinking 16** (Item reduction; *Extras*: Attack; *Flaws*: Only non-living material), **Super-Strength 3**
WILL	**Combat:** Attack +8, Damage +7 (unarmed), Defense +7, Initiative +10
+4	**Abilities 22 + Skills 9 (36 ranks) + Feats 8 + Powers 59 + Combat 30 + Saves 16 = 144**

RAMROD (PL 11)

Real Name: Unknown
Aliases: None
Age: Unknown but looks to be in his early 30s
Height: 5 feet, 8 in
Weight: 220 lbs
Native Language: English
Typical Quote: Woohoo! It's like bowling for wimps!

Nobody knows for sure who Ramrod is or how he got his powers—sometimes it seems that even he doesn't know, although he claims that it simply a matter of nobody's business but his own. Ramrod was only recently hired into CORE's ranks, seemingly out of the blue without anybody having previously heard of him, leading many to believe that he may have been sent by Center to keep an eye on the other metahumans in the organization.

In combat, this aggressive speedster likes to bounce himself off of weaker opponents or will "clothesline" them with his deadly ramrod staff as he makes a high-speed pass. He also likes to use his staff to joust with other speedsters, to trip up strongmen, and to pole vault his enemies only to land behind them for a surprise, rear attack. Ramrod is a very imaginative combatant and usually takes the point in any mission.

Ramrod has your typical tough-guy attitude and believes that he can take on just about anything. Unlike most bullies, however, he is not easily intimidated by other strongmen, even those who are stronger than himself. He also considers himself quite the lady's man and is constantly hitting on Heartache, a course of action that probably won't go at all well for him.

Ramrod Baton: A high-tech staff of unknown origin, Ramrod is never far from the weapon that is his namesake. The staff is collapsible to about the size of a flashlight and it can be made to be completely rigid for combat or, with the flip of a switch, it extends to become a little over twenty feet long and becomes surprisingly resilient for use in pole vaulting (an especially handy thing to do while moving at super-speed.)

Appearance: Slightly handsome and sporting a shaved head, Ramrod's rippling muscles and relatively short height gives him a squat appearance. His full-body costume is in the blue and white of CORE.

Ramrod				PL 11	
STR	DEX	CON	INT	WIS	CHA
+8	+4	+2	+0	+1	+0
26	18	14	10	12	10

TOUGH +2/+8	**Skills:** Acrobatics 10 (+14), Climb 2 (+10), Craft (electronic) 4 (+4), Computers 2 (+2), Disable Device 4 (+4), Drive 2 (+6), Knowledge (physical sciences) 4 (+4), Knowledge (streetwise) 6 (+6), Profession (gambler) 6 (+7), Stealth 6 (+10), Swim 2 (+10)
FORT +7	**Feats:** Elusive Target, Endurance 4, Evasion 2, Fast Overrun, Gambler 2, Improved Critical (Metahuman speed clothesline) 3, Improved Initiative 2, Improved Overrun, Instant Up, Move-By Action, Takedown Attack
REF +12	**Powers: Device 3** (ramrod baton), **Immovable 10** (*Extras*: Unstoppable), **Immunity 2** (Chemicals), **Impervious Protection 6**, **Speed 6**, **Super-Strength 2**
WILL +4	**Ramrod Baton (Device 15/9 PP): Leaping 4** (Super pole vault; *Flaws*: Must be moving at metahuman speed), **Strike 6** (*Power Feats*: Mighty, Extended Reach 4, Alternate Powers—**Stun 7** [Clothesline; *Power Feats*: Extended Reach 4; *Flaws*: Requires making a slam attack], **Trip 7** [*Power Feats*: Extended Reach 4])
	Combat: Attack +8, Damage +8 (unarmed), +14 (ramrod baton), +Defense +8, Initiative +12
	Abilities 30 + Skills 12 (48 ranks) + Feats 19 + Powers 53 + Combat 32 + Saves 16 = 162

REGULATOR (PL 14)

Real Name: Robert O'Sheanne
Aliases: Rodney Burns
Age: 32
Height: 6 feet, 3 in
Weight: 610 lbs
Native Language: English
Typical Quote: You've been warned, now you'll be regulated.

A muscular powerhouse and ex-soldier, Robert O'Sheanne was an up and coming (if notoriously brutal) underground pit fighter struck by tragedy: an unlucky punch during a match caused him to suffer a severe concussion and brain hemorrhage that nearly killed him. When he pulled through the ordeal, Robert found his surgeon had used him as a guinea pig to test experimental brain surgery techniques, resulting in the unexpected side-effect of Robert's new powers. He immediately thanked both the doctor and later the opponent who had landed the ill-fated blow to his head, with super-strength driven killing blows.

Now a wanted criminal in his native Scotland, Robert destroyed two full teams of British anti-metahuman agents before being found and recruited by CORE. It did not take long for the organization to harness O'Sheanne's anger and violent tendencies, shaping him into their chief enforcer. He is now undisputedly one of the most physically dangerous super villains in the world and has thousands of deaths on his hands, a few dozen of which are super-heroes that got in his way.

When fighting a band of super-heroes, Regulator will immediately seek out any fellow muscle heads and taunt them into attacking him, allowing him to absorb their blows and boost his own strength. He will avoid any spell

Regulator				PL 14	
STR	DEX	CON	INT	WIS	CHA
+10	+2	+6	+0	+0	-1
30	14	22	10	11	8

TOUGH +6/+12 vs energy	**Skills:** Acrobatics 2 (+4), Bluff 8 (+7), Climb 4 (+14), Craft (chemical) 6 (+6), Disable Device 6 (+6), Drive 2 (+4), Knowledge (business) 2 (+2), Knowledge (streetwise) 4 (+4), Knowledge (super-beings) 4 (+4), Knowledge (tactics) 4 (+4), Swim 2 (+12)
FORT +14	**Feats:** All-Out Attack, Diehard, Endurance 2, Power Attack, Stunning Attack, Taunt
REF +7	**Powers: Absorption 15** (Physical, boost Strength; *Power Feats*: Slow Fade 4, Alternate Power – **Absorption 16** [Physical, healing]), **Immunity 1** (Disease), **Impervious Protection 6** (*Flaws*: Only versus energy), **Impervious Toughness 6**, **Super-Strength 5** (*Power Feats*: Groundstrike, Shockwave, Thunderclap)
WILL +5	**Drawbacks:** Vulnerable (Psionics, major) −4
	Combat: Attack +10, Damage +10 (unarmed), Defense +10, Initiative +2
	Abilities 35 + Skills 11 (44 ranks) + Feats 7 + Powers 91 + Combat 40 + Saves 18 − Drawbacks 4 = 198

casters and foes with long ranged attacks, usually tossing nearby cars and rubble at them to keep them at bay, but will try to kill any psychics as quickly as possible.

