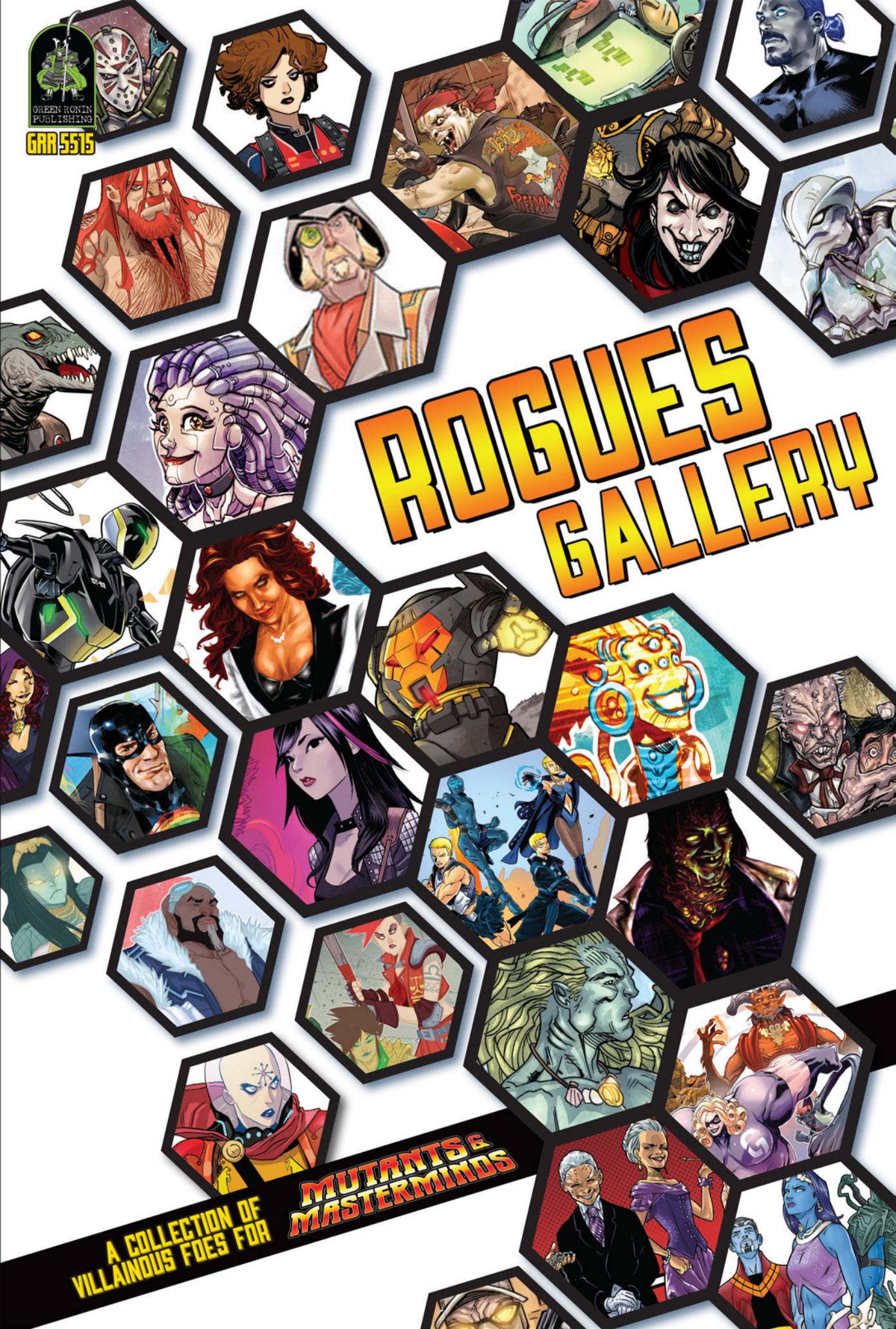




ROGUES GALLERY

A COLLECTION OF
VILLAINOUS FOES FOR

**MUTANTS &
MASTERMINDS**



ROGUES GALLERY

A VILLAIN COMPENDIUM FOR MUTANTS & MASTERMINDS 3RD EDITION

WRITING AND DESIGN: CRYSTAL FRASIER, STEVE KENSON, PROF. CHRISTOPHER MCGLOTHLIN, M. ED,
JOHN POLOJAC, ADE SMITH, MIRANDA SPARKS, ALEXANDER THOMAS, DAVID WOODSON

CRYSTAL FRASIER: CHAKRAM, EMPRESS SOLA, HOCUS & POCUS,
LOMA SLIFE, NEWT, SHATTER, THE STABLIGHTS, TUN

STEVE KENSON: ALIEN-GATOR II, BRES THE BEAUTIFUL, MAESTRO, MEGASTAR

PROF. CHRISTOPHER MCGLOTHLIN, M. ED.: ALCHEMISTRESS, AMALGAM,
THE DEALER, THE DEVIL'S ADVOCATES, EMBALMER, ESQUIRE, HOUSE OF USHER, LADY
LIGHTNING, MERCURIAL, THE MESMERIST, MISTRESS HYDE, MADAME GUILLOTINE,
OSPREY, PURPLE HAZE & SCARLET MIST, SKYJACKER, SPECTRUM, SPORTSMAN &
PRINCESS POISON, SPORTSMAN II, TESLA GIRL, WRAXMAN

MIRANDA SPARKS: PRINCE ROKKAR

JOHN POLOJAC: THE CRNDY CREW, EMINENCE, HARBINGER OF THE FAR TIDE, MOTHER
MOONLIGHT, OBLIVION KNIGHT, PRINCESS SILVERWING

ADE SMITH: ELZAYA, FREESTYLE, JOHNNY FROSTBITE & ICE PRINCESS,
KID GRIMM, NIGHTMARE CHILD

ALEXANDER THOMAS: ARCTIC FOX, DOCTOR TECTONIC, ECLIPSE SYNDICATE, IGT-92,
KATHRYN THE RED, MYRMIDON, PANDEMIC, RED-TEETH SVEN, S.E.L.F.I.E., VATHEK THE
APPEASER

DAVID WOODSON: APOCALYPSETTE, APOSTATE, CHEAT CODE,
DRIVE BY, EXPLODO THE GREAT

EDITING: NATHAN KAHLER **DEVELOPMENT:** CRYSTAL FRASIER & JON LEITHEUSER

GRAPHIC DESIGN & ART DIRECTION: HAL MANGOLD

COVER & INTERIOR ART: ALBERTO FOCHE, SEAN IZAAKSE, SCOTT JAMES, DENIS MEDRI, DAN MORA, DOMENICO
NEZITTI, RAMON PEREZ, TONY PARKER, CHRIS REEVES

PUBLISHER: CHRIS PRAMAS



Green Ronin Staff: Joseph Carriker, Crystal Frasier, Jaym Gates, Kara Hamilton, Steve Kenson, Nicole Lindroos,
Hal Mangold, Jack Norris, Chris Pramas, Evan Sass, Marc Schmalz, Malcolm Sheppard, Mat Smith, Will Sobel,
Dylan Templar, Veronica Templar, and Barry Wilson

Rogues Gallery is © 2018 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way
constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-Powered by M&M,
Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License,
Version 1.0a: hero points, power points. All character and their associated images, descriptions, backgrounds,
and related information are declared Product Identity. The following text is Open Gaming Content:
all game system rules and material not previously declared Product Identity.



Green Ronin Publishing

3815 S. Othello St., Suite 100 #311

Seattle, WA 98118

custserv@greenronin.com

www.greenronin.com

www.mutantsandmasterminds.com

TABLE OF CONTENTS

INTRODUCTION	3	SHATTER	110
SOLO VILLAINS	5	<i>Shatter's Followers</i>	112
ALCHEMYSTRESS (MODERN AGE)	6	SKYJACKER	113
THE AMALGAM	8	SPECTRUM	116
ALIEN-GATOR II	10	THE SPORTSMAN II	118
APOCALYPSETTE	12	TESLA GIRL	120
APOSTATE	14	TUN	122
THE ARCTIC FOX	16	VATHEK THE APPEASER	125
BRES THE BEAUTIFUL	19	THE WAXMAN	127
CHAKRAM	21	VILLAIN TEAMS & GROUPS	129
CHEAT CODE	23	THE CANDY CREW	130
THE DEALER	25	<i>The Candy Czar</i>	131
DOCTOR TECTONIC	28	<i>Gobstopper</i>	131
<i>Stone Golems</i>	30	<i>Gumball Rally</i>	133
DRIVE BY	31	<i>Cinnamon Styx</i>	133
ELZAYA, QUEEN-EMPEROR OF THE INFRaverse	33	<i>Wicked Licorice</i>	134
<i>Berserker of Gralus</i>	35	THE DEVIL'S ADVOCATES	136
<i>Bylar Konteel</i>	35	<i>Angel</i>	137
THE EMBALMER	36	<i>The Born Loser</i>	137
EMINENCE	38	<i>Buddy</i>	138
EMPEROR SOLA	41	<i>Cueball</i>	139
ESQUIRE	44	ECLIPSE SYNDICATE	140
EXPLODO THE GREAT,		<i>Europa</i>	141
<i>MASTER OF BLOWING THINGS UP</i>	47	<i>Callisto</i>	141
FREESTYLE	49	<i>Luna</i>	142
HARBINGER OF THE FAR TIDE	51	<i>Titan</i>	142
<i>Viscous Ogre</i>	53	THE FACTOR FOUR	143
IGT-92	54	<i>Professor Fathom</i>	144
KATHRYN THE RED	57	<i>Granite</i>	145
<i>Indomitable</i>	59	<i>Pyre</i>	145
KID GRIMM	60	<i>Sylph</i>	146
LADY LIGHTNING	63	HOCUS & POCUS	147
LOMA SLIFE	65	THE HOUSE OF USHER	150
MADAME GUILLOTINE	68	<i>Anthony Usher</i>	151
MAESTRO	70	<i>Vivian Usher</i>	151
MEGASTAR	72	<i>Bernard Usher</i>	152
MERCURIAL	74	<i>Francis Usher</i>	152
THE MESMERIST	77	<i>David Usher</i>	152
MISTRESS HYDE	79	JOHNNY FROSTBITE & ICE PRINCESS	154
MOTHER MOONLIGHT	81	PURPLE HAZE & SCARLET MIST	157
THE MYRMIDON	84	THE SPORTSMAN I & PRINCESS POISON	160
NEWT	86	THE STARLIGHTS	164
NIGHTMARE CHILD	88	<i>Sentry Cygnus</i>	165
THE OBLIVION KNIGHT	90	<i>Sentry Libra</i>	165
THE ORPHEAN	93	<i>Sentry Orion</i>	166
THE OSPREY	95	<i>Sentry Scorpio</i>	166
PANDEMIC	97	<i>Sentry Taurus</i>	167
PRINCE ROKKAR	99	APPENDIX: VILLAINS BY POWER LEVEL	168
PRINCESS SILVERWING	102	INDEX	172
RED-TEETH SVEN	104	LICENSE	173
<i>Professor Alvin Dahl</i>	106		
S.E.L.F.I.E.	107		
<i>Elric Marshall</i>	109		

INTRODUCTION

You hold in your hands the *Rogues Gallery*, a motley manual of malevolent and mischievous malcontents, ready to menace your Mutants and Masterminds merriment! This is a collection of villains and troublemakers for the 3rd edition of the *Mutants & Masterminds Roleplaying Game*, complete with backgrounds, statblocks, and illustrations. Inside you'll find over a hundred villains and minions ready for your own superhero adventures, created by some of the most fiendish minds in the roleplaying game business. You'll need a copy of the *Mutants & Masterminds Deluxe Hero's Handbook* to get the most out of this manual.

Some of the villains found within are classics from earlier editions of the *Mutants & Masterminds Roleplaying Game* or new characters picking up the old legacy of one of those classic villains. Fan favorites like Alien-Gator, Maestro, Factor Four, and Lady Lightning all rear their fiendish heads! Others were featured in the *Rogues Gallery* weekly PDF series. Many are new to this collected version of the book!

Villains are easily the most popular feature of any superhero setting, comic, or roleplaying game, and many of the old standbys for Mutants & Masterminds have gone the extra mile to create fun and interesting characters that fill a variety of roles, from angry anarchists to cold professionals to silly, silver age fun. Many of these villains are intended to flesh out existing supplements of Mutants & Masterminds. Spacefaring villains like Alien-Gator, Eminence, IGT-92, Loma Slife, Megastar, and Tun all fit perfectly into your *Cosmic Handbook* adventures. Apocalypsette, Cheat Code, Freestyle, Ice Princess, Johnny Frostbite, Mother Moonlight, Prince Rokkar, Princess Silverwing, Tesla Girl, the Starblights, and the revived House of Usher are aimed more at teenage heroes in your *Hero High* game. Meanwhile, ominous and corrupt entities of magic including Bress the Beautiful, the Harbinger of the Far Tide, Kid Grimm, Kathryn the Red, the Orphean, Shatter, and Vathek the Appeaser are perfect fits for your unsettling *Supernatural Handbook* adventures. Don't feel that these characters are limited to those campaign types, however; young punks like the Starblights might be a refreshing change of pace for Freedom Leaguers accustomed to world-conquering megalomaniacs!

Whatever flavor of game you run—from bloody iron age vigilantes to wacky hero high hijinks—*Rogues Gallery* has at least a few ne'er-do-wells to put up against your heroes!

HOW TO USE THIS BOOK

Rogues Gallery is a collection of villains; as such, this book can be used in a number of ways depending on your needs.

First, it's a resource for the Gamemaster. With the resources in this book, you should have no trouble finding enemies for your players' heroes to face. All the work of

writing up the characters has been done for you, so you can spend your time coming up with a fun game to run for your friends!

Second, this book is filled with information to inspire story ideas—long-term and short-term plots by villains. You can borrow and build off the adventure hooks included with each villain write-up, or go with one of the more detailed adventure outlines associated with some of the characters. You can easily fill a whole *M&M* series with the material from *Rogues Gallery*!

Third, you can use the information in this book to create your own heroes and villains. Pick and choose powers you like, adapt them to the character concept and power level you want, and with a little bit of work you have a new creation that's all your own! Work new heroes and villains into the backgrounds of the existing *Rogues Gallery* characters to build a new Alien hero connected to Loma Slife, for example, or a renegade member of the House of Usher who is working to redeem her family's good name from her siblings' misdeeds.

Really, there's no wrong way to use this book. It's a resource for you. However it helps make your games more fun and interesting, that's the right way to use it.

HOW THIS BOOK IS ORGANIZED

The characters and groups on the following pages are arranged in two main sections: Solo Villains (including duos in addition to masterminds and followers) and Teams, listed alphabetically within their section. Characters are listed by their *nom du crime*, if they have one, or by their given name if they do not.

Rogues Gallery also includes two indices of the villains arranged by power level: team members, and all of the villains in the book. This allows you to quickly and easily find suitable characters for the adventure and heroes you have in mind.

HOW TO READ THE CHARACTERS

Every character entry includes game information so you can use the characters in your *M&M* games. Each entry follows a few rules to make them consistent and easier to understand at a glance.

- All characters are presented in their super-powered identity. This means when you look at Doctor Tectonic's entry, what you're seeing is him in his power armor, not his normal identity as Dr. Montgomery Horowitz. In addition, characters with permanent modifiers to their abilities due to a power are presented with their modifiers already taken into account in their game traits.

DESTINATION: EARTH PRIME

The default setting for *Mutants & Masterminds* rulebooks and adventures dating back to the very first iteration of the game has been the world of Earth Prime, a setting of classic superhero adventures with a long history of powered adventurers dating back to the dawn of civilization. Earth Prime is fully developed in broad strokes in the aptly-titled book *Atlas of Earth Prime*, in more specific detail in city-focused setting books *Freedom City* and *Emerald City*, and in many 3rd edition *Mutants & Masterminds* products like *Hero High* and the *Cosmic Handbook*.

Freedom City is a wondrous metropolis, where masked heroes and villains have feuded since its founding, and where many of the setting's most established heroes—including the iconic Freedom league—call home. *Emerald City*, by contrast, is a setting that knew almost nothing of superheroes or villains until a recent event called the Silver Storm spontaneously created hundreds of new superpowered beings in an instant. Many of the villains in *Rogues Gallery* specifically cite these locations, or heroes and villains found in those books. These books are not necessary for using *Rogues Gallery*, however, and the characters within are easily transplanted into your own custom game setting by simply changing or removing references to locations and individuals. Villains who gained their powers from specific in-world events, such as the Silver Storm, can easily be modified to gain their powers through other experiments, cosmic rays, or mishaps of science. Villains with specific rivalries can easily be changed to oppose your own setting's heroes, or you can scrub their past entirely and present them as brand new characters just beginning their lives of crime!

- If a character can vary their abilities in some way, say due to the Growth power or because they can change forms or invoke special abilities somehow, then there are two numbers separated by a slash. Mother Moonlight, for example, has Strength and Agility of 7/5 and 10/8 respectively; the first number reflects her abilities at her normal full power, the second when her “Serpent Aspect” power is not active. Characters like this are also accompanied by asterisks and notes to call attention to what scores are affected and when they have their higher scores or their lower scores. Lastly, just because a character like Madame Guillotine is listed with a 9 Strength, doesn’t mean she has to invoke the full measure of her “Unstoppable Force of Anarchy” power. Unless a character’s powers say otherwise, you can always choose to have them operate at less than full power if it fits your game better.
- Characters that lack Powers, Equipment, Advantages, or Skills don’t have a space for that category of ability.
- A character with the Equipment advantage may have only some of their equipment points spent. If this is the case, then you can spend the remaining points as you see fit. Usually this means that character varies his or her arsenal depending on their mission. You

may also elect to leave those points unspent to avoid the additional bookkeeping. Those characters who are accompanied by a list of equipment always show what that character typically carries.

- Skills and Advantages granted by a power (using the Enhanced Trait effect) appear both in the listing for that power and in the Skills or Advantages section of the character in *italics*. These aren’t the same skill or advantage purchased multiple times, instead they’re included under their appropriate headings for ease of reference.
- The Offense section of a character includes shorthand notations about the character’s attack values and powers. This section does not list all the information about those powers and may not even include all of the powers or abilities that character is capable of using. Be sure to look at the full write-up of the character’s powers and advantages in order to learn exactly what they’re capable of and what your options are.

Overall, the characters should be easy to decipher, but the notes above will help if something is unclear. If a character breaks any of the guidelines above, that will be made clear in the character’s entry either with notes called out using asterisks or with information in that character’s **Powers & Abilities** section.

MUTANTS & MASTERMINDS

AEGIS SECURE SYSTEM
DISTRICT 1

16:47 - EST

POWERS, HORATIO
CLEARANCE INFRARED

GREETINGS, DIRECTOR POWERS
 YOU ARE CLEARED FOR **INFRARED** ACCESS
 THERE ARE 3 ACTIVE ALERTS
 CONDITION IS **YELLOW**

THREATS: SOLOS

SEARCH:

NEWEST DATABASE ADDITIONS/UPDATES

TAP THE PICTURE BELOW TO ACCESS THE LATEST DATA AND REPORTS



DOCTOR TECTONIC



S.E.L.F.I.E.



SPECTRUM



RED TEETH SVEN



CHEATCODE



PANDEMIC

TAP HERE FOR THE GROUPS DATABASE

ENCRYPTION EPSILON -TWELVE ENABLED



CONDITION YELLOW - 3 ACTIVE ALERTS

A.E.G.I.S.

ALCHEMISTRESS (MODERN AGE)

REAL NAME: Autumn Hartley
OCCUPATION: Self-anointed goddess
BASE: Freedom City

Christina Hartley, called the greatest chemist since Curie, realized the alchemists' dream and perfected a wand capable of transmuting elements according to its wielder's will. However, the process exposed her to dangerous, exotic chemical concoctions that rendered her criminally insane. She dubbed herself "the Alchemistress," and from the early 1960s to the mid-1980s only Freedom City's superheroes and her own lunacy kept her from the power and riches she craved.

Last fall, the Alchemistress put aside the infirmities of age and madness for another escape from the Providence Asylum, only to be tranquilized just as she grasped the Alchemy Wand. In a fading moment of clarity and desperate will, she covertly formed surrounding matter into a perfect daughter, imbued with her spirit, to assume her faded legacy.

The daughter inherited her mother's memories and her Alchemy Wand, and kept her sanity. Taking the name Autumn, the reborn Alchemistress became convinced the power to transform anything into anything makes her akin to a goddess. For her, there would be no robbing banks—not when she can turn trash into diamonds. She instead gradually expanded her circle of worshipers into a cult, the Acolytes of Alchemy, committing crimes only to expand her already awesome power. Thus is Freedom City unknowingly imperiled by one of the most powerful super-beings in existence.