Regulator's loyalty extends only so far as his employer's bank accounts will allow and no further. O'Sheanne is a vicious man who delights in hurting and bullying others. He has no problem with harming or killing innocents and will do so readily to suit his needs. He prefers to act alone and vocally considers the other superbeings in CORE's employ to be inferior second stringers.

Appearance: O'Sheanne has a finely cropped red moustache with shoulder length, fiery hair. His green eyes stare out from deep sockets set above hard, angular cheekbones that enhance the menacing aura of this huge figure. His costume is styled in the blue and white of CORE.

MASTERS INC.

Masters Inc., the international conglomerate owned by the paradoxical Maxwell Masters, is a corporation with a checkered past. Although it and its many subsidiaries are often lauded for their many scientific breakthroughs and charitable donations, both to the benefit of mankind, the name Masters Inc. is equally referred to when the topic of corporate corruption, industrial abuse and misconduct, and unethical pursuits are spoken of. Of course, the former are usually attributed to the parent company and its chairmen and founder, Masters himself, whereas very tidy paper trails always leave responsibility for the latter at someone else's feet. After all, how can someone as busy as Maxwell Masters keep an eye on all his tens of thousands of employees and hundreds of companies? That's why he hires managers and the like. He cannot be blamed if those people he employs in this capacity are themselves untrustworthy sometimes—and the courts and masses have always agreed.

Aside from its above-board, legitimate dealings, Masters Inc. is the heart of a criminal empire that employs bureaucracy to get the work done like gangsters of old used to employ broken legs and Tommy guns. Masters would never dirty his hands with anything so petty as racketeering or other illegitimate endeavors that occupy the Mafia, though—such crimes are beneath his goals and capabilities. Instead, Masters utilizes his vast resources to influence global political and social changes that favor his businesses and long-term goal of being the faceless power behind as many thrones as possible.

The sort of crimes Maxwell Masters undertakes through the many strands of his corporate web include, but are not limited to, starting brushfire wars to peripherally increase the value of his rare commodities (such as oil and diamonds), selling weapons to these same warring parties for profit and to field test new designs (including those of a biological and chemical nature), financially supporting tyrannical and even genocidal governments that enact policies in his favor, conducting inhumane and illegal experiments on and to create metahumans, and so on. Masters is himself carefully insulated from all such activities, of course.

Some of Masters Inc.'s more notable subsidiaries that have been known to become entangled with the law and various super-heroes include:

ASTROXENO CORP.

Publicly Astroxeno Corp., based out of Houston, is a research and design company with labs around the country working in the aerospace industry, especially with regards to working with NASA and private space agencies. Some of their more notable projects include exploring new (and often theoretical) types of propulsion, designing new space shuttles, satellites and probes, and astronomical studies.

Secretly, Astroxeno Corp. is also the government's "go-to" civilian contractor when it comes to dealing with alien relations. Not only does the company have linguists, psychologists, and sociologists that specialize in alien cultures (both real and theoretical), but Astroxeno has also created and maintains a paramilitary team (known as AASPs—Alien Assessment Strike Personnel) of ready-response personnel with training and equipment for tackling and containing alien threats, preferably without public knowledge. They are also often tapped to examine and reverse engineer alien technology the government acquires.

Even the government is not aware of all of Astroxeno's activities, however. Masters has held back data from the government when examining alien technology, filtering such findings to his other companies, which then claim to make breakthrough discoveries that can be patented for millions. Astroxeno has also sought out and contained aliens in secret, without government knowledge, which they have then experimented on and even killed in order to dissect. Several times this has resulted in breakouts that put civilian lives in jeopardy.

GENEPAD LABS

Genepad Labs owns several cutting-edge genetics labs around the country, with a few lesser known sites in South American and African countries with less restrictive scientific ethic regulations. Publicly, the company is conducting medical research for the betterment of mankind through gene therapy, but in the past decade it has been charged well over a dozen times with conducting illegal experiments pertaining to metahumans. There were only ever two convictions.

Aside from various projects using equally varied approaches to creating (mostly illegal) metahumans in the lab for military use (and not always for friendly militaries), Genepad Labs has undertaken government contracts to study metahumans in order to develop ways to counter such beings. The results have ranged from restraints and cells designed to negate powers or superhuman strength to developing weaponized biological agents that target mutant metahuman genes.

LEGION DEFENSE DESIGNS

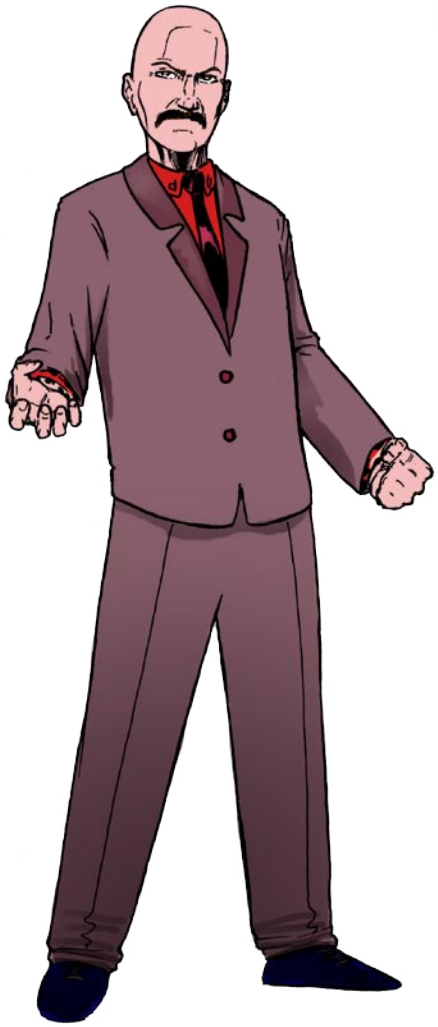
Holding many defense contracts, LDD is an up and coming designer and manufacturer of high-tech weapon systems, ranging from hand-held energy weapons to WMD satellites. Headquartered in Nevada, LDD made its name by designing several "brick-buster" weapons that were used by the military in arresting (and, in one case, killing) several notorious supervillains known for their brute strength and ability to soak up punishment.

Unbeknownst to its legitimate clientele, LDD also works hard at developing deadly and cheap weapons that are funneled to warring, embargoed nations for testing and profit. Several times investigations and heroes have found ties between LDD and such illicit activity, but nothing has ever stuck.

ZERO SOLUTIONS

A think tank that draws on the best and the brightest from the world over, Zero Solutions contracts to governments and corporations alike from its base of operations in London, England. Most of Zero Solutions' jobs involve politics and social issues ranging from longitudinal crime statistic trend projections for the purpose of developing law enforcement strategies to examining medical data in anticipation of humanity's next evolutionary step. Zero Solutions has received many awards and accolades for its professional achievements and strides to better humanity.

Behind the curtain, Zero Solution has a far more lucrative, if illegal, trade in the works. By sectioning projects so that no one group is able to grasp the big picture (or go to the authorities), Zero Solutions offers its services to unethical global powers, criminal organizations, and supervillains. Projects commonly under-



Maxwell Masters — PL 6

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+7	+4	+7
10	12	10	25	18	25

TOUGH +0	**Skills:** Bluff 10 (+17), Computers 6 (+13), Concentration 8 (+12), Craft (select one) 10 (+17), Diplomacy 10 (+17), Disguise 4 (+11), Gather Information 10 (+17), Investigate 4 (+11), Knowledge (business) 10 (+17), Knowledge (civics) 10 (+17), Knowledge (current events) 8 (+15), Knowledge (history) 8 (+15), Knowledge (tactics) 12 (+19), Knowledge (theology and philosophy) 6 (+13), Language (select 4), Notice 4 (+8), Profession (select one) 8 (+12), Sense Motive 8 (+12)
FORT +4	**Feats:** Benefit (Alternate Identity), Benefit (wealth) 20, Connected (business, criminal underworld, politics) 3, Contacts (business, criminal underworld, politics) 3, Ear to the Ground (business, criminal underworld, politics) 3, Equipment 10, Headquarters 10, Improved Master Plan, Jack-of-all-Trades, Master Plan, Organization 18, Teamwork, Well-Informed
REF +7	**Powers: Device 10** (Superweapon; *3 pp/rank*)
WILL +10	**Combat:** Attack +5, Damage +0 (unarmed), Defense +7, Initiative +1
	Abilities 40 + Skills 35 (140 ranks) + Feats 73 + Powers 30 + Combat 24 + Saves 16 = 218

PL: 18

Leadership: Dictatorship (although nominally a council)

Intelligence 24 (+7), **Wisdom** 30 (+10), **Charisma** 30 (+10)

Will +15

Skills: Bluff 12 (+22), Computers 14 (+21), Craft (electronic) 12 (+19), Craft (mechanical) 12 (+19), Craft (structural) 10 (+17), Diplomacy 15 (+25), Gather Information 15 (+25), Intimidate 8 (+15), Investigate 10 (+17), Knowledge (business) 12 (+19), Knowledge (civics) 14 (+21), Knowledge (current events) 10 (+17), Knowledge (history) 6 (+13), Knowledge (tactics) 10 (+17), Knowledge (technology) 10 (+17), Notice 12 (+22), Stealth 10 (+17)

Feats: Benefit (wealth) 25, Connected (business, criminal, espionage, justice system, law enforcement, military, terrorist, world governments) 8, Contacts (business, criminal, espionage, justice system, law enforcement, military, terrorist, world governments) 8, Master Plan, Mole Network 4, Secure (hostile takeover, whistle blowing) 2, Well-Informed

Members: Minions (15-pt. employees, x 10,000) 13

Vehicles: Equipment (fleet vehicles; 10 EP, x 2,500) 13

Headquarters: Various corporate headquarters (30 EP, x 12) 36

Powers: Immunities 141 (Aging, Fortitude Effects, Reflex Effects, Nonlethal and Lethal Damage)

Drawbacks: Legally Bound (minor, common) –2

Abilities 24 + Skills 48 (192 ranks) + Feats 49 + Powers 141 + Saves 5 – Drawbacks 2 = 265

taken for such customers include developing plans for conquest, devising how to undertake a masterful crime and get away with it, or to calculate the defeat of an especially troublesome hero.

The following organization statistics are for Masters, Inc., as an independent corporation. Any one of its varied subsidiaries may (and almost certainly will) have very different statistics that suit their nature and purpose.

MAXWELL MASTERS (PL 6)

Real Name: Maxwell Masters
Aliases: None
Age: 38
Height: 6 feet, 1 in
Weight: 185 lbs
Native Language: English
Typical Quote: To truly be a master of one's fate, one must be a master of all one sees.

A globe-spanning conglomerate, Masters Inc. is chaired by one of the world's richest, most powerful men: Maxwell Masters. Although a ruthless businessmen, Masters is also a well-known philanthropist who purchases the world's good will with the properly sized donations to the correct charity at just the right time. To the average person, Maxwell Masters is a paradox: a driven, vicious businessman who lets nothing get in the way of sealing the deal, who will then turn around and sponsor medical research, open orphanages, and so on. He's also been known to put the full weight of his many corporations to pressure political powers to step back from the brink of war.

But it is all a carefully crafted façade.

Born from poverty in London's back alleys and now one of the planet's most influential people, Maxwell Masters is both a bane and inspiration to millions of people. He is actually a power-mad megalomaniac whose sole goal is control over the planet, first by being the man behind the power and eventually by openly lording over all he surveys. Since a child, Masters has clawed his way up from the bottom rungs of society, burying and buying off anyone who knows where the bodies were kept until now only those who are too deep in his pocket to dare do anything and himself are the only ones who know the full, sordid truth of his life's story.