PERSONALITY

The Alchemistress is quiet, serious, and deliberate, accustomed to being catered to and feared. She seems surprisingly rational for a would-be goddess, unless her terrible wrath is provoked. Close observation reveals signs of her unnatural birth, like making reference to events from thirty years ago which are current in her inherited memory. The connection between a duplicated psyche and a not fully human body is also sometimes evident, yielding an odd gesture or tic on occasion.

POWERS & ABILITIES

The Alchemistress' transmuted form possesses enhanced resiliency, as well as her mother's nimbleness and peerless knowledge of chemistry. Her Alchemy Wand transforms sizable quantities of matter at will, and is capable of creating a variety of useful effects.

ALLIES & ENEMIES

The Acolytes of Alchemy fanatically worship the Alchemistress, and unquestionably obey her every whim (use the various Cultist archetypes in **Chapter 3** of the *Game-master's Guide*).

Doctor Metropolis is capable of sensing the Alchemistress' powers altering Freedom City, making a clash inevitable.

Some sort of confrontation (or team-up?) with Doctor Azoth (see *Threat Report*) seems very likely given their mutual interest in and mastery of alchemy.



ALCHEMISTRESS (MODERN AGE)

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	5	1	1	0	10	4	3

POWERS

Alchemy Wand: Array (112 points, Easily Removable (-52 points))

• 80 points

- **Alchemical Conversion:** Continuous Ranged Transform 16 (any material into anything else) • 112 points
- **Corrosive:** Ranged Damage 16, Secondary Effect; Linked with Ranged Weaken Toughness 16, Affects Objects, Secondary Effect • 1 point
- **Encase:** Ranged Cumulative Shapeable Area 5 (500 cft.) Affliction 14 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- **Explosion:** Burst Area 6 (900 feet) Ranged Damage 14 • 1 point
- **Gas Cloud:** Cumulative Cloud Area 5 (250 feet) Ranged Affliction 14 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • 1 point
- **Neutralize Reaction:** Continuous Shapeable Area 2 (60 cft.) Nullify 14 (chemical effects), Broad, Simultaneous • 1 point
- **Petrify:** Progressive Ranged Shapeable Area 5 (500 cft.) Affliction 14 (Resisted and Overcome by Fortitude; Transformed), Limited Degree (third only) • 1 point
- **Tarpit:** Cumulative Ranged Shapeable Area 5 (500 cft.) Affliction 14 (Resisted by Dodge and Overcome by Strength; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- **Transmutative Tunneling:** Burrowing 5 (2 MPH) • 1 point
- **Costume Manipulation:** Feature 2 (Can alter clothing into any look desired) • 2 points
- **Destroy Projectiles:** Immunity 10 (Projectiles), Sustained • 10 points

Chemical Immunity: Immunity 2 (Chemical effects) • 2 points

Disruptive Field: Sustained Protection 5 • 5 points

SKILLS

Close Combat: Unarmed 3 (+3), Deception 8 (+11), Expertise: Alchemy 14 (+24), Perception 6 (+10), Ranged Combat: Alchemy Wand 11 (+12), Technology 8 (+18)

ADVANTAGES

Attractive, Benefit 2 (Cipher), Benefit 5 (Billionaire), Defensive Roll 3, Improvised Tools, Inventor, Skill Mastery (Expertise: Science), Speed of Thought+, Ultimate Skill (Expertise: Science)

• **# Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

HOOKS

Ch-Ch-Ch-Changes: The Alchemistress' plans involve mysterious disappearances (as people join her Acolytes), and unexplained riches appearing (as conjured precious gems and metals finance her schemes). She seeks alchemical knowledge (in museums or esoteric libraries) or to convert influential figures who can expand her following. Heroes must stop the alchemical thefts (lest she become even *more* powerful) and persuade the gullible not to obey the beautiful goddess offering them a king's ransom in plati-

OFFENSE

INITIATIVE +10

Alchemical Conversion +12	Ranged, Continuous Transform 16
Corrosive +12	Ranged, Damage 16 and Weaken Toughness 16, Secondary Effect
Encase —	Ranged, Cumulative Shapeable Area Affliction 14
Explosion —	Ranged, Burst Area Damage 14
Gas Cloud —	Ranged, Cumulative Cloud Area Affliction 14
Petrify —	Ranged, Progressive Shapeable Area Affliction 14
Tarpit —	Ranged, Cumulative Shapeable Area Affliction 14
Unarmed +3	Close, Damage 0

DEFENSE

DODGE	15	FORTITUDE	15
PARRY	13	TOUGHNESS	13/10*
WILL	13	* Without Defensive Roll.	

POWER POINTS

ABILITIES	48	SKILLS	25
POWERS	87	DEFENSES	46
ADVANTAGES	16	TOTAL	222

COMPLICATIONS

Motivation—Recognition: The Alchemistress believes she's a goddess, and requires worshipers.

Temper: Like any aspiring deity, the Alchemistress is *not* mocked.

THE ORIGINAL ALCHEMISTRESS

In her criminal prime, Christina Hartley's statistics were identical to Autumn's except for the following: PL10, STA 1, Ranged Combat: Alchemy Wand +4, no Benefit Advantages, Dodge and Parry 11, Fortitude 6, Will 14, Toughness 9/6, no Chemical Immunity, the Disruptive Field was a function of her wand, and all Area Powers were rank 10.

num. That's just a warm-up for locating her base and defeating her and her fanatical followers. No big deal, right?

Mama Told Me Not to Come: The Alchemistress is *bad*, and what better way to deal with a naughty kid than to tell her mom? The original Alchemistress is still around, but dealing with her craziness isn't easy. Skilled role-playing can ignite enough jealousy to convince her to reclaim the Alchemy Wand. The heroes must do their part to ensure mom wins (then subdue her quickly afterwards), but the fact that mom can control the Wand (including possibly un-creating the new Alchemistress) puts real fear in the daughter.

ALCHEMISTRESS

THE AMALGAM

REAL NAME: None
OCCUPATION: Menace
BASE: Freedom City

No one remembers the Human Duplicator, but everyone knows what he wrought that fateful day back in 1965. During the final caper of his brief criminal career, he again plagued Freedom City with his Doppelgänger-Ray Gun, capable of creating short-lived evil duplicates of those it affected. Centurion (Mark Leeds) and the Raven (Duncan Summers) united to stop him, and when Centurion interceded to protect a stunned Raven during the battle, they were simultaneously struck by the Doppelgänger Ray.

This unprecedented convergence created an energy feedback that caused the Ray Gun to explode, apparently killed the Human Duplicator, and spawned a monstrous composite of Centurion and the Raven dubbed the Amalgam. Unlike the other duplicates, the Amalgam endured after the Ray Gun's destruction and retained the heroes' combined might. With an unstable, unpredictable psyche befitting its creation, the Amalgam is one of the greatest potential threats known.



Virtually impossible to imprison, the Amalgam always returns to Freedom City, driven by its second-hand recollections. Once there, some frustration usually triggers its rage, with city-wide devastation following.

The Amalgam appeared less frequently after Duncan Summers retired as the Raven, and vanished for decades after fighting at Centurion's side during the Terminus Invasion. Recently, coinciding with Centuria's arrival in the city, the Amalgam has resumed its old habits, once again terrorizing Freedom City and a world it does not comprehend.

PERSONALITY

The Amalgam lacks the spark of humanity and is generally dull-witted, weak-willed, and aimless. It is satisfied to linger in isolated, inhospitable places like deserts or outer space either until provoked or until a memory inherited from Leeds and Summers stirs it to act. On some occasions, it clumsily seeks acceptance from its "fathers" or "relatives." Other times it's unable to distinguish its own remembrances from those of its "fathers" and assumes their civilian or heroic identities, either in crude pantomimes or more fully realized imitations, depending on its level of recall.

When these usurpations are exposed, or it is otherwise reminded of its misbegotten creation, the Amalgam responds with terrible, ruinous tantrums. Only the most powerful collections of superheroes or supreme acts of compassion and sympathy can halt its rages.

POWERS & ABILITIES

The Amalgam replicates Centurion's powers at their peak. It is incredibly strong and resistant to harm, essentially invulnerable to small arms and most hand-held weapons, and able to survive indefinitely in the depths of space or other hostile environments. The Amalgam can fly at great speed and does not age, remaining as dangerous as it was a half-century ago.

From the Raven, the Amalgam acquired near-superhuman nimbleness and the fighting ability of a highly trained combatant. On occasion, it also manifests some or all of his mien, detective skills, and cunning, as well as Centurion's knowledge and charisma, making it even more formidable than usual.

ALLIES & ENEMIES

Normally, the Amalgam is content to be alone. However, outside crises threatening its "fathers" or their loved ones can cause it

THE AMALGAM

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
21	20	5	5	11	7/-2*	5/-2*	6/1*

POWERS

Double Tough: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • 21 points

Fragmented Memories: Alternate Form (Free Action, Uncontrolled); Enhanced Advantages 9 (Assessment, Inspire, Jack-of-all-trades, Languages 5 (Arabic, Bengali, Chinese, French, Galacta, German, Hindi/Urdu, Italian, Japanese, Javanese, Korean, Lahnda, Portuguese, Russian, Spanish, Tamil, English native), Skill Mastery (Sleight of Hand)), Enhanced Skills 49 (Deception 8, Expertise: Art 2, Expertise: Civics 4, Expertise: History 9, Expertise: Teacher 6, Expertise: Theology and Philosophy 4, Insight 12, Investigation 16, Perception 9, Persuasion 6, Sleight of Hand 8, Technology 8, Vehicles 6), Enhanced Traits 21 (Awareness 7, Intellect 9, Presence 5)) • 50 points

Twice as Sharp: Senses 4 (Extended Sight 2, Low-light Vision, Ultra-hearing) • 4 points

Twofold Quickness: Array (20 points) • 21 points

- Mach 2:** Flight 10 (2,000 MPH) • 20 points

- Redoubled Running:** Speed 5 (60 MPH) • 1 point

SKILLS

Acrobatics 9 (+14), Deception 8 (+14), Expertise: Art 2 (+9), Expertise: Civics 4 (+11), Expertise: History 9 (+16), Expertise: Teacher 6 (+13), Expertise: Theology & Philosophy 4 (+11), Insight 12 (+17), Intimidation 10 (+16/+11*), Investigation 16 (+23), Perception 10/11* (+15/-1*), Persuasion 6 (+12), Sleight of Hand 8 (+13), Stealth 10 (+15), Technology 8 (+15), Vehicles 6 (+11)

ADVANTAGES

Agile Feint, All-out Attack, Assessment, Daze (Intimidation), Defensive Attack, Evasion 2, Improved Initiative, Improved Trip, Inspire, Instant Up, Jack-of-all-trades, Languages 5 (Arabic, Bengali, Chinese, French, German, Hindi/Urdu, Italian, Japanese, Javanese, Korean, Lahnda, Portuguese, Russian, Spanish, Tamil, English native), Move-by Action, Power Attack, Second Chance (Mind Control), Seize Initiative, Skill Mastery 2 (Acrobatics, Stealth), Skill Mastery (Sleight of Hand), Startle, Takedown, Ultimate Effort (Strength checks), Uncanny Dodge

to regain significant portions of the Raven or Centurion's personalities, driving it to come to their aid.

The Amalgam's past rampages were always quelled by the intervention of the original Raven and Centurion in some manner. Now, the creature instinctively seeks out the (now-retired) second Raven (Callie Summers) and Centuria.

HOOKS

My Old School: Word reaches the player characters (perhaps through a friend or family coed) of a minor but strange disturbance at Freedom City University. A man appeared on campus who, by all appearances save his youth, seems to be the revered professor emeritus Mark Leeds, confused that his office and classroom were occupied. The re-emergence of "Mark Leeds" raises an immediate alarm among Freedom

OFFENSE

INITIATIVE +9

Unarmed +11 Close, Damage 21

DEFENSE

DODGE	12	FORTITUDE	20
-------	----	-----------	----

PARRY	12	TOUGHNESS	20
-------	----	-----------	----

WILL	10/3*	* Without Fragmented Memories.	
------	-------	--------------------------------	--

POWER POINTS

ABILITIES	118	SKILLS	15
-----------	-----	--------	----

POWERS	96	DEFENSES	13
--------	----	----------	----

ADVANTAGES	19	TOTAL	261
------------	----	-------	-----

COMPLICATIONS

Motivation—Acceptance: A thing that should not be, the Amalgam longs for understanding and peace.

Prejudice: Its malformed appearance frightens normal humans.

Mixed Up: The Amalgam possesses variable degrees of Centurion's and the original Raven's memories, causing its erratic behavior.

Reputation: The Amalgam's penchant for mass destruction inspires panic throughout Freedom City.

Temper: The Amalgam's essential inhumanity renders it prone to bestial fury.

Gamemaster Note: Essentially, Fragmented Memories allows the GM to select whatever skills, advantages, and ability boosts are needed for the Amalgam to challenge the heroes and advance the plot.

City supers who know the nefarious parties (like the Alpha Centurion) who've impersonated Centurion over the years. Their investigations confirm it's the Amalgam, driven by Leeds' memories (and aided by the Raven's disguise ability) to resume the life it believes is its own. How the heroes chose to disillusion the Amalgam could have grave consequences, as a confrontation likely angers it while surrounded by thousands of innocent bystanders. The player characters' cleverness and commiseration may serve them far better.

The Memory Remains: The Amalgam's ventures to Freedom City usually result in angry misunderstandings, with the heroes encountering the creature mid-razing. If they are spoiling for a fight, the Amalgam provides a battle to remember, testing their powers to the fullest. In the midst of all the staggering blows and havoc, the more inquisitive player characters can also try to determine what triggered the Amalgam's furor (by finding witnesses, or deducing meaning from the creature's disjointed speech). With such knowledge, they may devise a way to end things peacefully by demonstrating the things the Amalgam has least known: friendship, fellowship, care, and concern.

ALIEN-GATOR II

REAL NAME: Ssellessk'thaa
OCCUPATION: Mercenary
BASE: Freedom City area

The "Alien-Gator" is an urban legend in Freedom City, describing a humanoid alligator living in the depths of the marshlands west of Lincoln along the South River. Stories abound describing the Alien-Gator and how it snatches unwary passers-by or conducts bizarre rituals in or near the outlying areas of Freedom City.

Like many urban legends in Freedom City, the legend of Alien-Gator has some basis in truth. There was an Alien-Gator once—an explorer and emissary from the alien Jerreid Hegemony, sent to Earth in the 1950s to advise humanity about the responsible use of atomic energy.

But an encounter with a Grue vessel caused the emissary to crash-land on Earth. Trapped on a primitive world and unable to communicate with the hostile natives, the "Alien-Gator," as he became known, sought shelter in the wetlands and ran afoul of heroes like the Freedom Eagle. It was some time before peaceful communication was established, and before a rescue mission from the Hegemony was able to return the poor soul to his world and people.

In the decades since that first awkward contact between humans and Jerreids, things changed in the galaxy. The destruction of the Lor capitol world of Magna-Lor threw the Republic into chaos. The Star-Khan conquered the weakened Republic, creating the Stellar Imperium, and numerous refugees of former Republic worlds fled. Some of them sought asylum in Earth's solar system, aided by Daedalus, a long-time ally of the Lor.

One of these refugees was Ssellessk'thaa, a Jerreid soldier trapped in a disputed region of space and cut off from her people, forced to flee with a refugee group towards a solar system infamous in her world's popular culture as the home of hostile, primitive primates. Ssellessk'thaa's experiences as a refugee on Star

Island only confirmed this: Humans lacked a world government and were viciously xenophobic, treating refugees like invaders. The frustrated Jerreid lashed out violently after provocation by human soldiers on Star Island, and was nearly killed in retribution. Instead, she fled the island, escaping into the surrounding ocean and disappearing: one of a number of "illegal aliens" to slip through the humans' containment.

After her escape, Ssellessk'thaa followed recollections of the "Alien-Gator" story from her own culture and references gleaned from humans about the legend in Freedom City. It guided her to relatively safe hiding places in the southside wetlands. Her military training prepared her for living off the land under primitive conditions. She

hunted and stole what she needed to survive, her activities chalked up to a new spate of drunken "Alien-Gator" sightings. At least one faction of Freedom City didn't dismiss the legends, however: The criminal underground sought the truth about this new Alien-Gator and offered Ssellessk'thaa an opportunity: mercenary work. It seemed a fair trade, and the only option for an exile trapped on a hostile world with no way home.

So Ssellessk'thaa adopted the Alien-Gator persona and has upgraded from hiding in the wetlands to operating from a reasonably comfortable hidden lair in Freedom City's underground, connected to old sewer tunnels accessing the South River and the Fens neighborhood. In the short term, she intends to survive and acquire additional resources.

Eventually, she hopes to acquire the means to leave Earth altogether, unless she becomes comfortable here.

PERSONALITY

Alien-Gator is a trained soldier trying to survive in a hostile environment, surrounded by a primitive species she assumes will imprison or kill her, given the opportunity. Everything she has seen thus



ALIEN-GATOR II

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	7	6	3	8	1	2	4

POWERS

Amphibious: Movement 1 (Environmental Adaptation: Aquatic), Swimming 2 (2 MPH) • 4 points
Claws and Teeth: Strength-based Damage 2 • 2 points
Large: Growth 4, Permanent, Innate • 9 points
Night Vision: Senses 1 (Low-light Vision) • 1 point
Reptilian Regrowth: Regeneration 1 • 1 points
Tail: Extra Limbs 1 • 1 point
Tough Hide: Protection 3 • 3 points

SKILLS

Athletics 4 (+12), Expertise: History 4 (+5), Perception 4 (+6), Ranged Combat: Blasters 6 (+9), Stealth 6 (+8), Technology 6 (+7), Treatment 2 (+3), Vehicles 4 (+7)

ADVANTAGES

All-out Attack, Chokehold, Equipment 6, Favored Environment: Water, *Improved Grab*, Improved Hold, Improved Initiative, Improved Trip, Languages 1 (English, Jerreid native), Power Attack, Ranged Attack 4, Startle, Tracking

EQUIPMENT

Blaster Rifle, Commlink, Multi-Tool, 12 points of additional equipment depending on her current mission

far tells Alien-Gator that humans are savage, deceitful, and cannot be reasoned with. Even if individual examples of the species are exceptions, as a whole they are too dangerous to trust. Ironically, this makes human criminals the easiest to interact with, since they are up-front about their greed and immorality, and Alien-Gator doesn't need to trust them in order to work with them.

Ssellessk'thaa's technical skills allow Alien-Gator to manage some earthly commerce undetected. She hires out her Jerreid strength, durability, and combat skills to various clients, operating through intermediaries. To the criminal underworld, Alien-Gator is just one more source of "muscle" for different jobs. The Circuit-Maximus would love to recruit Alien-Gator for some bouts, given the novelty, and she has considered participating in the human blood-sports, but only if necessary should other opportunities dry up.

Ssellessk'thaa's experiences on Earth and her cultural conditioning severely bias her against humans—a vile and vicious species in her mind. She disdains contact except as absolutely necessary, and tends to assume the worst about humanity, which has not yet led her wrong in dealing with them.

POWERS & ABILITIES

Alien-Gator has the abilities of a Jerreid as well as military training and experience. As a female of her species, she is somewhat larger and stronger than Jerreid males, and

OFFENSE

INITIATIVE +10

Blaster Rifle +9 Ranged, Damage 8
 Claws and Teeth +8 Close, Damage 10

DEFENSE

DODGE	8	FORTITUDE	10
PARRY	8	TOUGHNESS	10
WILL	8		

POWER POINTS

ABILITIES	62	SKILLS	20
POWERS	21	DEFENSES	15
ADVANTAGES	18	TOTAL	136

COMPLICATIONS

Motivation—Survival: Exiled on Earth, Alien-Gator seeks not only to survive, but to thrive in a hostile environment.

Reptilian Alien: Alien-Gator is a reptilian alien creature, causing any number of complications, including unusual appearance, physiology, and complete lack of legal status on Earth. Her presence usually terrifies civilians.

also more aggressive in defending what she considers her territory. Beyond just an understanding of close combat, Ssellessk'thaa is also experienced in stealth, ambush, survival, and military tactics.

As a Jerreid, she is a tall, massive reptilian humanoid similar in some regards to earthly alligators: Alien-Gator is strong enough to pick up a small car. Her claws can rend concrete and her jaws are strong enough to crush flesh and bone. A tough, leathery hide absorbs impacts, supplemented by a prodigious rate of healing. Her body has amphibious adaptations, including a powerful tail and keen nightvision.

HOOKS

Alien Predator: Taking what she believes to be another contract, the Alien-Gator instead finds herself the captive of a big game hunter such as Esquire, eager to test his skills against an alien beast. When the PCs arrive in the midst of the hunt, thinking they are freeing a human victim, they instead find themselves trapped between an raging gator-woman and a true monster.

Alien-Gator III: When the tide of refugees brings a third Jerreid to Freedom City—this one a coldhearted murderer—the heroes initially link his handiwork to Ssellessk'thaa and try to track the soldier. Alien-Gator, however, hunts her fellow alien, unwilling to leave justice in the hands of these psychotic apes.

APOCALYPSETTE

REAL NAME: Tanaka Michiko
OCCUPATION: Mobile artillery
BASE: Emerald City

No one ever took Tanaka Michiko seriously. She had a true passion for extreme metal, and serious talent on guitar, but she was a girl, and girls can't play heavy metal guitar. Besides, she had rich parents and she bought all her clothes at that trendy mall store where all the wannabes shopped. All the metalheads in her school just figured she wanted attention, and a boyfriend in a band. They only saw the small, quiet girl she was in school, the girl who never seemed to fit in. They didn't see her dark side, the hidden intensity she kept in check, the rages she only allowed to explode in private.

Then, one night, she put in the winning bid on a rare, old Japanese guitar once owned by a rock star from the 1960s, who only had one ahead-of-its-time heavy metal hit, *Onzang* or *Hate Music*, before dying in a car crash on a lonely country road. She had no idea that he had made a dangerous bargain for his fame, or that a mysterious figure in black would appear at her door at midnight to ask her if she wanted to take over the contract he had decided he wanted out of.

The power she unleashed with that guitar burst the dam holding her darkness back. Michiko's practiced, technical playing became raw fury, blasting over the roars of her summoned oni (demons) and the pounding of their iron clubs, crackling with dark magic.

No one would laugh now. Now, they would scream.

PERSONALITY

Apocalypsette is hot-tempered, morbid, and violent, consumed

by passions and excesses. When not on a destructive rampage, she behaves like every tale of rock-and-roll party-time insanity magnified by lack of conscience or concern for consequences. She doesn't kill everyone who crosses her path, not by a long shot, but she always leaves her mark.

POWERS & ABILITIES

Apocalypsette is a demon summoner and sorceress, calling forth oni (Japanese demon ogres) to do her bidding and working dark, destructive magic. She is a highly proficient heavy metal guitarist, and uses her guitar's sonic fury to harness and focus her dark power.

Aside from her supernatural abilities, she is a teenager and high school dropout who spent all her time before gaining her powers practicing guitar, listening to metal, and partying. While her new-found power has led her to crack open a dusty, evil tome or two, she mostly relies on raw power, instinct, and demonic inspiration.

Her guitar needs no amplification, playing quite loudly on its own. When wielded in battle, its demonic aura prevents it from being easily taken from her. In addition, the guitar is indestructible, and even if it is damaged somehow, it knits itself back together quickly.

ALLIES & ENEMIES

Apocalypsette readily joins with evil supernatural villains or groups, though she doesn't get along with groups with formal hierarchies, an academic focus, or that include a lot of stuffy ritualism. She seeks out any villain who shares her passion for extreme metal to see what sort of chaos they can cause together.

Although he can't really be considered an ally, the "mysterious figure in black" who offered Michiko the chance to complete her guitar's previous owner's contract was Mr. Infamy (see *Freedom City*). He may have other plans for Apocalypsette, but his motivations, as always, are unknown.



APOCALYPSETTE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	8	3	3	3	1	6	4

POWERS

Apocalypse Guitar: Device, Indestructible, Removable (-28 points) • 117 points

- **Demonic Aura:** Reaction Damage 6 (Contact), Limited to vs. Divine, Magic, Moral, Good sources • 16 points
- **Demonic Winds:** Flight 6 (120 MPH) linked to Reaction Damaging Move Object 6, Reduced Range (Close), Limited Direction (Away) • 36 points
- **Protective Aura:** Sustained Impervious Protection 8 • 16 points
- **Sorcerous Blast:** Ranged Damage 14 • 28 points
- **Summon Oni:** Summon 6, Active, Horde, Multiple Minions 2 (four 90-point oni), Sacrifice, Check Required 4 (DC 13 Music check) • 45 points
- **Wailing Guitar:** Feature 2 (Guitar plays very loudly without amps or power) • 2 points

Demonic Mutations: Enhanced Stamina 8, Enhanced Advantages 17 (Daze (Intimidate), Diehard, Extraordinary Effort, Fearless, Great Endurance, Improved Initiative, Inspire 3, Leadership, Setup 3, Startle, Teamwork, Trance, Ultimate Effort (Expertise: Music checks)), Immunity 9 (Aging, Cold, Disease, Fatigue effects, Heat), Senses 4 (Magical Awareness, Darkvision, Tracking (with Magical Awareness)) • 46 points

SKILLS

Deception 8 (+12), Expertise: Magic 4 (+5), Expertise: Music 12 (+13), Insight 4 (+10), Intimidation 8 (+12), Investigation 6 (+7), Perception 4 (+10), Ranged Combat: Sorcerous Blast 9 (+12), Stealth 7 (+10)

ADVANTAGES

Daze (Intimidate), Diehard, Extraordinary Effort, Fascinate (Expertise: Music), Fearless, Great Endurance, Improved Initiative, Inspire 3, Languages 2 (Japanese, Ancient Japanese, English native), Leadership, Ritualist, Setup 3, Startle, Teamwork, Trance, Ultimate Effort (Expertise: Music checks)

OFFENSE

INITIATIVE +7

Sorcerous Blast +12 Ranged Damage 14

Heroes and agencies dedicated to fighting supernatural menaces are natural foes for her, as well as anyone affected by her rampages.

HOOKS

Street Team: A nihilistic cult has become obsessed with Apocalypsette and is doing everything they can to attract her to the city. Posters appearing everywhere, social media posts, recordings of her music from past appearances sent to radio stations: it's only a matter of time before the villain notices their efforts and shows up. Are these fans just deluded victims-to-be, or the start of a cultish army of followers ready to take Apocalypsette to the next level?

DEFENSE

DODGE	10	FORTITUDE	12
PARRY	10	TOUGHNESS	16
WILL	10		

POWER POINTS

ABILITIES	56	SKILLS	31
POWERS	130	DEFENSES	22
ADVANTAGES	20	TOTAL	259

COMPLICATIONS

Motivation—Pure Metal Mayhem: Apocalypsette has become a force of chaos and destruction, reveling in darkness and blood. The lyrical and musical aggression of extreme metal have become her bible, and her vision of the world.

I'm Not Going To Be Insulted: Apocalypsette harbors great resentment for all those who she feels underestimated, stereotyped, or ridiculed her before she gained her powers, and she becomes enraged if she feels disrespected. Wisecracking or overconfident heroes are likely to drive her into a blind rage.

ONI

MR6 • PL6

STR 6 STA 6 AGL 4 DEX 1 FGT 4 INT 0 AWE 2 PRE 4

Powers: Claws (Strength-based Damage 1); **Demonic Powers** (Growth 4, Innate, Permanent; Immunity 9 (Aging, Cold, Disease, Fatigue effects, Heat); Senses 4 (Magical Awareness, Darkvision, Tracking (with Magical Awareness)); Speed 2 (8 MPH)); **Kanabō (Iron Club)** (Strength-based Damage 4, Reach, Easily Removable)

Advantages: All-out Attack, Fast Grab, Improved Smash, Power Attack, Startle, Weapon Break

Skills: Athletics 4 (+10), Close Combat: Claws 1 (+5), Close Combat: Unarmed 2 (+6), Intimidation 5 (+11), Perception 4 (+6), Stealth 6 (+6)

Offense: Initiative +4, Kanabō +4 (Close, Damage 10, Reach), Claws +5 (Close, Damage 7), Unarmed +6 (Close, Damage 6)

Defense: Dodge 4, Parry 4, Fortitude 6, Toughness 8, Will 4

Totals: Abilities 38 + Powers 28 + Advantages 6 + Skills 11 + Defenses 6 = 89

Complications: **Motivation—Obligation:** These oni are bound by their summoning to carry out Apocalypsette's commands. **Demonic:** Oni are demonic creatures from Japanese mythology and combine aspects of ogres, trolls, and demons. They are very frightening. **Rage:** Oni are violent-tempered, with a desire to fight and destroy everything they see.

Mosh Pit: A dangerous new drug appearing at metal concerts is driving users berserk. An investigation has determined that the main ingredient in the drug is demon's blood, and that Apocalypsette is behind it. It seems as if the early cases were just a test of the drug's effects before its big introduction at a major metal festival that's already underway.

APOSTATE

REAL NAME: Talia Wilson

OCCUPATION: Agent provocateur

BASE: Emerald City

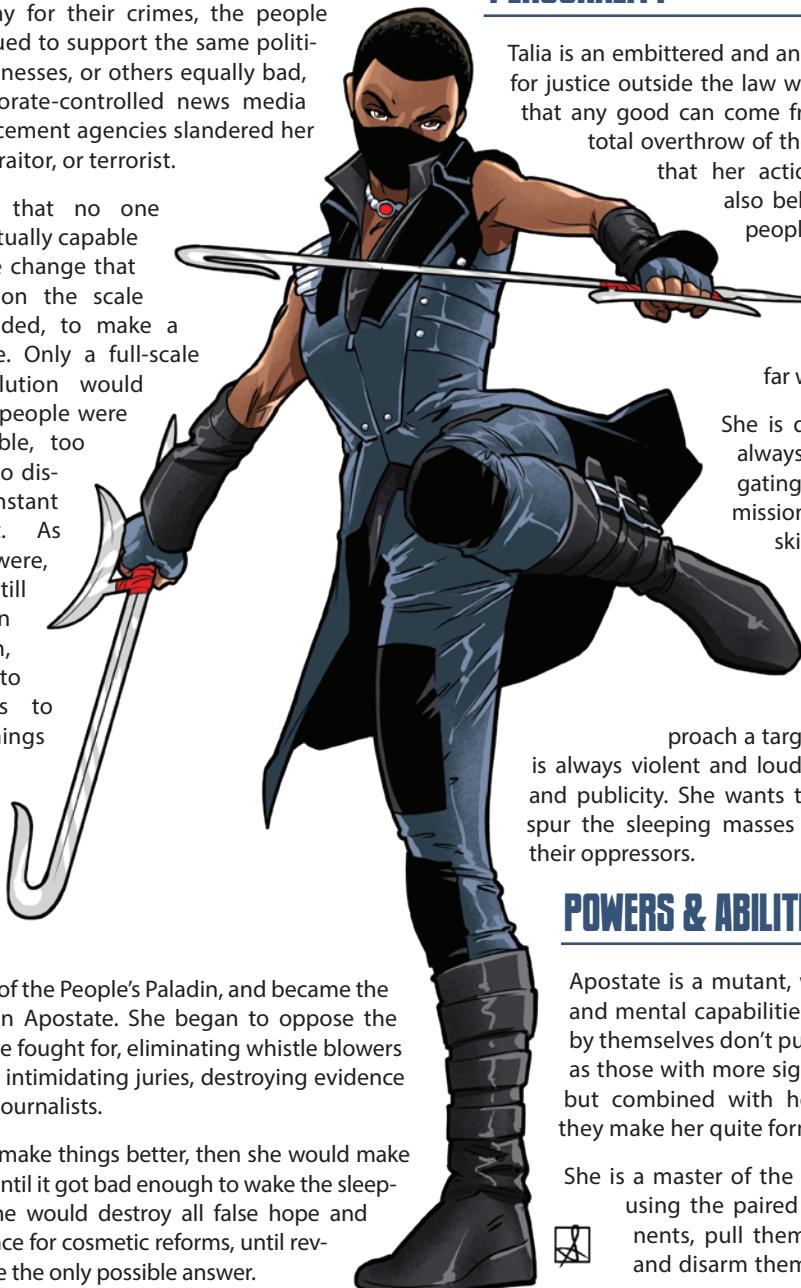
Talia Wilson began her mission as the vigilante hero People's Paladin, a crusader against the corruption and injustices of the rich and powerful. With the aid of her mutant physical and mental enhancements, she was able to forge herself into a weapon of uncompromising justice.

She took on mission after mission to expose corporate and governmental malfeasance, but over time, she began to lose hope. No matter how many victories she achieved, the truly rich and powerful never seemed to pay for their crimes, the people simply continued to support the same politicians and businesses, or others equally bad, and the corporate-controlled news media and law enforcement agencies slandered her as a criminal, traitor, or terrorist.

She decided that no one person was actually capable of causing the change that was needed on the scale that was needed, to make a real difference. Only a full-scale popular revolution would do it, but the people were too comfortable, too secure, and too distracted by constant entertainment. As bad as things were, the people still believed in the system, and looked to tepid reforms to save them. Things weren't bad enough to awaken the masses and spur them to action.

So, Talia hung up the mantle of the People's Paladin, and became the merciless villain Apostate. She began to oppose the justice she once fought for, eliminating whistle blowers and witnesses, intimidating juries, destroying evidence and targeting journalists.

If she couldn't make things better, then she would make things worse, until it got bad enough to wake the sleeping masses. She would destroy all false hope and shred any chance for cosmetic reforms, until revolution became the only possible answer.



Talia is entirely independent, choosing her own missions, but she makes sure to attract attention, leaving trails from the crimes she commits leading to those in power who benefit from them. Even if they deny working with or knowing her, which they do, she knows that more and more, people will stop believing them. One day, they will rise in rage.

Talia knows that in the end, after the revolution, she will be hated, recorded in history as an enemy of the people, but she has accepted her fate as the price a true hero must be willing to pay to do what needs to be done.

PERSONALITY

Talia is an embittered and angry idealist, a crusader for justice outside the law who has given up hope that any good can come from anything short of total overthrow of the system. She is aware that her actions are evil, but she also believes that to give the people false hope through doomed efforts and petty heroics that uphold the status quo is ultimately a far worse evil.

She is driven by her mission: always on the move, investigating targets, carrying out missions, and honing her skills. She has no friends, relationships, or life outside the mission.

While she uses stealth and careful planning to approach a target covertly, her assault is always violent and loud. She wants witnesses and publicity. She wants the ruin she causes to spur the sleeping masses to fight back against their oppressors.

POWERS & ABILITIES

Apostate is a mutant, with superior physical and mental capabilities. Her mutant abilities by themselves don't put her in the same class as those with more significant super powers, but combined with her extensive training, they make her quite formidable.

She is a master of the Chinese hook swords, using the paired blades to trap opponents, pull them off balance, redirect and disarm them, and sweep them off



APOSTATE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	8	8	5	10	4	7	4

POWERS

Mutant Abilities: Enhanced Dodge 6; Immunity 1 (Sleep); Leaping 1 (15 feet); Movement 3 (Safe Fall, Sure Footed 2); Senses 3 (Danger Sense, Low-light Vision, Time Sense); Speed 3 (16 MPH) • 20 points

EQUIPMENT

Hook Swords (Strength-based Damage 3, Penetrating 3, Reach 1; Enhanced Parry 4), 21 points of equipment as needed.

SKILLS

Acrobatics 10 (+18), Athletics 10 (+17), Insight 4 (+14), Intimidation 6 (+13), Investigation 10 (+14), Perception 8 (+15), Sleight of Hand 6 (+11), Stealth 6 (+14), Technology 8 (+12), Treatment 6 (+10), Vehicles 8 (+13)

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Close Attack 2, Daze (Intimidation), Defensive Attack, Eidetic Memory, Equipment 6, Evasion, Extraordinary Effort, Fast Grab, Favored Environment (Urban), Favored Foe (Security Guards), Great Endurance, Improved Disarm, Improved Grab, Improved Smash, Improved Trip, Instant Up, Languages (Spanish, American Sign Language, English native), Move-by Action, Prone Fighting, Quick Draw, Redirect, Takedown 2, Uncanny Dodge, Weapon Bind, Well-informed

their feet to leave them open to her strikes. The swords themselves are forged from the finest steel, and designed for the stresses of high-powered combat.

Aside from her swords, she carries equipment specific to the mission at hand. She only uses guns if they are absolutely essential, not from any moral compunction, but because she feels they are easy and psychologically distancing weapons that tend to make a warrior overconfident, lazy, and dependent on them.

ALLIES & ENEMIES

Apostate maintains no close relationships or permanent allies. She isn't willing to work with the kind of people who would support her actions because she actually considers them enemies to her ultimate goal, and she doesn't want them knowing anything about her or being able to get to her. She might team up with an independent villain for a specific mission where she needs specific skills or powers she lacks, but this happens only rarely. She is a loner by nature.

It is likely that many of the corporate or government targets she opposed as the People's Paladin might suspect who she is, especially given that she used the same distinctive weapon and fighting style as the Apostate. She is likely to be a personal target of justice-seeking heroes, and is a high priority for the government.

OFFENSE

INITIATIVE +8

Hook Swords +12	Close, Damage 10, Penetrating 3, Reach (5 feet)
Throw +5	Ranged, Damage 7
Unarmed +12	Close, Damage 7

DEFENSE

DODGE	14	FORTITUDE	8
PARRY	14/10*	TOUGHNESS	8
WILL	10	* Without Hook Swords.	

POWER POINTS

ABILITIES	106	SKILLS	41
POWERS	20	DEFENSES	3
ADVANTAGES	37	TOTAL	207

COMPLICATIONS

Motivation—Revolution: Talia believes that only a popular revolution can bring justice to the people, but that the people are too comfortable and complacent to rise up. She believes things will only get better when all hope is gone.

No Children: In spite of embracing the tactics of evil in her crusade, she will never knowingly kill or injure children, and will risk capture or her own life to save them.

HOOKS

With Friends Like These: A major corporation that has seen its opponents targeted by Apostate is worried she will try to eliminate an expert witness scheduled to testify in a class-action lawsuit against them. They have information that can discredit the witness, but if he is killed or even survives an attack, he will become a martyr in the eyes of the public. They send their head of security to assist the heroes in protecting him, and also to ensure they don't discover or reveal anything incriminating in the process, unaware that the security head is the secret source of data the expert will be using against them in court.

Bad Timing: Apostate plans to attack the premier demonstration of a new clean energy system and destroy the prototype, intending for people to assume she is working on behalf of the oil corporations. At the last minute, a scientist warns the heroes protecting it that they have discovered a dangerous flaw in the system, and if the equipment is destroyed instead of being shut down in a precise and time-consuming fashion, it will explode catastrophically. The test must be called off, but Apostate is already there.

THE ARCTIC FOX

REAL NAME: Vasili Barinov
OCCUPATION: Mercenary
BASE: Emerald City

Vasili Barinov has not led a kind life. In 1936 his parents sold him to the Soviet government, who in turn shipped him off to a Siberian *nauka gorod*, or science city, facility dedicated to creating the perfect soldier. Vasili and five hundred other children from across the USSR were crammed into camps where they were brutally disciplined, experimented upon, and subjected to a rigorous training regimen. All of the candidates either starved to death, succumbed to the freezing temperatures, or were murdered by their peers. All except for Vasili, the program's only survivor and only success.

The Soviet scientists had turned the young man into a living weapon. The chemicals and conditions he'd been exposed to pushed Vasili to the peak of human ability. He was physically perfect, incredibly intelligent, exceptionally trained, and ruthless. The program was a success.

Vasili chose the code name Arctic Fox for himself and was given his first mission: to eliminate *all* evidence of the camp he had been raised in, so that no one could replicate the process. The Arctic Fox was then handed off to the Red Army where he made his debut on the blood-stained battlefields of World War II. Vasili was instrumental in pushing the Nazis out of his Motherland, winning battle after battle against the fascist horde.

After the war, Vasili became an agent for the fledgling KGB and embarked on a storied career. The Arctic Fox popped up in Cold War hotspots around the globe. He performed assassinations, led revolts in capitalist nations, facilitated defections, and sabotaged American military operations whenever he could. Vasili worked for decades, aging very slowly thanks to his chemical modifications. He eventually took a wife and fathered a son. He was a national hero and for a time he was happy.

Unfortunately the Arctic Fox attracted the ire of Dmitri Bratislav: a power member of the Communist Party. Dmitri was jealous of Vasili's fame and succeeded in framing him

as a traitor to the party. The KGB tried to kill Vasili on a mission in Vietnam, but he survived their betrayal and fought his way back to his family. His home had been burned to the ground, his wife had been murdered, and his son was being taken to Moscow for reeducation. Vasili rescued his son and the two of them fled to America.

The son blamed Vasili for the death of his mother and refused to stay with Vasili once they arrived in Emerald City. Vasili kept his distance from his son, but vowed to provide for him all the same. The Arctic Fox set up shop in Emerald City as a mercenary and has taken a few jobs in the last thirty years in order to keep himself, his son, and his granddaughter comfortable.