Appearance: Maxwell Masters looks like the man he is: powerful. He stands tall and straight, and always adorns himself in "power" suits of the finest and most expensive sort. He exudes the sort of confidence that can only come with the sort of power Masters wields.

SOLO VILLAINS

This section's purpose is simple: to provide you with some villains that make use of what this product has to offer, be the material the new game mechanics and archetypes, or merely the many suggestions on building interesting bad guys.

THE CRAFTSMAN (PL 4)

Real Name: William Grosser
Aliases: Many, including the Blacksmith
Age: 56
Height: 5 feet, 4 in
Weight: 194 lbs
Native Language: German
Typical Quote: I told Dr. Deathdealer the subatomic negator doorbells would have paid for themselves in dead heroes, but would the cheapskate listen to me? Nope. That's why he's in jail.

Once a well-known super villain who employed his considerable genius in pursuit of his greed, William Grosser retired his previous identity of the Blacksmith nearly a decade ago and, so far as international law enforcement is concerned, has retired to a small, private island in the Caribbean from which he cannot be extradited. To the rest of the criminal underworld, however, William has merely shifted

Craftsman				PL 4	
STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+11	+3	+3
10	12	12	32	16	16

TOUGH +1/+4	**Skills:** Bluff 8 (+11), Computers 10 (+21), Concentration 10 (+13), Craft (artistic) 8 (+19), Craft (chemical) 10 (+21), Craft (electronic) 15 (+26), Craft (mechanical) 15 (+26), Craft (structural) 15 (+26), Diplomacy 10 (+13), Disable Device 6 (+17), Drive 4 (+5), Gather Information 4 (+7), Knowledge (physical sciences) 15 (+26), Knowledge (technology) 15 (+26), Language (Cantonese, English, Italian, Spanish), Pilot 4 (+5), Profession (architect) 15 (+26)
FORT +5	**Feats:** Benefit (wealth) 15, Connected (criminal, government) 2, Contacts (criminal, government) 2, Equipment 10, Headquarters (The Shop) 11, Inventor, Jack-Of-All-Trades, Master Plan, Micro-Architect 2, Minions (BuildBots; x 10) 10, Rapid Builder (structural) 3, Skill Adept (Craft [structural]) 3
REF +6	**Equipment:** Various tools and weapons, as needed. Always wears an undercover vest in public or when with clients
WILL +6	**Drawbacks:** Incompetent (Strength) −1, Indecisive −1
	Combat: Attack +3, Damage +0 (unarmed), Defense +5, Initiative −3
	Abilities 38 + Skills 42 (168 ranks) + Feats 61 + Combat 16 + Saves 12 − Drawbacks 2 = 167

focus from being an active villain to a facilitator while operating under the new nom de plume, Craftsman.

Although law enforcement agencies the world over know the Craftsman has been offering his services to any villain that can pay the prices he demands for his services, none have yet to draw a connection to the retired Blacksmith. A combination of body doubles, beyond state-of-the-art holograms and the like are all used to convince anyone keeping an eye on William Grosser that the supposedly reformed criminal is always at home whenever the Craftsman is suspected of operating elsewhere. And just what is it that the Craftsman does that has law enforcement and intelligence agencies turning over every stone to find him? He supplies other villains with high-tech gear and weapons, but specializes in constructing made-to-specifications headquarters, all for a fee matching his top-notch services.

With his trademark "BuildBots," the Craftsman travels the world (and sometimes beyond) constructing headquarters to meet his clients' needs. Total confidentiality is assured and nothing short of mind control can force Grosser to betray a client's trust, even in the face of his own death. In his own way, the Craftsman is an honorable and loyal man.

Appearance: Grosser is a short, balding man with a bushy peppered moustache below tiny, round glasses. If one didn't know of his dark past, he could easily be described as having a kind, portly "teddy-bearish" look about him. As the Craftsman, Grosser doesn't even want his clients knowing his true identity, so he typically wears a simple workman's jumpsuit with a facemask and voice modulator.

The Shop

Built deep under Grosser's island home, the Shop is where the Craftsman builds and tests his latest inventions before manufacturing them for distribution to clients.

Size: Huge (34 of 64); **Toughness:** 15; **Features:** Automation (maintenance; 0), Communications (Basic; 0), Communications 5 (Encryption; 0), Communications (Global net; 0), Computer 6 (Advanced; 2), Concealed 4 (Cosmetic; 0), Concealed 6 (Electronic; 0), Defense System 10 (1), Drones (1), Electronic Counter-Measures 10 (0), Escape Tunnel 2 (0), Fire Prevention System 3 (0), Garage (14), Holding Cells 4 (1), Intelligent (1), Inventor's Lab 5 (Any power/descriptor at once, *4 EP/rank*; 1), Isolated (Island; 0), Laboratory 4 (Basic; 1), Library (1), Living Space (Luxury; 2), Motor Pool 2 (0), Power System (2), Security System 10 (0), Self-Destruct (0), Untraceable 6 (0), Vault 4 (1), Workshop 4 (8); **Drawbacks:** Accessible Bowels (Half) −2 ; **Cost EP/PP:** 114/11

THE GAMEMASTER (PL 8)

Real Name: Gerald Dimsby

Aliases: Lucas Skywalker, Elminster Gygax, Clark Wayne, Jim Kirk

Age: 42

Height: 6 feet, 1 in

Weight: 282 lbs

Native Language: English

Typical Quote: Oops, was that door trapped? Feeble heroes, as you enter my darkened ten-foot by ten-foot room you see the skeletons of those who came before you. That's when the darkness attacks you, and you seem to be all out of fireballs.

Having suffered from being noticeably overweight since a young child, Gerald had few friends and was often singled out to be every bully's favorite target. His torment only got worse once the socially inept youth's startling intelligence became evident. It surprised no one that Gerald turned to the escape provided by pen and paper role-playing games wherein he was afforded the chance to be the strong, handsome hero everyone admired.