PERSONALITY

Vasili Barinov is a grim man, as cold and uninviting as the Siberian tundra that created him. He has never gotten over his nation's betrayal and finds it difficult to trust anyone. He is in his late eighties and has a lifetime of experience that he can call upon in the field. There are very few things that he

THE ARCTIC FOX

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	10	7	13	5	6	6

POWERS

Genetic Modifications

- **Healing Factor:** Regeneration 5 • 5 points
- **Homeostasis:** Immunity 3 (Aging, Disease, Poison) • 3 points
- Helmet:** Device, Removable (-2 points) • 8 points
- **Optical Enhancements:** Senses 4 (Darkvision, Infravision, Tracking)
- **Sensory Filtration:** Immunity 5 (Sensory Affliction Effects)
- **Rebreather:** Feature

Portable Blizzard Generator: Environment 5 (Cold (Extreme), Impede Movement, Visibility -2), Radius: 500 feet, Selective, Easily Removable (-10 points) • 15 points

Uniform: Device, Removable (-2 points) • 7 points

- **Armored Plating:** Protection 3
- **Brass Knuckles:** Strength-based Damage 2
- **Cape:** Movement (Safe Fall)
- **Insulation:** Immunity 1 (Cold)
- **Voice Modulator:** Feature

Wrist-Mounted Projectile Launchers: Removable Array (15 points)

- **Bolos:** Ranged Cumulative Affliction 5 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree • 15 points
- **Exploding Disks:** Ranged Burst Area Damage 5 • 1 point
- **Flash-Bang:** Ranged Cumulative Burst Area Affliction 5 (Resisted and Overcome by Fortitude; Visual and Hearing Impaired, Disabled, Unaware), Unreliable (5 uses) • 1 point
- **Taser Darts:** Ranged Affliction 5 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Multiattack • 1 point
- **Machine Gun:** Ranged Damage 5, Multiattack • 1 point

EQUIPMENT

Audio Recorder, Binoculars, Commlink, Concealable Microphone, Lock Release Gun, Mini-tracer, Multi-tool, Restraints, and 14 points of additional equipment

HQ: THE FOX'S DEN • 23 POINTS

Size: Large • **TOU:** 12 • **Features:** Combat Simulator, Communications, Computer, Concealed 3 (+20 to DC), Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System 3 (DC 30), Workshop

hasn't seen and he usually works an anecdote into conversations with his adversaries. The Arctic Fox doesn't let anything get in the way of his mission once he's accepted it. The only thing he really cares about any longer is providing for and protecting his remaining family.

POWERS & ABILITIES

The Arctic Fox is a super-soldier with decades of field experience and superhuman physical abilities. He is proficient with all manner of weaponry, explosives, and martial arts. The Arctic Fox has a healing factor that allows him

SKILLS

Acrobatics 4 (+14), Athletics 5 (+10), Deception 8 (+14), Insight 4 (+10), Intimidation 6 (+12), Investigation 6 (+11), Perception 7 (+13), Ranged Combat: Wrist-Mounted Projectile Launchers 8 (+15), Sleight of Hand 6 (+13), Stealth 6 (+16), Technology 4 (+9), Treatment 3 (+8), Vehicles 7 (+14)

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 2 (Cipher), Benefit (Well-off), Chokehold, Connected, Contacts, Defensive Attack, Diehard, Equipment 9, Evasion, Extraordinary Effort, Fast Grab, Favored Environment (Cold), Great Endurance, Hide in Plain Sight, Improved Critical (Wrist-Mounted Projectile Launchers), Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Instant Up, Jack-of-all-trades, Languages 3 (Chinese, English, German, Spanish, Russian native), Move-by Action, Power Attack, Prone Fighting, Quick Draw, Seize Initiative, Skill Mastery (Intimidation, Stealth), Takedown 2, Tracking, Uncanny Dodge, Well-informed

OFFENSE

INITIATIVE +10

Bolos +15	Ranged, Cumulative Affliction 5, Dodge DC 15
Brass Knuckles +13	Close, Damage 7
Exploding Disks —	Ranged, Burst Area Damage 5
Flash-Bang —	Ranged, Cumulative Burst Area Affliction 5, Fort. DC 15
Machine Gun +15	Ranged, Multiattack Damage 5
Taser Darts +15	Ranged, Multiattack Affliction 5 Dodge DC 15
Throw +7	Ranged, Damage 5
Unarmed +13	Close, Damage 5

DEFENSE

DODGE	13	FORTITUDE	9
PARRY	13	TOUGHNESS	7
WILL	11		

POWER POINTS

ABILITIES	112	SKILLS	37
POWERS	53	DEFENSES	13
ADVANTAGES	48	TOTAL	263

COMPLICATIONS

Flashbacks: Vasilii suffers from crippling flashbacks to his terrifying childhood in KGB custody.

Motivation—Responsibility: Vasilii wants to provide for his estranged son and granddaughter using the only skills he has, even if that means not being a part of their lives.

to quickly recover from even the most grievous of injuries and gives him the physical appearance and condition of a man roughly half his chronological age.

RETURN TO MAIN DATABASE

FROM: Peyton Ramos <PeytonRamos1@AEGIS.emerald.pac.net>
TO: Lucas Merriweather <MerriweatherLucas@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "Arctic Fox"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir, I did in fact, find the the reference you remembered reading in the Liberty League Mission Logs. It was in one of the ones from their Eastern Front activities:

"We encountered a new player on the battlefield today. The League and I were protecting a squad of G.I.s who were pinned down by German machinegunners. Things were looking grim until this burly beast of a Russian came out of nowhere. He was fast, brutal, and tough ... even by Russian standards. He was gone almost as quickly as he arrived and we didn't get look at him. One of the Krauts we captured said his name was the Arctic Fox. Whoever he is, I'm glad he's on our side."

With all due respect sir, this can't be the same guy can it? That was seventy years ago, he can't still be that spry. Can he?

He wields a pair of sophisticated wrist-mounted launchers that fire a wide variety of projectiles and he uses his portable blizzard generator to make any terrain feel like the snow-covered conditions of home. He is a master tactician who can turn any situation to his advantage, and if things go against him, he's smart enough to know when retreat is the wisest option.

ALLIES & ENEMIES

The Arctic Fox doesn't really have allies per se. He has respect for other mercenaries and has a long list of underworld clients and associates. Those he considers his real friends are his comrades from operations in WWII and the Cold War, but most of them are dead or dying.

The United States government and its agencies are on the lookout for the Arctic Fox because of his long history confounding their own efforts overseas, but they have no idea the former KGB agent is operating on their soil with impunity. If they knew, they'd certainly make attempts to bring him in. The Arctic Fox butted heads (not publicly) with the Liberty League decades ago, and he's not remembered fondly by the remaining Nazi supervillains.

HOOKS

Kidnapped: An old foe or disgruntled client takes Vasili's son and granddaughter hostage to use them as leverage against the mercenary and the heroes are faced with stopping or helping a very determined Arctic Fox, as well as

rescuing the hostages and preventing the whole situation from turning into a bloodbath. Things get even more complicated if the reason why the kidnapper is looking for leverage is to turn Arctic Fox against the heroes, making their elimination a condition for the survival of Vasili's family.

One Last Ride: A retired mentor of one of the heroes approaches the team saying that he has located the Fox's Den. He wants to come out of retirement for one last hurrah, but hasn't aged as gracefully as his old nemesis the Arctic Fox. The mentor needs the help of the heroes to take the Fox down, but retirement has made the mentor rusty and potentially more of a liability than an asset for the mission.

Peacekeeping: An elderly Dmitri Bratislav is coming to the United Nations to accept a commendation for his peace-time work. The Russian statesman has asked for heroes to be his bodyguards, because he knows the Arctic Fox is in the States and won't pass up an opportunity to take his revenge. AEGIS informs the heroes that if they accept the mission they will have to defend Dmitri despite his history of alleged war crimes from decades past, noting that his death could trigger a serious diplomatic incident.

Visiting Professor: Other supervillains look to take advantage of the Arctic Fox's decades of experience by asking him to become a teacher. He would be a great asset to the Shadow Academy, for example, or could supplement the lessons given to Magpie's students, teaching combat techniques, infiltration, and spycraft, to name a few things.

BRES THE BEAUTIFUL

REAL NAME:

Bres
OCCUPATION: Dark Lord of Annwn and ruler of the Fomorians
BASE: Annwn

Bres, called "The Beautiful," is the offspring of the monstrous Fomorians and the legendary Tuatha DeDannan (see **Sub-terra** in *Atlas of Earth-Prime* for more about the Fomorians). He initially offered hope for the Fomorians to stabilize their genetics, but it turned out Bres was a changeling and his "beauty" was little more than a façade. Still, it was sufficient for a cunning mind to parley into a position of trust and authority among the Tuatha, such that Bres succeeded Nuada as High King in hopes of uniting two disparate peoples into one nation.

Bres succeeded in uniting Eire, but only by oppressing the Tuatha and making them the virtual slaves of the Fomorians, who became brutal enforcers of his rule. The Children of Danu quickly learned Bres' cultured manner concealed a heart as brutal as any of his Fomorian brethren.

Eventually, the Tuatha rebelled against King Bres. A scathing satire broke his concentration, causing Bres to reveal his true form, and opposition to his rule spread. He was forced to flee to Fomorian-held lands and seek the aid of mighty Balor, who ultimately pulled Bres' strings on the throne of Tara. Balor then fell in battle against his own grandson, Lugh, also born of mixed Tuatha blood, and Bres used sorcery to contain and claim the power of Balor's eye. Still, the Fomorians were exiled to Annwn and sealed away from the Earth.

Bres has since solidified his hold on power among his own kind, becoming Dark Lord of Annwn through the power of the Eye of Balor. Still, he lusts to do more than merely reign in Hell over his freakish subjects. He has greater ambitions and desires both revenge against his Tuatha kinsfolk and dominion over the Earth, which he feels is rightly his. To that end, he schemes in his dark palace, looking for ways to escape interdimensional exile. Since the old days, however, Earth has found new champions who more than rival the Tuatha De Danann in power and skill. Still, the Dark Lord of the Fomorians has nothing if not time.

PERSONALITY

Bres is as seductive as an archetypal devil and as handsome as one, if he chooses. His natural form is not so unpleasant particularly compared to others of his kind: he has ruddy skin, pointed ears, small horns on his brow and elongated canine teeth, but retains his handsome features. He can also change his shape to appear even more pleasing to onlookers; his default is a more human-like version of his normal self, without his Fomorian traits, but he can look like anyone he wishes. Although he can be quite charming when he wishes, Bres is a vicious bully and egotist at heart.

POWERS & ABILITIES

Bres' Fomorian mutation is his changeling ability to transform his appearance at will. He's also a skilled sorcerer able to wield a number of spells.

When Lugh drove Balor's Eye out the back of his head in the final battle between the Fomorians and the Tuatha, Bres used magic to capture and contain the psychic and mystic essence of the powerful giant, creating what is still known as "the Eye of Balor." It looks like a dark, round gemstone. Within is a reddish storm of pure psychic power, the essence of Balor's might. In fact, the Eye is not a stone at all, but a construct of mystic energy.

The Eye of Balor's considerable power also carries risks: a failed Will resistance check while wielding the eye infects the wielder with the primal forces of chaos, causing a minor mutation or change. The more this happens, the more pronounced the changes become. The warping effect of the Eye can also influence the wielder's mind as well as body. Bres' apparent lack of mutations may be due to his shapeshifting power, or his cautious use of the Eye, or mental mutations may be an explanation for his vicious cruelty and obsession with Earth.

ALLIES & ENEMIES

Bres commands the legions of Fomorians dwelling in other-dimensional exile in Annwn with him, and can command the allegiance of any Fomorians remaining in Sub-terra or elsewhere on Earth.

BRES THE BEAUTIFUL

PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	2	1	7	2	3	3

POWERS

The Eye of Balor: Array (40 points), Easily Removable (-17 points), Indestructible, Involuntary Transformation (-2 points)

- **Magic Blast:** Ranged Damage 20 • 40 points
- **Banevolent Transformation:** Ranged Cumulative Affliction 11 (Resisted and Overcome by Will; Hindered, Stunned, Transformed) • 1 point
- **Dazzle:** Ranged Cumulative Affliction 20 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • 1 point
- **Illusions:** Illusion 8 (All senses) • 1 point
- **Scrying:** Remote Sensing 9 (Visual, Auditory, Mental), Dimensional 3 • 1 point
- **Snare:** Ranged Cumulative Affliction 13 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- **Telekinesis:** Move Object 20 • 1 point

Fomorian Magic:

Array (22 points)

- **Mystic Blast:** Ranged Damage 11 • 22 points
- **Airts of Ahgrazul:** Movement 2 (mystic dimensions) • 1 point
- **All-Seeing Eyes of Abbridon:** Remote Sensing 5 (visual, auditory, mental) • 1 point
- **Earth Moving:** Move Object 11, Limited to Earth • 1 point
- **Grasp of Ghorummaz:** Ranged Affliction 8 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree, Affects Insubstantial 2, Indirect • 1 point
- **Mystic Passageway:** Teleport 11) • 1 point
- **Scarlet Shades of Sirrion:** Cloud Area 2 (30 ft. radius), Concealment Attack 4 • 1 point
- **Third Wheel of Weyan:** Deflect 11, Reflect • 1 point

Shapeshifting: Morph 3 (humanoid forms) • 15 points

SKILLS

Deception 8 (+11), Expertise: Magic 9 (+11), Insight 8 (+11), Intimidation 6 (+9), Perception 6 (+9), Persuasion 5 (+8), Ranged Combat: Magic 4 (+9), Stealth 5 (+7), Technology 5 (+7)

Bres is sworn enemies with the Tuatha De Dannan of ancient Eire, the inhabitants of the otherworld of Avalon. In recent years, this has included the half-fey known as Elfling, a student at the Claremont Academy and member of the Next-Gen.

HOOKS

The Bride of Balor: Earthly agents of the Fomorians, perhaps aided by a few extradimensional escapees, abduct a woman and take her to Annwn. The heroes are alerted of the abduction attempt in time to witness her disappearance, and perhaps follow her captors to the dark realm. Bres intends her to become "bride" to the disembodied essence of Balor and mother of a child who will meld Fomorian, Tuatha, and human blood with the power

ADVANTAGES

Accurate Attack, Defensive Roll 2, Fascinate (Deception), Improved Initiative, Languages 2 (Ancient Celt, English, Fomorian native), Leadership, Ranged Attack 3, Ritualist, Taunt

OFFENSE

INITIATIVE +6

Magic Black/Mystic Blast +8	Ranged Damage 20/11
Dazzle +8	Ranged Affliction 20 (Dodge DC 30)
Snare +8	Ranged Affliction 13 (Dodge DC 30)
Unarmed +7	Close, Damage 4

DEFENSE

DODGE	12	FORTITUDE	8
PARRY	10	TOUGHNESS	8/6*
WILL	12	*Without Defensive Roll	

POWER POINTS

ABILITIES	52	SKILLS	28
POWERS	73	DEFENSES	26
ADVANTAGES	13	TOTAL	
			192

COMPLICATIONS

Motivation—Power: An exiled king, Bres is motivated by a desire to reclaim his lost power and influence and to maintain his rule over his people.

of the Eye of Balor, an invincible champion of the Fomorians not bound by their exile. The heroes have to brave the dangers of Annwn to rescue Bres' target before he can carry out his sinister scheme.

Last Defenders of Avalon: For centuries, Avalon has stood as a shining sentinel between Earth and the dark realm of Annwn. Now an army of Fomorians backed by the terrible power of Bres and the Eye of Balor besieges the fortresses of the Shining Realm. In need of aid, the surviving defenders use their magic to summon heroes from Earth, imploring them to help hold back the tide of the Fomorians lest it burst forth from Avalon and drown the Earth in a flood of chaos and darkness.

Legacy of the Eye: Bres and others have long thought of the Eye of Balor as nothing more than an arcane power source, but what if it is more? Perhaps Balor's essence attempted to psychically flee his dying body, but Bres' spell captured and contained it. If so, the Eye might possess the Fomorian giant's mind and will as well as his power, deep within the glowing stone. The Eye itself could be manipulating Bres and the other Fomorians in an effort to regain a physical body and the means of avenging Balor on the Tuatha and the entire world. If so, then Bres's scheme from "The Bride of Balor" may not be entirely his own.

CHAKRAM

REAL NAME: Kelsey Gyrus

OCCUPATION: Mercenary and ex-stunt woman

BASE: The Pacific Rim

Kelsey Gyrus enjoyed a life of hard knocks and large explosions long before she ever joined the ranks of super villainy. As a stunt woman for film and television, she performed death-defying stunts and honed her body to incredible precision. So when the supervillain Death Magnetic attacked a shooting location in Emerald City, Kelsey confronted the ferrous fiend in a show of bravado. Disgusted by the woman's impudence, Death Magnetic hurled her around the set before magnetically charging the iron in her blood, causing excruciating pain and internal damage.

By the time she recovered a year later, Kelsey found her work contacts dried up. Insurance companies blamed her for the additional damages, and directors were reluctant to work with a hot-dogging stunt woman who reached for the limelight instead erring of the side of safety. But during her lengthy recovery, Kelsey also discovered a strange new ability—whether from some residual magnetic charge or because the trauma awakened latent abilities, she found herself able to teleport small amounts of metal. With

enormous medical bills and no opportunities for work, Kelsey turned those new talents toward the craft of smuggling, helping a former producer move priceless artifacts over the Cambodian border.

Her supervillainous name and gimmick emerged out of necessity during her next job, when she was forced to wield the ancient Indian chakram she was supposed to be smuggling against the Mumbaian superhero Nagmahila.

Since that encounter, Chakram has developed a reputation for resourcefulness, courage, and professionalism among various syndicates and criminal masterminds. Her fast and furious combat style, gift for planning, and broad range of skills are resources many other career criminals lack even before accounting for her eclectic powers.

PERSONALITY

Chakram is reliable but cocky, and genuinely loves her work. She still feels like she has something to prove by pitting her skills against super-powered opponents, but her ego isn't so overwhelming that she won't exploit her powers in a fight if her home-grown muscle and martial arts fall short. Kelsey has slowly severed ties with most of her old life and family, as her morality steadily shifts from the thrill-seeking action junkie she once was into a cold and ruthless professional criminal.

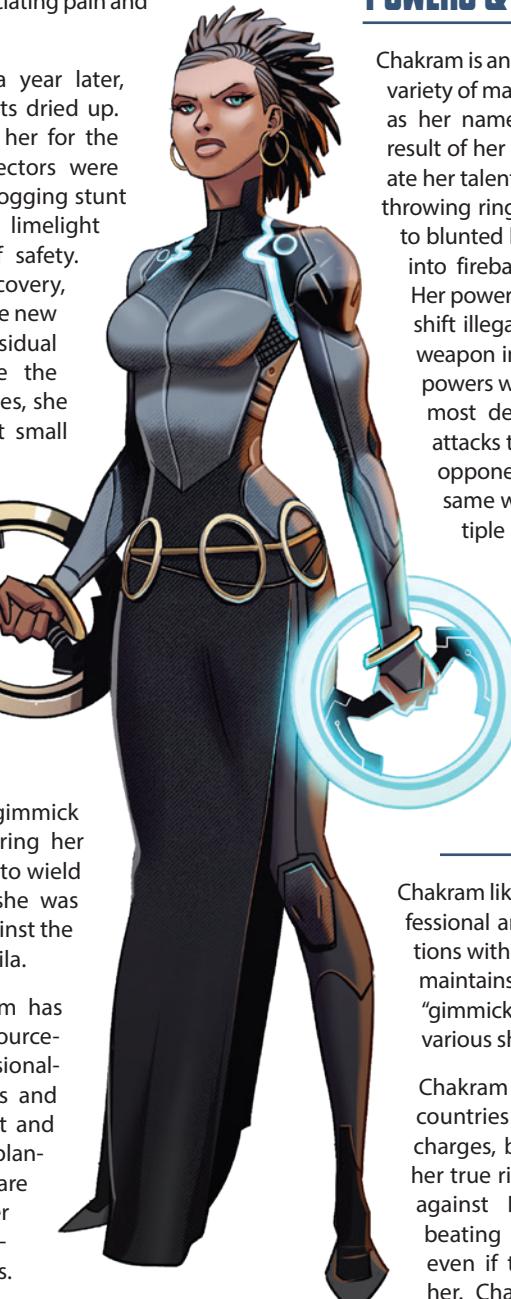
POWERS & ABILITIES

Chakram is an extraordinary combatant, skilled in a variety of martial arts, demolitions, driving, and—as her name implies—throwing weapons as a result of her years as a stunt woman. To accentuate her talents, she wields a variety of gimmicked throwing rings, from the traditional deadly blade to blunted knockout rings to rings that explode into fireballs, blinding smoke, or crash foam. Her power to teleport metal allows Chakram to shift illegal goods unseen or claim nearly any weapon in her line of sight. By combining her powers with her thrown weaponry, Chakram's most devastating ability is to redirect her attacks to appear from behind a foe or strike opponents under cover, or even teleport the same weapon back and forth to strike multiple opponents or rake the same enemy several times. Chakram's Metal Storm power allows her to apply the Indirect 4 and Multiattack extras to any thrown, metallic weapon. Bullets and similar projectiles simply move too quickly for the daring young villain to teleport ... so far.

ALLIES & ENEMIES

Chakram likes to keep her business dealings professional and positive, and has strong connections with a number of crime families. She also maintains a friendly rivalry with several other "gimmick" villains, and has collaborated on various short-lived villain teams.

Chakram is a wanted criminal in multiple countries on a variety of theft and smuggling charges, but only considers powered beings her true rivals. She still carries a hefty grudge against Death Magnetic for her painful beating and unwilling transformation—even if the elder villain barely remembers her. Chakram will eagerly complicate the



CHAKRAM

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	5	9	10	7	1	3	1

POWERS

Armored Costume: Protection 2, Impervious Toughness 6, Removable (-2 points) • 6 points

Metalloportation: Array (13 points)

- **Teleport Metal:** Teleport 2 (120 feet); Affects Objects Only, Change Direction, Change Velocity, Increased Mass (100 lbs.); Limited: Metal Only • 13 points

- **Metal Storm:** Enhanced Extra 6 (Indirect 4, Multiattack on up to 6 ranks, Variable Descriptor (thrown metal weapons)) • 1 point

Trick Rings: Array (20 points); Removable (-5 points) • 19 points

- **Smoke Ring:** Ranged Cloud Area 2 (30 feet) Visual Concealment 4, Attack (Resisted by Dodge), All Visual Sense • 20 points

- **Crash-Foam Ring:** Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Damage; Impaired, Disabled, Paralyzed) • 1 point

- **Det-Ring:** Ranged Burst Area Damage 6 • 1 point

- **Knockout Ring:** Ranged Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

- **Razor Ring:** Ranged Strength-based Damage 3, Improved Critical, Penetrating 6 • 1 point

EQUIPMENT

5 points of equipment as needed

SKILLS

Acrobatics 1 (+10), Athletics 5 (+8), Close Combat: Martial Arts 5 (+12), Insight 2 (+5), Intimidation 5 (+6), Sleight of Hand 1 (+11), Technology 4 (+5), Vehicles 3 (+13)

ADVANTAGES

Accurate Attack, Agile Feint, Defensive Attack, Equipment, Evasion, Improved Initiative, Move-by Action, Precise Attack 2 (Ranged; Concealment, Cover), Quick Draw, Ranged Attack 4, Teamwork, Throwing Master

Mistress of Magnetism's plans and itches to challenge her to a rematch despite the clear disadvantage of relying on metallic weapons. Chakram may even team up with superheroines to put Death Magnetic in her place.

HOOKS

The Lady Vanishes: One of the city's politicians is killed in her home by a mysterious explosion. As police or the heroes investigate her murder, evidence and reports begin disappearing and Chakram attacks! As they get closer to the truth, the attacks grow more frequent and violent, until they eventually discover their missing politician alive and well. The absentee politico hired Chakram to fake her death just as her extensive criminal enterprises were about to come to light, and the city's newest crimelord is so happy with her superhuman mercenary that she's recruited a few more to confront any do-gooders who try to locate her.

OFFENSE

INITIATIVE +13

Razor Ring +14 Ranged, Damage 6, Crit. 19-20

Crash-Foam Ring +14 Ranged, Affliction 6, Dodge/Damage DC 16

Det-Ring — Ranged, Burst Area Damage 6

Unarmed +12 Close, Damage 3

DEFENSE

DODGE 13 FORTITUDE 7

PARRY 12 TOUGHNESS 7

WILL 9

POWER POINTS

ABILITIES 78 SKILLS 13

POWERS 39 DEFENSES 17

ADVANTAGES 16 TOTAL 163

COMPLICATIONS

Motivation—Professionalism: While she appreciates the money, Chakram's primary motivation is being recognized as the best in her field. As a stunt woman, her role was often overlooked in favor of the actors she replaced, and she has since found she enjoys the reputation her hard work generates.

Code of Honor: Remembering the one-sided fight that birthed her criminal career, Chakram refuses to kill or injure anyone who can't match her blow-for-blow in combat.

Something to Prove: Most of Chakram's criminal career hinges on her well-developed physical skills rather than her relatively minor power set, and she feels she needs to prove herself worthy of working in supervillain circles. She prefers to target opponents who rely entirely on superhuman powers.

Notorious: A small-scale scuffle for control within one of the city's crime families breaks out into open violence on the streets, which only escalates when one side hires Chakram to attack their rival's businesses and assets. Do the heroes diffuse the situation, or wait until the city's criminals take each other out? And can they sit by when the opposing side of the family hires a superhuman heavy of their own—like Arctic Fox, Anvil, or Kid Karma (see their *Rogues Gallery* or *Threat Report* entries)—to turn their family squabble into a messy, superhuman street brawl?

Suspicion: Metal artifacts have been disappearing overnight from the museum, some vanishing in plain view of security cameras. The crimes fit Chakram perfectly, but she and witnesses account for her whereabouts each night. Is a rival thief or villain, such as the teleporting thief Magpie (see *Freedom City*), or the showboating stage magicians Hocus and Pocus (see their *Rogues Gallery* entry) framing the queen of rings by using magic or technological trickery? Or is Chakram deflecting blame for her own crimes by recruiting a power-absorbing partner like Ersatz?

CHEAT CODE

REAL NAME: Reggie Milford
OCCUPATION: Criminal gamer
BASE: Emerald City

Reggie Milford lived for gaming, blowing away opponents in first-person shooters and regaling the defeated with ridicule, and always wishing his wins could be more real. One night, walking home while carrying his airsoft pistol just like always, he used it to scare off a man who was attacking a young woman. When she told him she would grant him a wish, her eyes glowing in the night, he answered without hesitation. He wanted to be able to use cheat codes in real life.

Previously just an obnoxious and egotistical gamer, a sore loser, and petty winner, Reggie's powers have effectively warped him into a violent sociopath. The difference between reality and a game no longer registers for him, and he feels no more remorse over killing in one than in the other. The more he uses his powers, the weaker his grip on reality becomes.

PERSONALITY

Reggie feels superior to most everyone around him: he knows he's smarter, more skilled, more creative, and just plain better. He revels in proving his superiority and humiliating the hapless losers that oppose him. While once he would have had enough basic empathy and conscience to confine his aggression to the realm of fantasy, he now sees no real difference between two worlds he can manipulate the rules of with equal facility.

When not playing on a "mission," he is a normal person, quite full of himself, but reasonable otherwise. On his "missions," however, he kills and destroys with no more mercy than he would show online.

While powerful enough to be essentially unstoppable to the normal authorities, there are heroes who can stand up to him. If stymied or frustrated in a "mission," he tends to respond just as he would online, by "rage-quitting" and running away. Nevertheless, he also knows how to nurse a grudge, and anyone who gets the better of Cheat Code is going to hear from him again when they least expect it.

POWERS & ABILITIES

Cheat Code has been given limited powers to alter reality, consistent with well-known cheats from online gaming. He can greatly increase the accuracy of his attacks through "aim bots" or increasing the size of enemy hit boxes. He can see and attack through walls and other solid obstacles and move through them as if they weren't there (Wall Hack and Noclip), and



CHEAT CODE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	4	5	5	2	5	2

POWERS

Aimbot: Enhanced Advantage 10 (Ranged Attack 10) • 10 points

ESP: Enhanced Skill 5 (Insight 10); Mind Reading 6, Limited to Surface Thoughts • 11 points

Packet Injection: Comprehend 2 (Machines/Electronics) • 4 points

Wall Hack, Noclip, Godmode: Insubstantial 4 (Incorporeal; affected by magic), Precise, Subtle 2 (Looks normal), Continuous; Senses 7 (Penetrates Concealment (Visual), Extended (Visual; x10), Darkvision); Feature 6 (Grants Affects Corporeal on handheld weapons up to Damage 5) • 40 points

EQUIPMENT

Sniper rifle (Ranged Damage 5, Improved Critical), bulletproof vest (Protection 4, Limited to Ballistic, Subtle), 21 points of equipment as needed

SKILLS

Deception 8 (+10), Expertise: Video Games 10 (+12), Insight 10 (+15), Perception 8 (+13), Stealth 4 (+8), Technology 12 (+14), Vehicles 6 (+10)

ADVANTAGES

All-out Attack, Assessment, Beginner's Luck, Enhanced Advantage (Ranged Attack 10), Equipment 7, Fearless, Improved Aim, Improved Initiative 2, Jack-of-all-trades, Taunt

he can see enemy combat information (ESP). He is also capable of reading and manipulating machines. The nature and limits of Cheat Code's powers are unknown, even to him, leaving a lot of potential for power stunts and new abilities to develop.

His preferred mode of attack is through an arsenal of weapons he has collected. He prefers sniper rifles, due to their power and accuracy and their "first-person shooter" qualities, but also makes use of other military-style weapons.

ALLIES & ENEMIES

Cheat Code's ego and the nature of his video game obsessions make it difficult for him to team up with anyone without demanding to be in charge and expecting everyone else to do things his way. He might hire mercenaries or thugs for a job, but would be a demanding and difficult boss, willing to dispose of his hired help in an instant if it suited him.

Cheat Code is a violent criminal, high on many a wanted list. Heroes who have strong motivations regarding senseless killing are especially likely to be foes, as are those who have a tendency to attract mentally unstable adversaries.

OFFENSE

INITIATIVE +12

Sniper Rifle +15 Ranged Damage 5, Crit. 19-20

Unarmed +5 Close, Damage 2

DEFENSE

DODGE	8	FORTITUDE	6
-------	---	-----------	---

PARRY	8	TOUGHNESS	8
-------	---	-----------	---

WILL	8		
------	---	--	--

POWER POINTS

ABILITIES	58	SKILLS	24
-----------	----	--------	----

POWERS	65	DEFENSES	12
--------	----	----------	----

ADVANTAGES	16	TOTAL	175
------------	----	-------	-----

COMPLICATIONS

Delusions: Reggie's mind has been warped by his powers, and he no longer sees a clear distinction between video gaming and his crimes in reality.

Motivation—Pwnage: Reggie commits crimes primarily for the thrill of completing his missions while destroying and making complete fools of the opposition. He mostly spends his profits on weapons and gear, and not all his crimes are profitable.

Cheat Code might initially take a shine to a vigilante hero and then turn violently against them when the "friendship" doesn't work out like he envisions.

HOOKS

The Deadliest Game: Cheat Code draws the attention of the Game Master, a cosmic Primordial obsessed with games (see the *Cosmic Handbook*). He agrees to pit champions of his choosing against Cheat Code—the heroes, naturally—playing for even greater powers for the psycho supervillain, should Cheat Code manage to win.

New DLC: A newly formed anti-super-crime tactical team attracts the attention of Cheat Code, who decides to demonstrate that he can beat them, "on hard mode," no less. His attack in the middle of another supervillain's bank robbery turned hostage situation threatens explosive consequences, with the heroes and innocent civilians caught in the middle.

Live Fire Flame War: A popular video game blogger or live streamer who published a series of posts slamming players who use cheats becomes a target for Cheat Code. Of course, it wouldn't be fun if there was no opposition to pwn, so the villain makes sure the authorities are alerted to the threat so they can place protection on the target. Otherwise, what could he shoot his way through?

THE DEALER

REAL NAME: Ezra Rains Shelby

OCCUPATION: Criminal

BASE: Mobile

Ezra Shelby was born an unexpected wild card, dealt into the hand of his gambler daddy Jubal. Though Ezra's God-fearing mama was quickly discarded, as Jubal was a sorry, rambling no-count for the most part, he loved his boy like a precious ace. Just as Jubal's daddy had done for him, he showed Ezra how to cheat the odds by hiding sleeve cards and stealing ladies' hearts just long enough to grab the winnings and skip town. Life is a draw from the deck, Jubal always told Ezra, so make sure you're the dealer.

Holding all the cards, Jubal taught, was the only way to beat a devil let loose on the Shelby clan years ago. According to family legend, Jubal's daddy once cheated the son of an Appalachian witch out of his last cent in a poker game, and broke the boy's heart so bad it killed him. For the wrong done her kin, the witch hexed all the Shelby menfolk, fatally cursing them unless they dealt misfortunes to innocent strangers. Jubal, his daddy, and Ezra all scoffed at first, but eventually suffered enough harrowing bad luck to make them believers. From then on, the Shelby boys would be hated for their thievery, grifting and violence—whatever sins they believed necessary to satisfy the curse.

Jubal and his daddy eventually ran out of aces and met their fates, but Ezra had cunning and skills like they never did. His foxiness and talent eventually carried him to a high-stakes poker game in a high-falutin' part of Emerald City. After the last hand was dealt, Ezra (dishonestly) claimed the entire pot, including a sizable marker from a big-shot businessman who wanted to settle his debt with "store credit."

When Ezra learned the credit would be good with the criminal super-scientists known as Ghostworks, he saw an opportunity. Being just a small-time crook barely offered enough bad deeds to avoid his curse, but being a costumed supervillain, he reckoned, would allow him to hand out so much misfortune he'd finally be able to relax some and enjoy the ill-gotten gains. With that in mind, Ezra cashed in his marker and outfitted himself as "The Dealer," spreading bad luck around just like his daddy always said he should.



PERSONALITY

The Dealer believes he's been dealt a very bad hand through no fault of his, and in his mind the family curse justifies his misdeeds. If he has to do wrong to go on living, the Dealer reasons he might as well steal and enjoy spending the loot while can. Reflecting his blameless self-image, he is all Southern charm and manners unless severely provoked, limiting his misfortune-spreading to robbery whenever he can. Though he masks it, the Dealer truly believes he is cursed by black magic (or coincidence and paranoia), and when enough misfortunes convince him he's fallen behind on dealing bad luck to others, his terror renders him desperate and vicious—capable of murder, even—until he feels safe once more.

POWERS & ABILITIES

The Dealer wields a number of playing card-themed gadgets acquired from Ghostworks. These include body armor, flying platforms, high explosive grenades, razor-sharp throwing blades, flash grenades, taser darts, black-jacks, and pokers. The Dealer is skilled in their use, as well

THE DEALER

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	5	5	5	2	4	3

POWERS

Body Armor: Protection 4, Removable • 3 points

Flying Playing Card: Flight 6 (120 MPH), Platform • 6 points

Melee Gadgets: Array (6 points, Easily Removable (-2 points)) • 5 points

- **Pokers:** Strength-based Damage 3, Defensive*, Disarming*, Double* • 6 points
- **Blackjack:** Strength-based Damage 1, Concealable*, Dangerous 2* • 1 point
- **Thrown Gadgets:** Array (10 points, Easily Removable (-6 points)) • 7 points
- **Exploding Clubs:** Ranged Burst Area Damage 5, Unreliable (5 uses) • 10 points
- **Bladed Spades:** Ranged Strength-based Multiattack Damage 1, Accurate, Dangerous*, Includes Range on Strength, Extended Range (50/100/200), Multiattack • 1 point
- **Shining Diamonds:** Ranged Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision, Unreliable (5 uses) • 1 points
- **Taser Hearts:** Ranged Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Unreliable (5 uses) • 1 point

* The Concealable, Dangerous, Defensive, Disarming, and Double modifiers can all be found in *Gadget Guides: Archaic Weapons*.

ADVANTAGES

All-out Attack, Assessment, Beginner's Luck, Close Attack 5, Daze (Deception), Defensive Attack, Improved Defense, Improved Smash, Luck 5, Power Attack, Seize Initiative, Takedown, Well-informed

SKILLS

Acrobatics 3 (+8), Athletics 3 (+7), Deception 6 (+9), Expertise: Criminal 7 (+9), Expertise: Gambling 8 (+10), Insight 6 (+10), Intimidation 6 (+9), Perception 4 (+8), Persuasion 6 (+9), Ranged Combat: Thrown Gadgets 5 (+10), Sleight of Hand 5 (+10), Stealth 5 (+10)

as being an expert hand-to-hand fighter, gambler, and thief. He is also devilishly charming and preternaturally lucky, and adept at using both talents to evade trouble.

The Dealer is known for "having an ace up his sleeve" and can easily turn out to have new gimmicks as part of his gadget arrays whenever the Gamemaster wants.

ALLIES & ENEMIES

The Dealer employs a gang of highly skilled mercenary soldiers known as the Player's Club, outfitted and equipped with gadgets similar to his own. Otherwise he usually operates on his own, but he has considered the possibility that certain allies could potentially, if not "shield" him from his own misfortune, take on some of the burden of his family curse, were they to become associated with him.

OFFENSE

INITIATIVE +5

Bladed Spades +12	Ranged, Multiattack Damage 5, Crit. 19-20
Blackjack +10	Close, Damage 5, Crit. 18-20
Exploding Clubs —	Ranged, Burst Area Damage 5
Pokers +10	Close, Damage 7
Shining Diamonds +10	Ranged, Cumulative Affliction 10, Fort. DC 20
Taser Hearts +10	Ranged, Affliction 10, Fort. DC 20
Unarmed +10	Close, Damage 4

DEFENSE

DODGE	12	FORTITUDE	10
PARRY	12	TOUGHNESS	8
WILL	10		

POWER POINTS

ABILITIES	64	SKILLS	32
POWERS	21	DEFENSES	26
ADVANTAGES	21	TOTAL	164

COMPLICATIONS

Motivation—Greed: The Dealer believes Dame Fortune might deal him out of life at any time, so he's determined to have all the biggest pots even if he has to cheat.

Phobia: The grisly death he believes the family curse holds in store frightens him into desperate and evil acts.

PLAYER'S CLUB MEMBER

MR7 · PL7

STR 3 STA 3 AGL 4 DEX 4 FGT 4 INT 1 AWE 2 PRE 2

Powers: **Body Armor** (Protection 4, Removable (-1 point)); **Flying Playing Card** (Flight 6 (120 MPH, Platform)); **Thrown Gadgets** (Array (10 points, Easily Removable (-4 points))), **Exploding Clubs** (Ranged Burst Area Damage 5, Unreliable (5 uses)), **AE: Bladed Spades** (Ranged Strength-based Damage 1, Accurate, Dangerous, Extended Range 2 (100/200/400), Multiattack, Unreliable))

Advantages: All-out Attack, Chokehold, Improved Defense, Improved Disarm, Improved Hold, Improved Trip, Power Attack

Skills: Athletics 5 (+8), Close Combat: Unarmed 5 (+9), Expertise: Mercenary 7 (+8), Intimidation 2 (+4), Perception 4 (+6), Ranged Combat: Thrown Gadgets 4 (+8), Ranged Combat: Guns 5 (+9), Stealth 5 (+9), Vehicles 5 (+9)

Offense: Initiative +4, Bladed Spades +10 (Ranged, Damage 4), Exploding Clubs — (Ranged, Burst Area Damage 5), Unarmed +9 (Close, Damage 3)

Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 7, Will 6

Totals: Abilities 46 + Powers 16 + Advantages 7 + Skills 21 + Defenses 15 = 105

AEGIS SECURE SYSTEM
DISTRICT 5

19:45 PST

BONHAM, STEWART
CLEARANCE RED

RETURN TO MAIN DATABASE

FROM: Peyton Ramos <PeytonRamos1@AEGIS.emerald.pac.net>
TO: Stewart Bonham <Rockstar@AEGIS.freedom.net>
SUBJECT: Threat Report — “The Dealer”

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir,

We're forwarding this report on Ezra Rains Shelby, aka “The Dealer,” as we have reason to believe he may be headed to your district after a run here in Emerald City. The Dealer is an obsessive gambler who has acquired various playing card-themed weapons from Ghostworks. He's known to work with criminal gangs and mercenaries as his “Player's Club” in carrying out his crimes, primarily robberies.

Given his M.O., it's likely the Dealer might be drawn to the boardwalk casinos in Freedom City or Atlantic City. Sports stadiums, concerts, live theater and similar events are also common targets, so please advise local law enforcement accordingly.

According to our psych-profiles, Shelby is obsessed with his own good and bad fortune, so be aware he might be drawn to anything perceived as particularly “lucky” in some way, such as lotteries, charities, or the like. The Dealer doesn't appear to have any mystical beliefs, but I wouldn't rule out an interest in Tarot's involvement with the Freedom City Mob. Likewise, while he's usually only violent when confronted, he might be drawn to a fight-club like the Circuit Maximus.