As an adult, Gerald's love for acting out the role of someone else—someone whose life was incredibly fantastic, especially when com-

Buildbots			PL 6/Minion Rank 7		
STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	—	—	12 (+1)	—

SAVES	TOUGH	FORT	REF	WILL
	+12	—	+1	—

Skills: Craft (electronic) 8 (+8), Craft (mechanical) 8 (+8), Craft (structural) 8 (+8)

Powers: Blast 10 (Laser welder; *Power Feats*: Precise; Extras: Sustained), **Burrowing 4**, **Growth 4** (Large; *Power Feats*: Innate; *Flaws*: Permanent), **Immunity 30** (Fortitude effects), **Super-Strength 6**

Combat: Attack +2 (includes −1 due to size), Damage +7 (unarmed), +10 (laser welder), Defense +2 (includes −1 due to size), Initiative +1

Drawbacks: Flawed Trait (Craft skills; cannot jury-rig, invent, or design anything of its own) −3, Reduced Range (laser welder) −2, Short Range (laser welder) −2

Abilities −15 + Skills 6 (24 ranks) + Powers 90 + Combat 12 + Saves 12 − Drawbacks 7 = 98

Gamemaster — PL 8

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+8	+5	+4
10	14	12	26	20	18

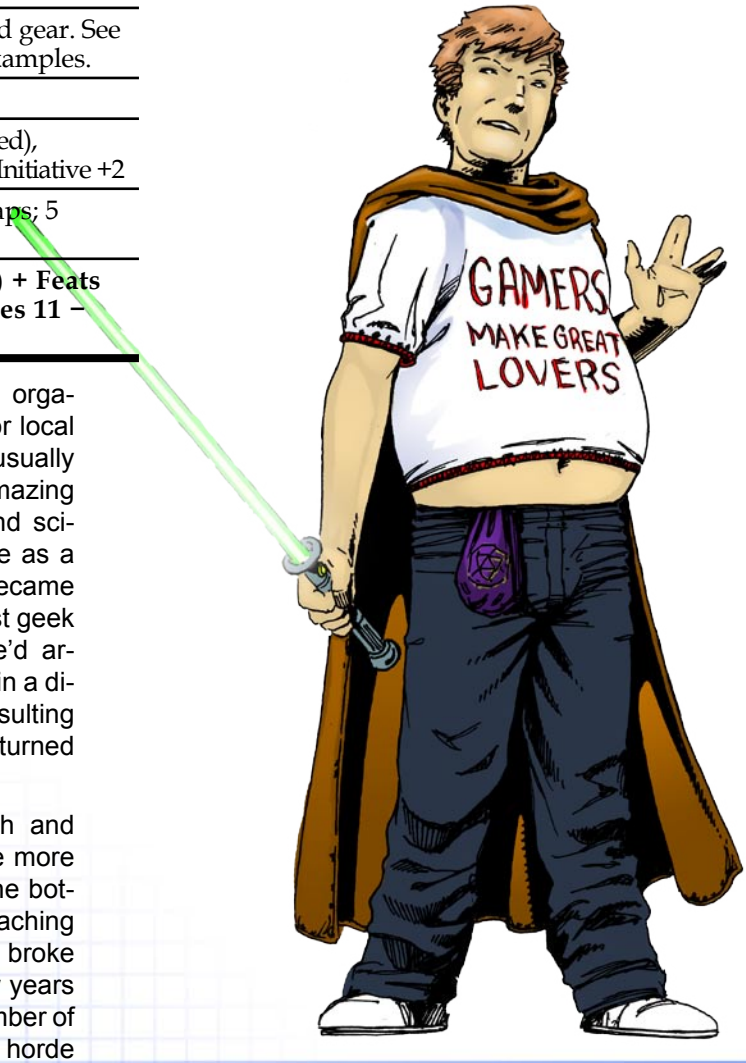
TOUGH +1	**Skills:** Bluff 4 (+8), Computers 8 (+16), Craft (chemical) 12 (+20), Craft (electronic) 12 (+20), Craft (mechanical) 16 (+24), Craft (structural) 15 (+23), Disable Device 8 (+16), Disguise 4 (+8), Gather Information 8 (+12), Knowledge (physical sciences) 13 (+21), Knowledge (popular culture) 12 (+20), Knowledge (super-beings) 12 (+20), Knowledge (tactics) 8 (+16), Notice 4 (+9)
FORT +5	**Feats:** Benefits (Wealth) 11, Contacts (criminal underworld, mercenaries) 2, Distract (bluff), Enduring Inventions 6, Equipment 15, Favored Environment (headquarters), Headquarters 20, Improved Master Plan, Inventor, Master Plan, Master Trap-Maker, Minions (broken down as needed) 20, Rapid Builder (structural)
REF +6	**Powers: Concealment 2** (Normal sight; *Flaws*: Only in headquarters), **Device 3** (Gamemaster's Cloak; *3 PP/rank*), **Variable Power 5** (Spontaneous traps, any trait, *8 PP/rank*; *Flaws*: Full-round action) **Equipment:** A variety of weapons and gear. See accompanying information box for examples.
WILL +8	**Headquarters:** The Dungeon **Combat:** Attack +5, Damage +0 (unarmed), Defense +6 (+10 Gamemaster's screen), Initiative +2 **Drawbacks:** Action (Spontaneous traps; 5 minutes) −2 **Abilities 40 + Skills 34 (136 ranks) + Feats 81 + Powers 46 + Combat 22 + Saves 11 − Drawbacks 2 = 232**

pared to his own—continued to grow. He often organized immense game nights and conventions for local gaming and live-action RPG clubs. He would usually use these opportunities to showcase the amazing robots (often modeled after popular fantasy and science-fiction creatures) he built in his spare time as a robots engineer for a local toy company. He became something of a figurehead and folk-hero amongst geek culture. However, when a live-action event he'd arranged in a number of abandoned buildings within a dilapidated neighborhood went horribly wrong, resulting in a pair of accidental deaths, Gerald's life was turned upside down.

Charged with negligence resulting in death and manslaughter, Gerald found himself in jail, once more subjected to a social structure that left him at the bottom and at the whims of bullies. Rather than teaching him any sort of lesson, Gerald's prison time first broke and then hardened him. Upon his release a few years later for good behavior, Gerald constructed a number of highly-advanced robots modeled to appear as a horde of ferocious orcs and goblins and in a single night they besieged the prison where he'd been locked up and slaughtered everyone within, inmate and guard alike.