We'll keep you up to date on any further information as it becomes available.

HOOKS

You Got to Know When to Hold 'Em, Know When to Fold 'Em: The Dealer is drawn to wherever there is lots of loot to steal and plenty of civilians whose lives he can ruin. Robbing such places allows him to live the good life, pay off his gang, and hand out enough bad fortune to keep the curse at bay. Casinos (naturally), concerts, sporting events, and charity functions all meet his requirements. The Dealer uses his charm and well-placed bribes to learn all he can in advance about potential targets, then strikes quickly but spectacularly, using the ensuing panic (and, if need be, hostages) to cover his escape.

The Turn of a Friendly Card: A team-up between the Dealer and Wildcard (see *Freedom City*) is a natural: the Dealer would relish Wildcard's powers shielding him from his curse, and the dissolute Wildcard could use a share of the Dealer's loot. The two of them acting together is sure to be a rude surprise (and added challenge) for hero teams who'd been looking to apprehend either separately.

Ace of Spades: What sets the Dealer apart from the typical gadget villain is his sincere belief that being rotten to strangers keeps him alive. In a slightly darker series, this fear could drive him to become a violent menace, and eventually a psychotic one if his terror persists and drives him mad. On the other hand, in a slightly lighter

series, the player characters may intervene and get him some psychiatric care rather than prison—assuming the curse is mere superstition. Should it be real black magic, the heroes must then undertake a quest for the proper mystical mojo to lift it.

In the Cards: Tarot (see *Freedom City*) learns of the Dealer's talents—and his curse. She takes it upon herself to become the card-themed criminal's “psychic advisor,” playing into his superstitions and promising hints of ways he can avoid or even undo his family curse, provided he follows her advice to the letter. Tarot expertly manipulates the Dealer and points him in the direction of targets that most benefit organized crime in Freedom City and draw attention away from other criminal enterprises. Once the heat is on and the attention of the heroes is on the Dealer, Tarot winds him up against them and allows the heroes to take him out of the game, if they can.

Don't be fooled by the stupid gadgets and aw-shucks-honey-chile hillbilly act. The Dealer is an armed robber who puts innocents in harm's way, and for that I'm gonna put that hick away until he's gray.

—CAPT. WILLIAM MADDICKS, FCPD STAR SQUAD

DOCTOR TECTONIC

REAL NAME: Dr. Montgomery Horowitz

OCCUPATION: Full-time supervillain, former seismologist

BASE: A secret laboratory in the Atlas Mountains



Doctor Montgomery Horowitz was once a respected seismologist, concerned with predicting and defending against tectonic disasters. He designed a suit of armor to act as a personal deep-burrowing device. The armor was designed to protect him from extreme heat, pressure, and anything else the lower crust could throw at him. He also equipped it with swarms of nanobots that can control massive amounts of earth and stone, eliminating the need for assistants (or additional suits of the expensive armor) in the field.

Dr. Horowitz tested his invention by burrowing deep into the San Andreas Fault to conduct tests. Catastrophe struck as a strange radiation interfered with his nanobots and caused them to malfunction. The swarm of tiny machines returned to Dr. Horowitz's suit and burrowed into him, fusing with his body and brain. The nanobots twisted his mind and he began to believe organic life was a plague upon the Earth. His damaged mind told him that organic life, especially human life, was a defect in the natural order of things, and that he needed to do something about it.

Dr. Horowitz abandoned his seismologist position and fled north to the Atlas Mountains. Using the nanobots he cleared out an underground laboratory and modified his suit for destructive purposes. He has since taken the name Doctor Tectonic and vowed to correct the "mistake" that is organic life. He knows someday he will achieve his goal of turning Earth into a perfect, quiet hunk of rock drifting in space.



There is something perfect in the silence of stone. Stone only speaks when it acts, grinding against itself to create a more perfect shape. Organic life is so noisy. They run around, laugh, and cry simply for the sake of making noise. That is what infuriates me most about these imperfect lifeforms. They don't realize that they are merely arrogant carbon, screaming out into a universe whose only answer is silence. Through their extinction, I will bring peace ... and quiet to this world.

—MONTGOMERY HOROWITZ

DOCTOR TECTONIC

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	6	1	2	4	7	2	0

POWERS

Deep-Earth Exploration Pod: Device (133 points), Removable (-33 points)

Create Stone Golems: Summon 6 (90-point minions), Active, Controlled, Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice, Quirk: Requires rock or stone • 67 points

Deep-Earth Protective Systems: Immunity 10 (Life Support) • 10 points

Geo-Nanobots: Dynamic Array (42 points)

- **Earth Manipulation:** Ranged Movable Create 12, Innate, Subtle 1, Dynamic, Quirk: Requires Rock or Ground, Permanent • 42 points
- **Earthquake:** Ranged Burst Area 2 (60 feet) Damage 10, Dynamic, Limited: Targets Must Be on the Ground • 2 points
- **Rock Toss:** Ranged Multiattack Damage 10, Accurate 2, Dynamic, Quirk: Requires Rock or Ground • 2 points
- **Stone Prison:** Ranged Cumulative Affliction 14, (Resisted by Dodge, Overcome by Damage; Hindered, Immobile, Paralyzed), Dynamic, Limited: Requires Rock or Ground • 2 points

Large Mech Suit: Growth 4, Innate, Permanent • 9 points

Reinforced Armored Plating: Impervious Protection 10 • 20 points

Servo Motors: Enhanced Strength 4 • 8 points

Stone Dais: Flight 4 (30 MPH), Platform • 4 points

Excavator: Device (25 points), Easily Removable (-18 points)

Energy Lance: Strength-based Damage 3 • 3 points

Tunneling: Ranged Burrowing 7 (8 MPH), Penetrating, Affects Others, Dynamic • 28 points

Disrupted Terrain: Continuous Environment 6 (900 ft. radius; Impede Movement (2 ranks)), Limited: Only Affects Those on the Ground • 12 points

Nanobot-Infused Mind: Enhanced Trait 30 (Dodge 9, Parry 6, Perception 3 (+6), Close Attack 2, Eidetic Memory, Fearless, Precise Attack (All), Ranged Attack 4) • 30 points

SKILLS

Close Combat: Excavator 6 (+10). Expertise: Seismology 12 (+19), Insight 2 (+4), Intimidation 8 (+10*), Perception 0 (+8), Ranged Combat: Geo-Nanobots 4 (+6), Stealth 0 (-3*), Technology 8 (+15)

PERSONALITY

Doctor Tectonic is an unstable individual with a damaged brain full of malfunctioning robots. He continuously mutters to himself, holding conversations with the other voices in his head. He does not enjoy the company of other organic creatures and tends to keep to himself, when he's not trying to destroy life on Earth.

POWERS & ABILITIES

Doctor Tectonic is a force of nature on the battlefield, combining geokinesis and technology into an unstoppable force. He can manipulate the earth beneath his

ADVANTAGES

Close Attack 2, Eidetic Memory, Fearless, Inventor, Precise Attack (All), Ranged Attack 4, Skill Mastery: Technology, Speed of Thought ‡

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

OFFENSE

INITIATIVE +7

Earthquake —	Ranged, Burst Area 2 (60 feet) Damage 10
Energy Lance +12	Close, Damage 12
Stone Prison +10	Ranged, Cumulative Affliction 14, Dodge DC 24
Rock Toss +14	Ranged, Multiattack Damage 10
Throw +6	Ranged, Damage 9
Unarmed +6	Close, Damage 9

DEFENSE

DODGE	8	FORTITUDE	10
PARRY	8	TOUGHNESS	16
WILL	12	* In Large Mech Suit	

POWER POINTS

ABILITIES	38	SKILLS	20
POWERS	188	DEFENSES	14
ADVANTAGES	3	TOTAL	263

COMPLICATIONS

Competing Voices: Doctor Tectonic isn't alone in his suit. The nanites he uses for his geokinesis have been corrupted and fused with his mind, so the good doctor sometimes suffers from massive migraines and auditory hallucinations.

Motivation—Misguided: The nanites have twisted and confused Doctor Tectonic so he thinks life is a cosmic mistake and he needs to rid the Earth of its organic parasites.

enemies to create autonomous golems, trigger massive earthquakes, and shield himself from harm. He wields a modified excavation energy lance in melee combat to devastating effect and relies on his advanced battlesuit to augment his strength and defenses. Note that while Doctor Tectonic hates organic life, he's still a normal human and requires sustenance, which forces him out of his armor regularly to maintain his health.

ALLIES & ENEMIES

Doctor Tectonic usually works alone, relying on his golems for assistance. He refuses to work with organic super criminals on principle, but he isn't opposed to the idea of working alongside a like-minded mechanical comrade.

POTENTIAL NEMESES

Doctor Tectonic functions as an excellent villain for heroes that consider themselves to be nature's protectors. He is a walking cautionary tale for what happens when eco-friendly philosophies are taken to the extreme. He could also make a good recurring villain for construct/robotic heroes, especially if they're made of stone. Perhaps the good doctor believes the hero could be converted to his side with the proper persuasion ... or tampering.

Doctor Tectonic targets urban centers in geologically unstable areas hoping to cause as much damage as possible. This has made him very unpopular with superheroes and supervillains alike, and he has no shortage of enemies to choose from.

STONE GOLEMS

This stat block represents a typical golem created by Doctor Tectonic to assist him in combat. They're carved into a roughly human shape, but their stone bodies are large and heavy. In combat they rely on their strength and mass to overwhelm and separate the heroes from Doctor Tectonic.

HOOKS

Underworld: The heroes receive a message from the Seismological Society of America. The scientists there have been picking up some weird signals on their equipment and believe Doctor Tectonic is making a move for the San Andreas Fault. The good doctor is trying to return to the fault line and trigger an earthquake that could wipe out the West Coast. The SSA volunteers their newest Deep Earth Pod prototype to assist the heroes, but it hasn't been field tested yet. The heroes have to brave the intense heat and pressure in the experimental pod while battling Doctor Tectonic and his army of Stone Golems.

Stone City: A large earthquake rumbles through Emerald City. Buildings crumble and streets buckle

STONE GOLEM

MR6 • PL6

STR 8 STA 6 AGL 0 DEX 0 FGT 0 INT 0 AWE 0 PRE 0

Powers: **Inhuman Physiology** (Immunity 40, Life Support, Will Effects); **Large** (Growth 4, Density Growth 2, Innate, Permanent); **Made of Stone** (Protection 6)

Advantages: Close Attack 4, Improved Hold, Ranged Attack 4

Skills: Athletics 4 (+12)

Offense: Initiative +0, Throw +4 (Ranged Damage 8), Unarmed +4 (Close Damage 8)

Defense: Dodge 0, Parry 0, Fortitude 6, Toughness 12, Will Immune

Totals: Abilities 4 + Powers 59 + Advantages 9 + Skills 2 + Defenses 0 = 74

Complications: **Powered by Nanobots:** The stone golems require direction from Doctor Tectonic to function, despite his belief that the golems are sentient. **Weakness:** The golems take one extra degree of damage from sonic attacks when they fail a Toughness save against them.

as the ground shakes. Citizens, left without power and shelter, descend into chaos. First responders are stretched thin and hope seems lost. Whole city blocks have fallen into subterranean caverns, or have been severely damaged. It falls to the heroes to aid in the rescue efforts while investigating the cause of the calamity. They find a clue at the epicenter that leads them to Doctor Tectonic's lair in the Atlas Mountains. The only issue is Doctor Tectonic claims he wasn't responsible and that another supervillain set him up.

All that I have read suggests that "Doctor Tectonic" is yet another victim of well-intentioned scientific innovation gone awry, transforming what could have been a means of exploration and stabilizing areas of tectonic stress into a weapon capable of wiping out all life on Earth if left unchecked. He is as much a victim as those he now threatens, deserving of our sympathy, but also a danger we must contain.

—Daedalus

DRIVE BY

REAL NAME: Carl Stone
OCCUPATION: Assassin
BASE: Worldwide

Carl Stone was a Marine, a combat veteran who left the war with a lot more medals and a lot fewer friends than he went in with. With his expertise in weapons design, he got a job with a defense contractor, but his paranoia and resentment of the government and its corporate partners drove him to quit his job and move off the grid. He bought some desert land in the Southwestern U.S. that included a derelict dirt airstrip littered with rusted hulks. Using a number of dummy corporations, he built an underground bunker and retreated from society. It was there that he discovered The Anomaly.

The airstrip was the center of some kind of dimensional rift which fluctuated in and out of phase with reality. With some experimentation, he managed to rig up a system that could stabilize it and discovered that The Anomaly could be used to instantly transport himself nearly anywhere, with one catch: wherever he appeared, he was restricted to remaining within a thirty-foot radius of that point. Once he stepped outside of that zone, he

was instantly snapped back to the entry point at the airfield.

Stone became Drive By, the untouchable assassin.

PERSONALITY

Drive By is a paranoid loner, cynical and angry. He wants nothing to do with society, only to live in comfort and isolation. By taking assassination contracts on wealthy and powerful targets, he keeps his combat and weapon design skills sharp while taking pleasure in seeing the elites become the casualties of their own conflicts. He doesn't care what side he works for, because he doesn't see any difference between them; they're all dirty.

His unique tactics and advantages make assassination easy in most cases, even against well-protected targets, and he typically faces little opposition. If forced to fight, he does so ruthlessly, always looking for an opening to escape. If cornered at his base, he tries to eliminate anyone who knows where it is.

POWERS & ABILITIES

A trained soldier, skilled in firearms and hand-to-hand combat, Drive By has also had plenty of time and money to develop his skills and arsenal. He wears a high-tech suit of armor that incorporates twin auto-blasters on computer-controlled arms that automatically track and eliminate targets programmed into the suit's computer.

The main asset he has, however, is the dimensional rift at his deserted airstrip base, which allows him to appear anywhere in the world and disappear again just as quickly. He rides down the airstrip on his motorcycle, hits The Anomaly, appears in front of his target with his auto-blasters firing, then hits the thirty-foot mark and snaps back to his isolated base, braking at the end of the strip: job finished.



DRIVE BY

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	5	5	6	7	4	4	3

POWERS

The Anomaly: Teleport 21, Accurate, Increased Mass 5 (1,600 lbs.), Trigger (Return teleport triggers after moving 30' from arrival point), Limit—Can only originate from The Anomaly • 48 points

Armor and Helmet: Feature 1 (Weapon mounts allow him to fire guns and still use his hands), Immunity 10 (Cold, Heat, Radiation, Suffocation Effects, Sensory Affliction effects), Protection 5, Removable (-3 points) • 12 points

Mounted Auto-Blasters: Ranged Multiattack Damage 6, Penetrating 4, Reaction (Automatically attacks pre-programmed targets), Removable (-8 points) • 32 points

EQUIPMENT

Heavy Machine Pistol: Ranged Multiattack Damage 4 • 12 points

Knife: Strength-based Damage 1, Improved Critical • 2 points

Mission-Specific Equipment: 3 points of equipment • 3 points

VEHICLE: MOTORCYCLE • 10 POINTS

Size: Medium • **STR:** 1 • **Speed:** 6 (120 MPH) • **DEF:** 10 • **TOU:** 8

HQ: DESERTED AIRSTRIP BUNKER • 18 POINTS

Size: Huge • **TOU:** 12 • **Features:** Communications, Dimensional Portal, Garage, Grounds (Awesome), Hangar, Isolated, Living Space, Power System, Secret (DC 30), Workshop

SKILLS

Acrobatics 6 (+11), Athletics 7 (+10), Close Combat: Knives 6 (+13), Deception 4 (+7), Expertise: Soldier 6 (+10), Expertise: Weapon Design 6 (+10), Intimidation 6 (+9), Investigation 8 (+12), Perception 8 (+12), Ranged Combat: Guns 10 (+16), Stealth 4 (+9), Technology 8 (+12), Treatment 4 (+8), Vehicles 10 (+16)

ADVANTAGES

Close Attack 1, Connected, Defensive Attack, Defensive Roll 2, Equipment 9, Evasion, Great Endurance, Improved Critical (Auto Blaster 2, Machine Pistol 2, Knife 3), Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Jack-of-all-trades, Languages 2 (Arabic, Spanish), Move-by Action, Power Attack, Prone Fighting, Quick Draw, Seize Initiative, Takedown 2, Uncanny Dodge

HOOKS

Catch Lightning: A powerful individual has been tipped off that one of their numerous enemies was overheard bragging that they would soon be Drive By's next target. They have requested heroes to stand by to stop the assassin, a rare opportunity to be prepared ahead of time, but the intended target is quite shady, possibly a hated villain. If the heroes learn too much, or threaten the target's own plans while protecting them, will the target turn on their protectors once they feel safe?

Watching the Detectives: An organization that deals with paranormal abilities has discovered a pair of twins who have the ability to detect and trace dimensional warps. They believe the twins may be the key to finally

OFFENSE

INITIATIVE +9

Mounted Auto-Blasters +16 Ranged, Multiattack Damage 6, Penetrating 4, Crit. 18-20

Heavy Machine Pistol +16 Ranged, Multiattack Damage 4, Crit. 18-20

Knife +14 Close, Damage 4, Crit. 16-20

Unarmed +8 Close, Damage 3

DEFENSE

DODGE 12 **FORTITUDE** 8

PARRY 12 **TOUGHNESS** 10/8*

WILL 8 *Without Defensive Roll.

POWER POINTS

ABILITIES 72 **SKILLS** 47

POWERS 92 **DEFENSES** 20

ADVANTAGES 36 **TOTAL** 267

COMPLICATIONS

Extra Dimensional: Drive By can be located and tracked as if he were an extra-dimensional power source due to his frequent trips through The Anomaly.

Motivation—Untouchable: The money is good, and there's not much else a killer's skill set is good for, but the best part of The Anomaly is how easy it is to strike anywhere and instantly disappear into isolated obscurity. The rich, the powerful, the ones who send others to do their dirty work while they stay safely behind are now the prey. Death can come for them with no warning, and no possibility of reprisal. Now they know how it feels.

HOW DO WE BEAT THIS GUY?!

Drive By poses a serious tactical challenge for the heroes. With his unusual tactics, he can't easily be run as a villain who the heroes react to because he's gone again before they can act. However, if the PCs know he's coming, they can make plans to create some triggered attacks that target him when he appears or maybe even use a Create effect to make a force field to keep him from crossing his 30-foot threshold. Those tactics assume the characters are familiar with how Drive By operates, so they must already possess some knowledge of him and the limitations/advantages of his powers.

The Hooks offered for Drive By provide the GM with suggestions on how to set up encounters in which the heroes have a chance at taking out the untouchable assassin, but only after building him up in some other stories and earlier encounters in which he, no doubt, gets away.

stopping the untouchable assassin, but they fear Drive By's web of connections may have alerted him to the threat. Can the heroes use the twins to expose the assassin's lair without letting them become his victims?

ELZAYA, QUEEN-EMPERESS OF THE INFRAVERSE

REAL NAME: Elzaya

OCCUPATION: Queen-Empress, ruler of the Empire of the Seventeen Worlds

BASE: The Konteel Throneworld

In the subatomic dimension known as the Infraverse lies the Empire of the Seventeen Worlds. The Empire is isolated from the rest of the infraverse by the Scourge Barrier, a nebulous region that corrodes the Empire's organitech, including the starships it once used to bring order to the worlds now ruled by the Konteel royal family.



The descendants of those warriors, King Rylon and Queen Variste had a daughter, Elzaya, who spent most of her time enjoying the opportunities of her station rather than undertake the responsibilities appointed to her. During one of her frequent rides in the countryside, she discovered the unconscious body of a stranger: the Earth-Prime hero known as Whoop-Ant, who had been thrown into the Infraverse by an ASTRO labs experiment gone awry.

Whoop-Ant recovered and the pair became friends, quizzing each other about their respective homes. Elzaya's Uncle Bylar, the Konteel throneworld's head councillor, recognised that this visitor may hold information that could aid the Empire. Bylar petitioned the king to allow the genegineers to study Whoop-Ant more thoroughly.

The king approved, and over the next few days Bylar's scientists attempted to learn all they could from their visitor. Whoop-Ant tolerated this, mostly because it meant he was allowed to spend every evening with Elzaya. The two of them would dine together and talk until late at night. On the fifth such night, the pair were interrupted by Navagatrix, Whoop-Ant's team mate, using her dimension-travelling powers to appear and offer to take him home. Although the pair were clearly in love, they knew they were from different worlds and it was only right that he return to his. They kissed once, then Navagatrix took Whoop-Ant home.

While the next few weeks proved to be difficult for Whoop-Ant as he believed he may never see Elzaya again, they were much more devastating for her. Days after Whoop-Ant left, the organitech in the stronghold began dying. Soon after that, the contagion spread to the citizens, to the king and the queen, and to Elzaya. She lay in a coma for weeks, but managed to fight off the infection only to discover that her parents had died and she was the new queen of the Seventeen Worlds. Bylar had also survived. He informed her that 35% of the population and almost all of the organitech had died. The genegineers were able to trace the cause to Whoop-Ant. Elzaya couldn't believe someone so dear to her could be the cause, but her Uncle Bylar advised her that the people needed someone to blame and that if action were not taken quickly she may

ELZAYA QUEEN-EMPEROR OF THE INFRaverse

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	4	2	2	2	5	6

POWERS

Emergency Recall: Movement 1 (Dimensional (Infraverse))
Triggered: When Incapacitated or Dying • 3 points

Organitech Armor (78 points, Removable (-16 points))
• 62 points

• **Bio-electric Aura:** Reaction Damage 8 (When touched)
• 32 points

• **Bio-electric Blast:** Cone Area Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
• 16 points

• **Chitinous Shell:** Protection 10 • 10 points

• **Quxil Blade:** Strength-based Damage 6 • 6 points

Sealed System: Immunity 10 (Life Support) • 10 points

Organitech Translator: Comprehend 2 (Languages; Understand, Understood) • 4 points

SKILLS

Athletics 6 (+9), Close Combat: Quxil Blade 6 (+8), Deception 2 (+8), Expertise: Politics 4 (+6), Insight 4 (+9), Perception 5 (+10), Persuasion 5 (+11), Technology 4 (+6)

ADVANTAGES

Attractive, Benefit 5 (Queen-Empress of the Seventeen Worlds), Benefit 5 (Wealth of the Seventeen Worlds), Close Attack 3, Connected, Contacts, Inspire 2

be seen as weak, which would put the entire Empire under threat.

With a heavy heart, she had Bylar put the Empire on a path to war with Earth-Prime. The genegineers were able to create a series of gates that mimicked the energies that brought Whoop-Ant from Earth Prime and created new batches of organitech that were immune to whatever biological agents Whoop-Ant and his Earth-Prime allies had released on their world. Within a few years, the entire Empire was transformed from a relatively peaceful society to one driven by revenge and ready to strike against its enemy. War is coming to Earth-Prime.

PERSONALITY

The once carefree Elzaya has reluctantly become the leader of a warlike empire, a burden that plagues her every waking hour. She hopes once she's crushed her enemies, she can return the Empire of the Seventeen Worlds to its previous, peaceful existence.

OFFENSE

INITIATIVE +4

Bio-Electric Aura +5 Close, Reaction Damage 8

Bio-Electric Blast Cone Area Affliction 10, Fort DC 20

Quxil Blade +11 Close, Strength-based Damage 9

Unarmed +5 Close, Damage 3

DEFENSE

DODGE	7	FORTITUDE	10
-------	---	-----------	----

PARRY	7	TOUGHNESS	13
-------	---	-----------	----

WILL	8		
------	---	--	--

POWER POINTS

ABILITIES	54	SKILLS	18
-----------	----	--------	----

POWERS	69	DEFENSES	18
--------	----	----------	----

ADVANTAGES	18	TOTAL	177
------------	----	-------	-----

COMPLICATIONS

Motivation—Patriotism: Elzaya is determined to do what is best for the Empire of the Seventeen Worlds.

Naïve: Elzaya is young and easily manipulated by those she thinks have her best interests at heart.

Responsibility: The weight of the Empire weighs heavily on Elzaya's shoulders.

POWERS & ABILITIES

Natives of the Seventeen Worlds are all strong and hardy, but Elzaya is further enhanced by a suit of organitech armor. The mildly-psionic armor resembles an armadillo-like ball that trails behind Elzaya while not in use, but can form around her to provide protection and offensive capabilities at a moment's notice. Elzaya's suit resembles a crustacean while in use and provides her with abilities such as her bio-electric shock and damaging aura. She normally uses the retractable quxil blade as a last resort.

ALLIES & ENEMIES

As the Queen-Empress of the Empire of the Seventeen Worlds, Elzaya has vast resources at her command.

My niece, I understand your love for the Ultra-Worlder clouds your vision, but you must understand, we are under attack! Your "Whoop-Ant" brought this contagion, and because of him your parents are dead, and the Seventeen Worlds are imperilled. We must strike back at the Ultra-World. They must pay a price for their treachery!

—Bylar Kontee

Elzaya has been convinced that Whoop-Ant was an unwitting pawn of other, more powerful and influential people of Earth-Prime. She doesn't blame him for his role, but she's sworn to destroy humanity for the death of her family and subjects.

BERSERKER OF GRALUS

The Berserkers of Gralus are regarded as the most savage and vicious warriors of the Seventeen Worlds. Sealed in their symbiotic armor, they live for battle.

BYLAR KONTEEL

As King Rylon's younger brother, Bylar always knew he would live in his shadow. When Rylon was crowned monarch of the Empire of the Seventeen Worlds, he appointed Bylar as his advisor and councillor. Bylar did his duty, maintaining the peace and keeping the worlds happy, but he could see that conflict was brewing due to limited resources, The Empire's isolated position, and the growing population. He knew he needed to do something to keep the worlds of the Empire from descending into civil war.

With Whoop-Ant's arrival he saw that there might be a way for the Empire to bypass the barrier and had his genegineers release the contagion they'd developed in case one of the worlds rebelled. It was unfortunate that it caused the deaths of the king and queen, and so many citizens, but he saw that by directing the Empire's anger towards an external enemy, he could stop any infighting and hopefully save the Empire.

HOOKS

Small Surprises: When some police officers go missing during a routine investigation, the heroes follow up and discover a warehouse with strange organic growths inside. The strange structures are inactive trans-portals from the Infraverse. As the heroes are looking around, a squad of Berserkers arrive ready to cause as much destruction as possible ... and the heroes are their first targets. After fending off this initial attack, it is up to the heroes to determine just who their attackers are and where they come from, possibly venturing into the Infraverse itself if they can figure out how to activate the portals—or if they leap through the next time they activate.

Into the Infraverse! ASTRO Labs may want to continue their studies in matter reduction, initially conducted with Whoop-Ant's help. Things have progressed to where they have their own shrinking technology, but what they need are some capable volunteers to help explore the unusual sub-quantum reality Whoop-Ant discovered. If the heroes aren't interested, then ASTRO Labs may lose an exploration team and call on the heroes for help in rescuing them.

Infraverse Invasion: Bylar is playing both sides in a dangerous game; in addition to convincing his niece of the need to

BYLAR KONTEEL

STR 10/3* STA 3 AGL 3 DEX 2 FGT 6 INT 8 AWE 4 PRE 5

Powers: **Emergency Recall** (Movement 1 (Dimensional (Infraverse), Triggered: When Incapacitated or Dying); **Organitech Psi Armor** (Removable; **Chitinous Shell** (Protection 10); **Psionic Blast** (Perception Range Damage 10, Resisted by Will), **AE: Psionic Stun** (Perception Range Affliction 10 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), **AE: Psionic Strength** (Enhanced Strength 7); **Sealed System** (Immunity 10 (Life Support)); **Organitech Translator** (Comprehend 2 (Languages; Understand, Understood))

Advantages: Benefit 4 (Royalty), Benefit 4 (Multimillionaire), Connected, Contacts, Leadership

Skills: Athletics 6 (+9), Close Combat: Unarmed 4 (+10), Deception 10 (+15), Expertise: Politics 8 (+16), Insight 4 (+8), Intimidation 4 (+9), Perception 4 (+8), Persuasion 6 (+11), Technology 2 (+10)

Offense: Initiative +3, Psionic Blast — (Perception, Damage 10, Will DC 25), Psionic Stun — (Perception, Affliction 10, Will DC 20), Unarmed +10 (Close, Damage 10/3*)

* Without Psionic Strength active.

Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 13, Will 12

Totals: Abilities 68 + Powers 57 + Advantages 11 + Skills 24 + Defenses 18 = 178

Complications: Responsibility: Bylar is a noble with a strong desire to do right by his people and strengthen the Empire any way he can. **Motivation—Patriotism:** Bylar is dedicated to the Empire and will do anything to protect it and further its goals.

BERSERKER OF GRALUS

MR5 • PL5

STR 4 STA 4 AGL 2 DEX 2 FGT 5 INT 0 AWE 0 PRE 0

Powers: **Emergency Recall** (Movement 1 (Dimensional (Infraverse), Triggered: When Incapacitated or Dying); **Organitech Light Armor (Chitinous Shell)** (Protection 1), **Enhanced Muscles** (Leaping 3 (60 feet), **Sealed System** (Immunity 10 (Life Support), **Spiked Fist** (Strength-based Damage 1 Linked to **Neurotoxin** (Affliction 5 (Resisted and Overcome by Fortitude; Fatigued, Disabled, Incapacitated)))

Advantages: Fearless, Language (Konteelian, Gralii native)

Skills: Athletics 5 (+9), Insight 4 (+4), Intimidation 8 (+8), Perception 6 (+6), Stealth 3 (+5)

Offense: Initiative +2, Spiked Fist +5 (Close, Damage 5 Linked to Affliction 5), Unarmed +5 (Close, Damage 4)

Defense: Dodge 5, Parry 5, Fortitude 5, Toughness 5, Will 3

Totals: Abilities 34 + Powers 19 + Advantages 2 + Skills 13 + Defenses 7 = 75

Complications: Motivation—Fanaticism: The Berserkers are fanatical in furthering the goals of the Empire and the war effort. **Temper:** Once a Berserker enters combat it is almost impossible to reason with him until all foes are defeated.

invade Earth-Prime, he secretly uses the world-spanning gates to begin selling organitech weapons to the black market in Freedom City. Authorities investigate the new and dangerous alien technology and, when the armies of the Queen-Empress appear, they will assume the worst and the battle will be joined.

THE EMBALMER

REAL NAME: William Moody

OCCUPATION: Mortician turned professional criminal

BASE: Freedom City

Pale, bug-eyed, ebon-haired, and portly, William Moody, son of the local undertaker, was a social outcast from the start. He knew little other than teasing and bullying, except for the happy moments spent with his father learning the intricacies of the family trade firsthand amongst the quiet, unjudging dead. Even after inheriting the business and becoming one of the most skilled and respected members of his profession, he found himself still shunned as a filthy handler of the dead, and ridiculed behind his back as "Weird Willy." This exclusion made the lonely Moody all the more fascinated by death, and resentful of the living.

When a clumsy widow recoiled from a reassuring touch on the hand meant to ease her bereavement, she toppled his beloved father's urn and scattered his ashes, and with that, Moody could endure no more from the living. He vowed to use the tools and methods of his trade to make himself wealthy at the expense of the society that mocked him, using its own foolish dread of the grave to teach it some respect. Calling himself the Embalmer and backed by his criminal "Pals," Moody embarked on a decades-long spree of ghoulily themed robberies. Now well into middle-age, the Embalmer shows no signs of slowing down. He's weirder and more audacious than ever, robbing graves and reading Poe in the cemetery at midnight, having the time of his life surrounded by the dead.

PERSONALITY

Moody's behavior is as weird and creepy as his appearance. His every statement—delivered in a high-pitched lilt and punctuated by baleful moans—makes overly-cheery references to death or dying. Despite being comfortable with macabre things like corpses and graveyards to a disconcerting degree, Moody himself does not kill unless there is no other alternative. Death, he believes, has its own designs, and murder presumptively interferes with them—something Moody feels mortals are unworthy of doing.

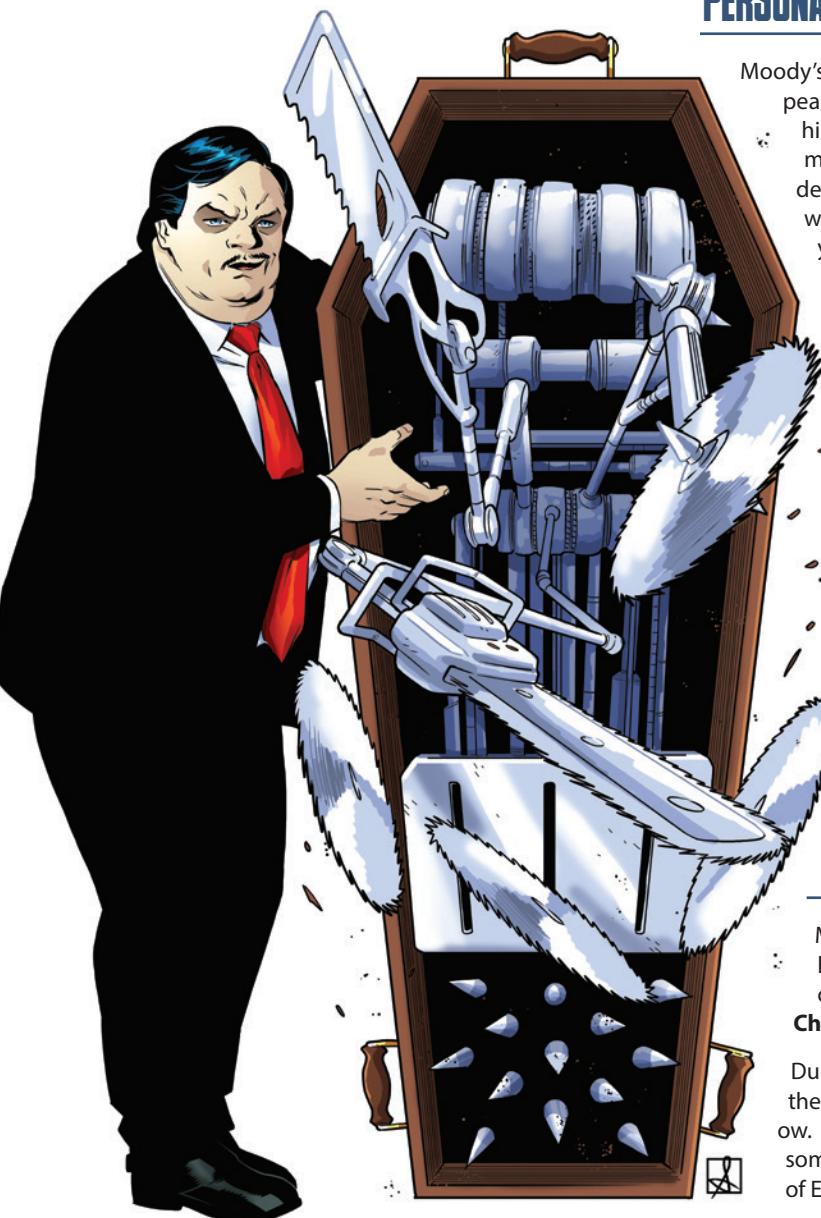
POWERS & ABILITIES

The Embalmer is in better physical condition than he appears, and with his skill and training can more than hold his own in a fistfight. He employs a variety of weaponized undertaker's gadgets created by his monomaniacal genius, such as his customized Hearse and folding coffin traps. Moody's years as a supervillain make him a formidable criminal mastermind, and a surprisingly good gang leader.

ALLIES & ENEMIES

Moody is assisted by "His Pals," a gang of loyal hired henchmen which accompanies him on every caper (use the Thug archetype, see **Chapter 9** of the *Hero's Handbook*).

During his long career, Moody has battled both the second and third Ravens, as well as Foreshadow. On occasion, his schemes have unearthed some evil mystic entities, drawing the attention of Eldrich and Lantern Jack.



THE EMBALMER

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	1	3	5	7	6	5

POWERS

Mortician Tools: Array (21 points, Easily Removable (-10 points)) • 15 points

- **Folding Coffin Traps:** Progressive Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Fatigued, Exhausted, Incapacitated), Reach 3 (15 ft.) • 21 points
- **Bone Saw:** Damage 6 (Breaking, Impressive, Penetrating 6) • 1 point
- **Embalming Fluid Vials:** Cumulative Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Unaware), Reach 5 (25 ft.), Limited to Vision • 1 point
- **Embalming Needles:** Progressive Affliction 8 (Resisted by Fortitude; Impaired, Disabled, Dying), Penetrating 4, Injected • 1 point
- **Gravedigger's Shovel:** Strength-based Damage 3, Reach (5 ft.) • 1 point

EQUIPMENT

VEHICLE: THE HEARSE • 25 POINTS

Size: Huge • **STR:** 8 • **SPD:** 7 (250 MPH) • **DEF:** 6 • **TOU:** 9
Features: Durable, Fog Machine (Cloud Area 4 (120 feet) Concealment Attack 2, Sight), Radar (Senses 4 (Accurate Radius Radio))

SKILLS

Close Combat: Mortician Tools 7 (+12), Deception 6 (+11), Expertise: Mortician 10 (+17), Expertise: Science 8 (+15), Insight 6 (+12), Intimidation 6 (+11/+13*), Persuasion 6 (+11), Ranged Combat: Mortician Tools 7 (+10), Technology 7 (+14), Vehicles 7 (+10) *Using Bone Saw.

HOOKS

The Mummy's Curse: No true connoisseur of stealing ghoulish riches could resist the Hunter Museum of Natural History's new exhibit of golden sarcophagi from ancient Egypt, and the Embalmer and His Pals duly appear to rob the joint clean. The player characters answer the alarm, and just when they expect a typical night of Punch the Bad Guy, Save the Loot, one of His Pals unseals the wrong coffin, filling the room with angry undead mummies (use the Zombie archetypes in **Chapter 3** of the *Gamemaster's Guide*). Can the heroes defeat the superior numbers and save the priceless treasures, and can a high-speed chase of the Embalmer's Hearse be far off?

The Corpse Vanishes: Several wealthy young Freedom City citizens suddenly and unexpectedly die from causes unknown, and adding to the mystery, their bodies disappear prior to burial. In reality, the Embalmer secretly drugged them all, and holds them prisoner until their heirs pay him a healthy "resurrection fee." The player characters must figure out what's really going on, how it's done, who's behind it, and where they're hiding. Then, it's a matter of saving the "dead" from the Em-

ADVANTAGES

Defensive Roll 4, Equipment 5, Fast Grab, Great Endurance, Improved Grab, Improved Hold, Improved Trip, Improvised Tools, Inventor, Language (Latin, English native), Leadership, Power Attack, Well-informed

OFFENSE

INITIATIVE +1

Folding Coffin Traps +10	Ranged, Progressive Affliction 6, Dodge/Fort. DC 21, Reach 15 ft.
Bone Saw +12	Close, Damage 6
Embalming Fluid Vials +10	Ranged, Cumulative Affliction 10, Dodge/Fort. DC 25, Reach 25 ft.
Embalming Needles +12	Close, Progressive Affliction 8, Fort. DC 23, Injected, Penetrating 4
Gravedigger's Shovel +12	Close, Damage 5, Reach 5 ft.
Unarmed +5	Close, Damage 2

DEFENSE

DODGE	10	FORTITUDE	8
PARRY	10	TOUGHNESS	8/4**
WILL	12	**Without Defensive Roll.	

POWER POINTS

ABILITIES	66	SKILLS	35
POWERS	15	DEFENSES	24
ADVANTAGES	25	TOTAL	165

COMPLICATIONS

Motivation—Recognition: The Embalmer aims to make up for the past slights and abuses he endured by becoming rich, respected, and feared.

Obsession—Morbidity: Human mortality endlessly fascinates the Embalmer, and every hour he can spare is spent studying the rituals and mysteries of death—preferably surrounded by the dead themselves.

balmer's clutches by defeating him and His Pals within his trap-laden lair.

The Corpse Grinders: Reverend Dickenson of St. Stephen's Church contacts the player characters about a series of grave robberies at Lantern Hill Cemetery. The mystery deepens as patterns emerge from the bodies stolen: all males who were born and died at roughly the same time. As the corpse-napping continues across the city, it becomes apparent they were all policemen and other first-responders in a strange incident back in the 1960s—a flying saucer crash and explosion covered up by the authorities. The Embalmer believes each of their bodies still contains fragments of the saucer's power core, and reuniting the bits will create a new, fantastic, death-ray fuel source. Can the heroes put the decaying pieces together in time to stop him?

EMINENCE

REAL NAME: Zvezda ("Star") Blagorodnyy

OCCUPATION: Former special agent for the U.S.S.R., ex-cosmonaut, would-be conqueror

BASE: Primarily Central Asia and Eastern Europe

Bogatyr the Great was the U.S.S.R.'s most celebrated, puissant champion. He was the nation's answer to America's Centurion during the Cold War. His vast powers made up, in part, for the West's technological superiority. Bogatyr's communist handlers desperately wanted more like him. Unfortunately, despite (or perhaps because of) his cos-

mic-powered physiology, Bogatyr struggled to produce children. Undeterred, the Kremlin fertilized "compatible" females with genetic material to spawn offspring of a sort. The sad results included miscarriages, monstrosities, and a few low-end, but unstable superhumans. Then Zvezda was born.