Donning the name of 'the Gamemaster,' Gerald is now a globetrotting assassin who uses his incredible mind and advanced understanding of engineering to live out his role-playing fantasies in a much darker, deadlier way. Within his 'Dungeon' facility, the Gamemaster constructs elaborate deathtrap scenarios usually modeled after popular fantasy, science fiction, and comic book stories and characters, allowing him to play the ultimate role-playing game with real lives hanging in the balance.

Appearance: Overweight and sporting a dated, comb-over hairstyle, the Gamemaster usually adorns himself in items and clothing referring popular culture. These items could be as mundane as a T-shirt related to a popular science-fiction show or as deadly as a movie prop replica that actually works!



Sample Gamemaster Gadgets

Death Dice: When rolled or thrown, these twenty-sided dice always come up "20" and then explode immediately thereafter. **Blast 6** (*Extras*: Explosion), Reduced Area –2, Reduced Range –1, Short Range –2; 13 EP

Gamemaster's Cloak (device): Invisibility (All visual), **Teleport 3**; 14 PP

Gamemaster's Screen: Shield 4; 4 EP

Lightsword: Strike 10 (*Extras*: Penetrating); 20 EP

THE DUNGEON

A highly-adaptable, modular facility that can be moved around the world and is intended to kill the Gamemaster's targets in an entertaining way, the Dungeon can be modified to resemble just about any environment, although its master's favorites are those taken from iconic "geek culture" television shows, movies, role-playing and video games, and comic books.

When adapting the Dungeon for the needs of killing a particular target, the Gamemaster will always include living quarters, a game room, and luxury living quarters and kitchen for himself. If using living creatures and henchmen, he'll also see to their needs by providing a barracks, mess hall, etc. The rest of the headquarters' Space will be left to the scenario's needs, especially with regards to security and defense systems, and deathtraps.

Dungeon Inhabitants

The Gamemaster employs a number of henchmen and/or robots disguised as characters, creatures and items taken from pop culture, such as robot dragons, thugs dressed as comic book villains, and so on. They will be deployed as fits the Dungeon's current configuration.

GUNPUNK (PL 11)

Real Name: Felix Gallagher
Aliases: Frank Gun
Age: 24
Height: 5 feet, 2 in
Weight: 182 lbs
Native Language: English
Typical Quote: Did ya see 'is brains splatter when that .50 hit? That was WICKED COOL!

Born to parents who had been deeply involved with the IRA's guerilla actions against the occupying British forces, Felix learned how to wield firearms with great skill at an early age. Indeed, his talent soon had his father sending him off to the local brigade commander for sniper training, which the teen used to great effect against occupying patrols and even against VIPs who thought themselves secure in their own territory, such as London itself.

When the IRA recently declared itself open to peace efforts, Felix turned away from his former brothers-in-arms (even his parents, who welcomed the chance to put up their arms) and turned to the private sector. His beliefs shattered, Felix is no longer capable of believing in a cause beyond his own needs and greed, and so he took on the cool (to him, anyway) moniker, Gunpunk, and entered the world stage as an assassin and gun for hire.

Although the diminutive mercenary has only made his services available on the global market for a few years, Gunpunk has already garnered a reputation as one of the world's best shots and deadliest men. Despite his obviously cracked mind, Gunpunk is very professional when it comes to planning a job. Despite his love for his customized multipistols, he believes in the right tool for the job and has no problem using other weapons

Gunpunk				PL 11	
STR	DEX	CON	INT	WIS	CHA
+2	+7	+3	+2	+1	+0
15	24	16	14	12	10

TOUGH +3/+6	**Skills:** Acrobatics 10 (+17), Bluff 10 (+10), Climb 10 (+12), Concentration 8 (+9), Craft (chemical) 8 (+10), Craft (mechanical) 10 (+12), Disable Device 6 (+8), Drive 2 (+9), Escape Artist 4 (+11), Gather Information 6 (+6), Intimidate 12 (+12), Knowledge (popular culture) 6 (+8), Knowledge (streetwise) 8 (+10), Knowledge (tactics) 6 (+8), Notice 10 (+11), Search 10 (+12), Sleight of Hand 4 (+11), Stealth 6 (+13), Survival 8 (+9)
FORT +9	**Feats:** Acrobatic Bluff, Ambidexterity, Attack Focus (ranged) 4, Contacts (assassins, mercenaries) 2, Defensive Roll, Diehard, Equipment 20, Evasion, Fearless, Improved Aim, Improved Critical (pistols) 3, Improved Initiative, Precise Shot, Quick Draw, Rise to the Occasion (Attack bonus) 5, Track, Uncanny Dodge
REF +12	**Powers: Device 7** (Multipistol) x 2, **Marksman 6** (*Power Feats*: Long Shot, Trick Shot 3)
WILL +5	**Equipment: Blast 10** (Multipistol; *Power Feats*: Accurate 2, Alternate Powers—**Blast 10** [*Power Feats*: Accurate 2; *Extras*: Autofire], **Blast 9** [*Power Feats*: Accurate 2, Knockback 12]; *Extras*: Penetrating) x 2, a wide variety of pistols hung and hidden about his person, undercover vest
	Combat: Attack +6 (+10 ranged), Damage +2 (unarmed), +10/+6 (17-20; multipistol), Defense +8, Initiative +11
	Abilities 31 + Skills 36 (144 ranks) + Feats 46 + Powers 70 + Combat 28 + Saves 15 = 226

SCARLET JESTER (PL 11)

Real Name: Sasha Kubric
Aliases: Sara Cubic, Sara Rounder
Age: 31
Height: 5 feet, 4 in
Weight: 125 lbs
Native Language: English
Typical Quote: Want to hear a joke? A blinded super-hero walks into a bar … [said as she throws her foe into a metal bar of some kind] Teeheehee! Watch out for that punch line—it's a killer.

Sasha grew up in a wandering circus of some repute, her father a clown and her mother a high-wire artist and tumbler, allowing her to learn the ways of both careers. As a young teen, she signed on to the act as a talented trapeze artist who quickly became renowned for her comedic shows. Her bright star came crashing to earth soon afterward when her parents were killed when a super-hero native to the city their circus was playing at crashed through the tent while engaged in combat with a super villain.

Crushed by the tragedy, Sasha blamed the hero for the deaths and began sending dark, threatening jokes

Scarlet Jester				PL 11	
STR	DEX	CON	INT	WIS	CHA
+2	+6	+1	+3	+1	+5
15	22	12	16	12	21

TOUGH +1	**Skills:** Acrobatics 12 (+18), Bluff 8 (+13), Computers 2 (+5), Craft (artistic) 6 (+9), Craft (chemical) 8 (+11), Craft (electronic) 6 (+9), Craft (mechanical) 6 (+9), Disable Device 4 (+7), Disguise 4 (+9), Escape Artist 8 (+14), Intimidate 4 (+9), Knowledge (art) 4 (+7), Knowledge (popular culture) 8 (+11), Notice 6 (+7), Perform (acting) 8 (+13), Perform (comedy) 12 (+17), Perform (dance) 6 (+11), Pilot 4 (+10), Sleight of Hand 8 (+14), Stealth 8 (+14)
FORT +8	**Feats:** Ace (clipper), Attack Focus (melee) 2, Banter 4, Distract (bluff), Elusive Target, Fascinate (bluff, perform [comedy]) 2, Equipment 25, Evasion, Fearless, Fearsome Presence 8, Inventor, Startle, Taunt, Throwing Mastery 4
REF +12	**Powers: Device 8** (clipper; *4 PP/rank*), **Leaping 2, Super-Strength 3**
	Equipment: A variety of jester weapons, as well as mundane items such as smoke pellets, caltrops, and so on. See accompanying information box for examples.
WILL +9	**Combat:** Attack +7 (+9 melee), Damage +2 (unarmed), +12 (death rattle), +8 (bozo bombs), +12 (buzz killer), +7 (clipper machineguns), Defense +8, Initiative +6
	Abilities 38 + Skills 33 (132 ranks) + Feats 53 + Powers 40 + Combat 30 + Saves 21 = 215

better suited to his immediate needs. He also prepares beforehand, researching his target and plan of attack as much as time allows while always readying several escape routes should things go sideways.

Considering his unorthodox and violent upbringing and childhood, it should be no surprise that Felix turned out to be such a sadistic psychopath. He not only enjoys killing, looking at it more like a hobby or game than a job, but also takes great pride his ability and welcomes opportunities to show off, although he rarely lets his pride interfere with a job.

Appearance: Felix is a rather plain redheaded young man with a freckle-covered face. As Gunpunk, he wears a dark body glove fitted with all manner of bandoliers and holsters for his weapons, with a fluorescent anarchy symbol on the chest. His face is entirely covered by a form-fitting mask that allows his fiery hair to stick out from the top in its punk-spiked style.

to him via the local police. This anger continued to build within her until finally she snapped and ambushed the hero, killing him in a spectacular explosion detonated from within a giant Jack-in-the-Box she had created and left along his patrol route to find. What little was left of Sasha's morality and sanity died with that hero, leaving only Scarlet Jester.

Scarlet Jester is not very interested in the traditional petty or grand crimes such as meager theft or global conquest. To her, "grand" is defined by the degree of showmanship and suffering her activities cause society. She considers herself an expert in the art of violence and comedic insanity, and the world is a stage just waiting for her to show her ultimate opus.

Totally insane, Scarlet Jester slides between moments of manic ranting, surprisingly sedate expositions, and sudden, angry outbursts usually marked with equally explosive violence. No matter how dangerous a situation is for herself or others (usually because of her), Scarlet Jester always has time for a quip and well-timed practical joke. She is especially fond of deadly slapstick.

Appearance: Scarlet Jester wears a red and white checkerboard suit reminiscent of a medieval jester's costume mixed with modern goth flare. Her scarlet hair is tied back away from her face, which is powdered white with bright red lips, eye makeup, with red diamonds painted on her cheeks.

Scarlet Jester's Gag Gadgets

Bozo Bombs: These jester-faced grenades are a mainstay of Scarlet Jester's arsenal. **Blast 8** (*Extras*: Explosion), Reduced Area –2, Reduced Range –1, Short Range –2; 19 PP

Buzz Killer: A joy buzzer with a kick used for close combat to deliver a dangerous electrical shock. **Strike 12** (*Extras*: Contagious); 24 EP

Clipper (vehicle, device): Large; Str 30; Defense 9; Toughness 9; Flight 5; Caltrops, Hidden Compartments, Navigation System, Remote Control, Smokescreen; **Blast 7** (Machineguns; *Extras*: Autofire); Short Range (machineguns) –1; 40 PP

Death Rattle: Although it's small, this belled jester's rattle packs quite a punch. **Strike 10** (*Power Feats*: Knockback 8, Mighty), Damage Restriction (nonlethal) –1; 18 EP

Goofy Gas (gauntlet spray): Confuse 9 (*Power Feats*: Extended Reach 3; *Extras*: Linked [Drain]; *Flaws*: Touch), **Drain Constitution 6** (*1 PP/rank*; *Power Feats*: Extended Reach 3; *Extras*: Linked [Confuse], Slow Fade); 27 EP

Goofy Gas (bombs): Confuse 9 (*Extras*: Cloud, Linked [Drain]; *Flaws*: Ranged), **Drain Constitution 6** (*Extras*: Cloud, Linked [Confuse], Ranged, Slow Fade), Reduced Area 2 (Confuse), Reduced Area 2 (Drain), Reduced Range (Confuse and Drain) –1, Short Range (Confuse and Drain) –2; 23 EP

Screamers: Small devices made to look like screaming jester faces. **Dazzle Auditory 12** (*Extras*: Burst) Reduced Area –1, Reduced Range –1, Short Range –2; 20 EP

* DYNAMIC

TARANTULA (PL 11)

Real Name: Pierre Pokér
Aliases: Peter Poker
Age: 24
Height: 5 feet, 10 in
Weight: 185 lbs
Native Language: French
Typical Quote: Like a fly in my web, it's time to squish you.

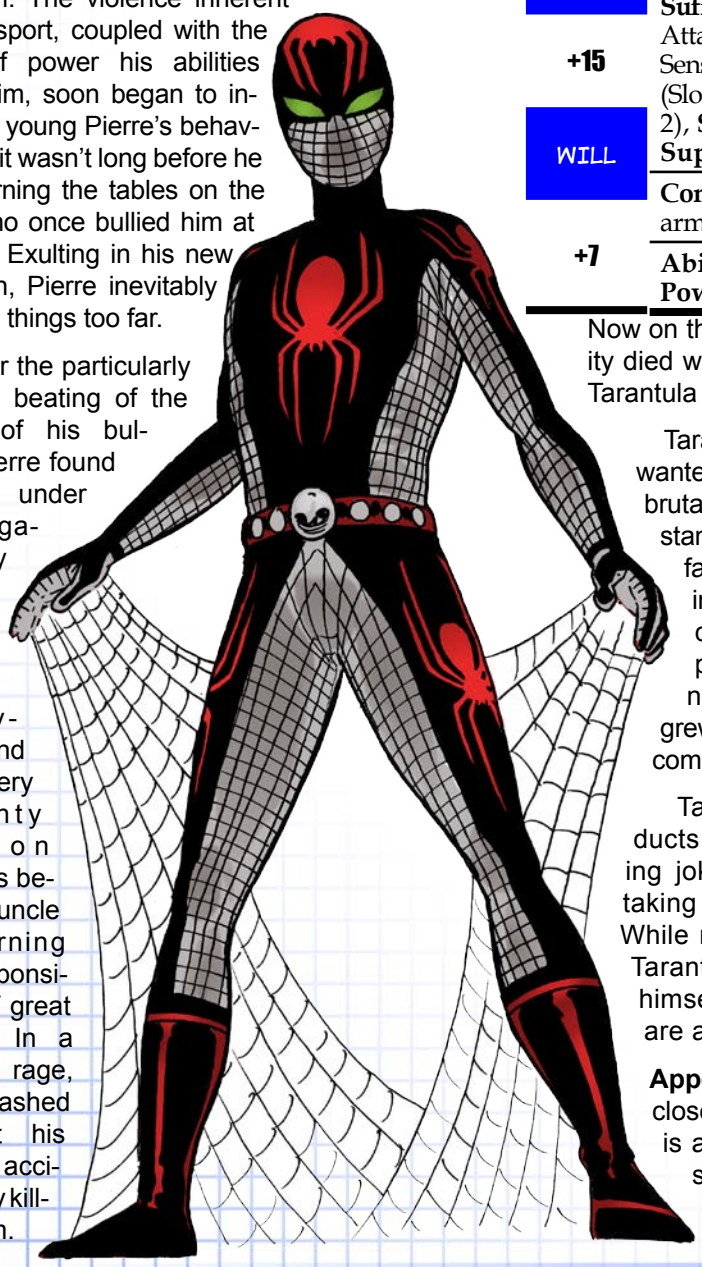
Tarantula				PL 11	
STR	DEX	CON	INT	WIS	CHA
+6	+10	+4	+3	+1	+2
22	30	18	16	12	14

TOUGH +4	**Skills:** Acrobatics 12 (+22), Bluff 8 (+10), Climb 4 (+10), Craft (chemical) 10 (+13), Craft (electronic) 10 (+13), Craft (mechanical) 10 (+13), Escape Artist 4 (+14), Intimidate 4 (+6), Investigate 6 (+9), Knowledge (life sciences) 8 (+11), Knowledge (physical sciences) 10 (+13), Language (English), Notice 11 (+12), Stealth 6 (+16)
FORT +8	**Feats:** Ambidexterity, Attack Specialization (snare), Banter, Blind-Fight, Dodge Focus 4, Elusive Target, Environment Adaptation (vertical surfaces), Evasion, Improved Initiative, Instant Up, Inventor, Takedown Attack, Taunt
REF +15	**Powers: Immovable 4, Leaping 3, Snare 8** * (Webbing; *Power Feats*: Tether, Alternate Powers—**Suffocate 6** * [*Power Feats*: Precise, Sedation, Split Attack; *Extras*: Continuous, Ranged]; *Extras*: Block Sense [sight, hearing] 2), **Super-Movement 5** (Slow Fall, Sure-Footed, Swinging, Wall-Crawling 2), **Super-Senses 1** (Danger Sense [mental]), **Super-Strength 3, Trip 8** (Webbing)
WILL +7	**Combat:** Attack +10 (+12 snare), Damage +6 (unarmed), Defense +10 (+14 dodge), Initiative +14
	Abilities 52 + Skills 26 (104 ranks) + Feats 16 + Powers 72+ Combat 40 + Saves 15 = 221

A science geek orphan living with his elderly uncle and aunt, Pierre was often the victim of his classmates' bullying until a spider infused with a biological mutating agent bit him while on a school trip to pharmaceutical lab. The spider's bite gifted him with remarkable powers.

At first Pierre thought to use his abilities to turn a profit, and so he joined the European wrestling circuit under the nom de plume of Tarantula, quickly rising in popularity because of his amazing agility and strength. The violence inherent to the sport, coupled with the rush of power his abilities gave him, soon began to influence young Pierre's behavior and it wasn't long before he was turning the tables on the kids who once bullied him at school. Exulting in his new strength, Pierre inevitably pushed things too far.

After the particularly savage beating of the worst of his bullies, Pierre found himself under investigation by the law and at the receiving end of a very haughty sermon from his beloved uncle concerning the responsibility of great power. In a fit of rage, Pierre lashed out at his uncle, accidentally killing him.



Now on the run from the law, much of Pierre's humanity died with his uncle and so he wholly embraced his Tarantula identity and turned to crime.

Tarantula quickly became one of Europe's most wanted criminals. Despite the often unnecessarily brutal nature of his crimes, Pierre's bold grandstanding and witty banter worked to expand the fan base he had first developed as a wrestler into a strong following, especially amongst society's pariahs and outcast youth. In fact, his popularity with Europe's counterculture and notoriety with its law enforcement agencies grew to the extent that he was recently forced to come to North America and start anew.

Tarantula likes to talk as he fights or conducts a crime, insulting his opponents and cracking jokes. He is also incredibly rash and loves taking risks, often to the point of being reckless. While not especially cruel in most other regards, Tarantula enjoys pulping anyone who considers himself a tough guy or "brick," especially if they are a bully or thug.

Appearance: A thin if muscular young man with closely cropped brown hair, Tarantula's costume is a black body glove covered in silver and red spider- and web-pattern designs.

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