Tests run on Zvezda showed high superhuman potential, but no matter what means were tried, her abilities remained latent. She never developed even low-end paranormal traits. Yet Zvezda was exceptionally athletic, intelligent, and strong-willed. Growing up, she was determined to be a worthy heir of Bogatyr, even taking his surname Blagorodnyy in place of the State-assigned Grazhdanin ("citizen"). But Zvezda also harbored an inferiority complex which intensified when Bogatyr's legitimate daughter was born and displayed super-powers in infancy.

In adulthood, Zvezda served as an operative for the Advanced Special Directorate, a clandestine unit tasked with investigating and exploiting extraordinary phenomena. She excelled, quickly rising through the ranks and making a name for herself.

- Shortly before the U.S.S.R.'s dissolution, Zvezda was given command over a space mission to acquire a powerful alien object that the government had thought lost two decades earlier when they sent Bogatyr to recover it, but his efforts were thwarted by the Freedom League. Now rediscovered by Directorate scientists, the Soviets scrambled to retrieve it. Although the ship launched successfully, it imploded in transit to the artifact with all the crew lost ... or so it was thought.

Unbeknownst to all, the artifact had been aware of the approaching earthlings and reached out, sensing Zvezda's

potential, and inadvertently obliterated the spacecraft. For twenty years, she and the object bonded, becoming one being. The relic was a Hierarchy probe, created by ancient rivals of the legendary Preservers. Where the Preservers engaged in experimentation and creation, the Hierarchy imposed order and discipline. At their peak, Hierarchy super-beings scourged lawlessness from the galaxy, backed up by genetically-enhanced legions. Over the millennia since their peak, the race had fallen and was no more, but their creations survived and Zvezda would be one of their many legacies.

Eminence's first act after returning to Earth was rescuing Smolensk from Zmey Gorynch, a gigantic mutated serpent. After the battle, she introduced herself as "Voz-vyshenny" (Eminence) and was lauded as a hero. Her popularity increased further after she annihilated a terrorist cell, but sentiment turned against her when she began punishing minor scofflaws harshly, permanently



EMINENCE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4/14*	10	8	4	8	6	5	5

POWERS

Alien Carapace: Arm Barbs (Improved Critical 2 (Unarmed)); **Armor Plating** (Impervious Protection 6, Noticeable); **Camouflage Mode** (Concealment 4 (All Visual Senses), Passive); **Incognito** (Feature 2, outside of combat, carapace can appear as any clothing); **Tactile Web** (Senses 3 (Radius Extended 2 (Tactile sense, -1/100 ft.)) • 26 points

Cosmic Fortitude Immunity 13 (Aging, Mutation effects, both Limited to Half-effect; Life Support) • 12 points

Hierarchy A.I.: Adviser (Feature 2 (Gives benefit of Beginner's Luck and Jack-of-all-trades for Int-based skills only));

Database (Feature 2 (Can make Untrained Expertise checks to answer up to Hard questions), Enhanced Advantages 2 (Second Chance (Will checks), Ultimate Effort (Technology skill checks)), Enhanced Skills 10 (Expertise: Hierarchy 10, Expertise: The Preservers 5, Technology 5); **Sense**

Preserver Artifacts (Senses 5 (Ranged Detect 2 (Preserver Technology), Extended 3 (-1/1,000 ft.)); **Sensor Suite**

(Senses 8 (Analytical Extended 2 (-1/100 ft.) Radius Normal Vision, Normal Vision Counters Illusion, Infravision, Radio));

Universal Translator (Comprehend 3 (Read, Speak, and Understand all languages) • 35 points

Star-Born: Flight 10 (2,000 MPH); **AE**: Movement 2 (Environmental Adaption (Zero-G), Space Travel 1) • 21 points

Stellar Energy Manipulation: Array, Dynamic (40 points)

- **Cosmic Strength**: Enhanced Strength 10, Power-Lifting 6 (Lifting Str 20; 25 kilotons), Penetrating on Strength 14, Limited: Penetrating Only Affects Objects • 40 points
- **Cosmic Speed**: Enhanced Advantages 4 (Evasion 2, Improved Initiative 5, Uncanny Dodge), Quickness 10, Speed 12 • 2 points
- **EMP**: Burst Area Broad Simultaneous Weaken 8 vs. Electronic Machinery, Affects Objects, Move Action Required • 2 points
- **Ionic Bolt**: Ranged Damage 10, Affects Insubstantial 2 (Full Ranks), Homing 2 • 2 points
- **Ionic Cloud**: Environment 8 (Impede Movement 2) linked to Perception, Move Object 8, Limited: Ferrous metal only • 2 points
- **Stellar Blast**: Ranged Damage 16, Split • 2 points
- **Virtual Matter**: Create 10, Movable • 2 points

maimed paranormal criminals, and destroyed a factory because of the pollution it produced. These acts led to a showdown with Bogatyr II (see **Central Asia** in *Atlas of Earth-Prime*), a match ending in a stalemate. Eminence broke off the battle, but she still seeks to establish a new civilization based on the strict rules of the Hierarchy, no matter the cost.

PERSONALITY

Eminence is fanatically committed to her goals, though she appears calm and reasonable at first. She allows nothing to get in the way of bringing peace and order to the Earth. She has a massive ego, but is secretly terrified of being rendered ordinary and powerless.

SKILLS

Athletics 5 (+9/+19*), Close Attack (Unarmed) 4 (+12), Deception 7 (+12), Expertise: Cosmonaut 4 (+10), Expertise: Hierarchy 10 (+16), Expertise: Government Operative 4 (+10), Expertise: Preservers 5 (+11), Intimidation 7 (+12), Investigation 5 (+10), Stealth 4 (+12), Technology 5/10 (+11/+16), Vehicles 3 (+9)

ADVANTAGES

All-out Attack, Assessment, Defensive Attack, Evasion 2, Improved Aim, Improved Initiative 5, Ranged Attack 6, Redirect, Second Chance (Will Saves), Ultimate Effort (Technology), Uncanny Dodge

OFFENSE

INITIATIVE +8/+28**

Unarmed +12	Close, Damage 4 up to 14*, Crit. 18-20
EMP —	Burst Area, Broad Simultaneous Weaken 8, Affects Objects, Move Action
Ionic Bolt +12	Ranged, Damage 10, Affects Insubstantial 2 (Full Ranks), Homing 2
Stellar Blast +12	Ranged, Damage 16, Split

* With Cosmic Strength active. ** With Cosmic Speed active.

DEFENSE

DODGE	12	FORTITUDE	12
PARRY	12	TOUGHNESS	16
WILL	10		

POWER POINTS

ABILITIES	104	SKILLS	24
POWERS	143	DEFENSES	15
ADVANTAGES	11	TOTAL	297

COMPLICATIONS

Enemies: Eminence is on several governments' most wanted lists and is a special foe of Bogatyr II. Eminence has failed to sway her "sister" to her philosophy, with Bogatyr II remaining committed to public service and egalitarianism.

Enemies: Eminence is driven to destroy any heroes or villains associated with the Preservers.

Motivation—Authoritarian: Even before bonding with the Hierarchy, Zvezda believed the smartest, strongest, and most motivated should command "for the good of all." Now Eminence seeks to establish worldwide peace and security through rule by super-beings (with her as their leader, of course).

Power Loss: If blocked from absorbing cosmic radiation, Eminence immediately loses two ranks in her Cosmic Energies and Star-Born powers, and her traits gradually dwindle by 5 ranks each at the rate of one point per hour.

Of Two Minds: The Hierarchy probe linked to Eminence can push her into taking actions against her wishes. This may take the form of pursuing another Hierarchy relic, turning against a useful ally, or abandoning a fight. Eminence faces a DC 20 Will resistance check to resist.

RETURN TO MAIN DATABASE

FROM: Stewart Bonham <Rockstar@AEGIS.freedom.net>
TO: Lucas Merriweather <MerriweatherLucas@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "Eminence"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Red/Highly Restricted

Lucas,

Heads-up on this one, since you've got more Russian and ex-Soviet activity going on in your backyard. Zvezda Blagorodnyy, aka Eminence, is a top-level threat in the class of Fallout and Dakuwanga, and I don't have to tell you just how close we came to complete disaster with both of them.

In some ways, in fact, Eminence is worse, because while she's as much of a monster as either of those two (if you ask me) some actually see her as a hero. Her desire to impose her own harsh brand of order on the troubled places of the world has a certain appeal to people who feel like they've long since run out of other options. Her willingness to ignore national boundaries and sovereignty in the process means we'll want to coordinate things with UNISON. Still, regardless of what our U.N. allies may think, the Director agrees that we cannot allow Eminence to seize power anywhere on Earth, and that we should be prepared to take unilateral action to stop her, if necessary.

POWERS & ABILITIES

Eminence is highly impervious, can fly unaided through space, and wields stellar energies which she uses to generate blasts of electromagnetic energy, increase her strength, and to produce other effects. Hierarchy technology further augments her physical and mental abilities, and she retains the skills gained during her years as a black ops agent.

ALLIES & ENEMIES

Eminence actively seeks out super-beings who share her world-vision (and are willing to accept her leadership). She will not ally with those she deems merely lawless, but is willing to work with villains who wish to subjugate the world "for the greater good."

Eminence's "younger sister" Bogatyr II is her greatest adversary. Her Hierarchy instincts goad Eminence to oppose any Preserver-spawn, such as Lady Lunar (when possessing the Moonstone) and Mastermind. She has also clashed

with other regional heroes and plans to wipe every stormer from the face of the planet as soon as she can.

HOOKS

Kpacota and the Beast: Eminence frees the Preserver genetic experiment known as the Beast of Kilimanjaro from Dakana (see **Sub-Saharan Africa** in *Atlas of Earth-Prime*) which pursues Eminence as she flies out of reach. Her goal is to lead the creature to a secret complex inhabited by a rival villain, then soar away, leaving the two to battle each other. Left unchecked, this likely results in massive collateral damage to the surrounding countryside and towns, so calls go out for all available super-powered help.

Good From Bad: Eminence assembles a small but potent crew who all share her goals to some extent. Together, they conquer a war-torn Central Asian region. She and her cohorts impose draconian laws, but stop the widespread violence, feed the populace, and rebuild infrastructure. Unfortunately, the United Nations and the neighboring countries don't accept rogue superhumans seizing authority; the PCs are sent in to remove her and her cohorts from power so the U.N. can step in and establish an interim civilian government. But, will the heroes' actions undo all the good Eminence has managed to do? The beleaguered nation's citizens mostly appreciate their new masters. The situation could be further complicated by foreign champions sent by other countries, with different priorities.

Silly little sister, you must come to see the elite always set the standard for the masses.

— EMINENCE TO BOGATYR II

EMPRESS SOLA

REAL NAME: Empress Sola Khin Gapos II

OCCUPATION: Dark Lord

BASE: The Palace of Shadows, Asterim

Netherworlds rarely begin as loathsome places. Most begin as magic-rich and prosperous worlds. But when things slip, they slip quickly and horribly, and rarely can their denizens react in time to stop the decay. Asterim was once a beautiful world of magic and science, where the people enjoyed music and art and long lives under the measured rule of the Orrery Court. They long ago combined the roles of sovereign and Master Mage, training the inheritor for the role from birth in the arts of empathy and generosity. Princess Sola Gapos II was raised in this lifestyle, shielded from cruelty and violence so that her soul and her magic would remain gentle and pure. But when the dragon Nihil came to Asterim, it laid the world's champions low and gorged itself on their bounty. Raised with mastery of the mystic arts, Princess Sola donned sword and armor and confronted Nihil, learning to find her courage and passion in the face of the terrible beast.

Though grievously injured, Sola slew the dragon and saved thousands of her people, but upon her return found herself barred from the Palace of Gold by the royal advisor, Enoch. Her courage and determination, he said, saved this day, but also stained her hands with blood and rendered her unfit to rule. Instead, her younger sister—less experienced, less sure, and far less gifted in the mystic arts—would inherit the role of sovereign, and of Master Mage. Enraged that the Court would turn on her in her moment of victory, she rallied the people and civil war ensued. More blood spilled, and after several years of combat, Sola seized the crown from her young sister and transformed the upstart Enoch into a weasel to befit her image of the man. Disillusionment and war had hardened the young princess, however, and snuffed out her patience and empathy. Her rule was harsh and pitiless, and Asterim began to transform into a netherworld.

Recognizing what was happening, Enoch rallied what remained of the Orrery Court and worked a ritual to tear the essence of magic from Asterim to render it a magic-free dimension and spare it the terrible fate. Magic was

too deeply ingrained in their world's structure and people to simply be shut down, and instead they ripped out Asterim's beating heart and well-spring of mana: the Umbra Star. Enoch fled with the artifact to another world, leaving Asterim behind with no ability for the world or its people to regenerate their mystic lifeblood.

Empress Sola has long since consolidated her power since those terrible days and become a true Dark Lord. She hoards her world's remaining mana beneath Asterim's Palace of Shadows, and dispatches her soldiers and their Dark Commanders like ravenous predators to other mystic worlds to drain their mana and sustain her life and power. Between these raids and defending her netherworld from fellow Dark Lords, Empress Sola obsessively hunts the Umbra Star—now on Earth (see the **Starblights** on page 164)—to restore the full might and majesty of Asterim. As her world's Dark Lord and focus of its magic, she cannot leave her dimension for more than a few minutes at a time or else the void of mana within her will cause her to wither and die, dooming her people to an agonizing death of magical starvation.



EMPRESS SOLA

EMPRESS SOLA

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	5	3	1	4	5	6	8

POWERS

Dark Lord: Comprehend 3 (Read, Speak, and Understand All Languages, Immunity 11 (Aging, Life Support) • 17 points

Otherworldly: Claws (Strength-based Damage 2), Movement 8 (Permeate 3, Safe Fall, Wall-crawling 2, Water Walking 2), Senses 3 (Darkvision, Detect: Choose Sense Type 1), Speed 2 (8 MPH) • 23 points

Shadow Wards: Impervious Protection 10 (Sustained) • 20 points

Shadow Sorcery: Array (41 points)

- **Bonds of Doubt:** Ranged Cumulative Affliction 13 (Resisted by Will; Hindered and Vulnerable, Defenseless and Immobile), Affects Insubstantial 2, Limited Degree • 41 points
- **Cowe:** Concentration Burst Area Affliction 12 (Resisted by Will; Entranced, Compelled, Controlled) • 1 point
- **Earth Shaping:** Damaging Perception Move Object 12 (Limited to Earth and Stone) • 1 point
- **Mana Siphon:** Shapeable Area Concentration Progressive Weaken Stamina 7 (Resisted by Fortitude), Incurable, Insidious • 1 point
- **Shadow Bolts:** Penetrating Ranged Damage 13 (Variable Descriptor 2 (any magical)) • 1 point
- **Shadow Step:** Accurate Teleport 10, Extended, Increased Mass 10; Medium (shadows) • 1 point

Viewing Shard: Array (52 points), Easily Removable (-22 points)

- **Remote Sensing 12** (Auditory, Visual), Dimensional 2 (Mortal Realms), Simultaneous, Subtle 2 • 1 point
- **Dimensional Portal:** Movement 3 (Dimensional 3: any dimension), Increased Mass 12 (100 tons), Portal • 52 points

SKILLS

Close Combat: Claws 6 (+10), Expertise: Magic 14 (+19), Insight 4 (+10), Intimidation 12 (+20), Persuasion 12 (+20), Ranged Combat: Sorcery 10 (+11)

ADVANTAGES

Animal Empathy, Artificer, Benefit, Status 5: Queen of Asterim, Fascinate (Intimidation), Improved Initiative, Inspire, Leadership, Ritualist, Second Chance: Will saves against mind control, Seize Initiative, Speed of Thought‡, Well-informed

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

PERSONALITY

Empress Sola is cunning, patient, and entitled, believing she has worked harder than anyone to win the throne of Asterim and seeing the theft of the Umbra Star as the ultimate insult for all she's sacrificed. She prefers to work through proxies like her Dark Commanders, and has no stomach for failure. Despite her status as a Dark Lord, Sola remains protective of her realm and its people—those who haven't failed her in some manner, at least. While she is normally very conservative with her use of magic—relying on artifacts and talismans rather than burning her own precious and difficult-to-replace mana—in combat

OFFENSE

INITIATIVE +9

Claws +10	Close, Damage 3
Bonds of Doubt +11	Ranged, Affliction 13
Earth Shaping —	Perception Ranged Damaging Move Object 12
Mana Siphon —	Shapeable Area Weaken Stamina 7
Shadow Bolts +11	Ranged, Damage 13

DEFENSE

DODGE	9	FORTITUDE	11
PARRY	9	TOUGHNESS	15
WILL	13		

POWER POINTS

ABILITIES	66	SKILLS	29
POWERS	136	DEFENSES	24
ADVANTAGES	16	TOTAL	271

COMPLICATIONS

Motivation—Power: Empress Sola's current goal is to recover the Umbra Star in order to solidify her power base and eliminate her world's dependence on stolen mana.

Mana Parasite: Empress Sola's entire world cannot replenish its own magical energy, and she must either remain close to the mana battery beneath her palace or regularly steal mana from others using her Mana Siphon power. Without these, or after heavy spellcasting, she begins losing points from her Stamina.

Pride: Sola demands what she believes is owed to her—a crown, respect, and after her ordeal with the Umbra Star, whole new worlds' allegiances. She is callous to the suffering of others and enraged by disrespect.

she unleashes everything she has in hopes of winning a swift and decisive victory.

POWERS & ABILITIES

Empress Sola is a Dark Lord, rendering her ageless and resistant to the rigors of the world, and her centuries drinking stolen mana have gifted her with otherworldly traits like eerie movement, massive claws, and the ability to smell magic in others. Though she is a powerful sorcerer in her own right—capable of unleashing devastating bolts of magical energy, reshaping the earth and stone around her, and teleporting herself and her minions across worlds and dimensions—she relies on artifacts such as her viewing shard, which allows her to peer into other worlds and teleport her minions to them. When pressed, Sola has demonstrated enough power to teleport the entire Palace of Shadows and its life-giving mana reserve to new dimensions for a period of days or weeks.

THE FORCES OF ASTERIM

Empress Sola's greatest power is the legions of loyal subjects ready to fight and die at her command. Centuries of living off mana stolen from every type of creature—from aliens to angels to demons—have “blessed” the people of Asterim with a variety of strange abilities.

GLOOMS

Glooms are the lowest inhabitants of Asterim, and serve under Shadow Knights and Dark Commanders. Use the statistics for a Thug, but replace their Equipment Advantage with **Warped Biology** (Close Damage 2 (natural weapons); Protection 1; Senses 1 (darkvision)). Individual Commanders' Glooms may possess additional powers and skills.

SHADOW KNIGHTS

Shadow Knights are blessed with strange powers and trained to best use them in service of their empress. While they normally operate under orders from a Dark Commander, they are sometimes dispatched in small teams. Shadow Knights come in a wide variety of forms, and many possess unique powers. Use the archetype for a tempter demon, but remove their mind-controlling affliction power and replace it with 8 ranks of a power appropriate to the Knight's form. Many Shadow Knights also carry a **Shadow Shard** (Perception Range Concentration Subtle Weaken Stamina 4 (Resisted by Fortitude; Incurable, Insidious), a small crystal capable of draining life energy to be brought back to Asterim's mana battery.

DARK COMMANDERS

Empress Sola's Dark Commanders represent her five greatest warriors, who act in her stead on other worlds while she remains tethered to Asterim. Each is unique, powerful, and as merciless as their matriarch.

Commander Apus is a changeling, born without a set form of his own. He prefers to think of himself as masculine and most often appears as an androgynous man, but loves taking forms he knows make other uncomfortable. Far less powerful than other Dark Commanders, Apus's unparalleled skills as a spy and saboteur earned him a place at Sola's side.

Commander Grus replaced her mother after an unfortunate failure displeased the Empress, having inherited her fluid grace and magical insight to pick out the weaknesses of others. She is reserved and quiet, fearful that she will someday join her mother imprisoned forever in amber.

Commander Pavo has power to rival his Dark Lord, and his unwavering loyalty to Sola occasionally gives rise to rumors of a secret romance between the two. Pavo makes no illusions about his true love, however—his fellow Dark Commander Apus. Though handsome and slight, he is inhumanly strong and nearly indestructible.

Commander Tucana, nicknamed the Songbird, is deceptively angelic in appearance and abilities, but wields her gifts with a reckless brutality. As vain as she is gifted, she rarely appears without a trio of Dark Knight handmaidens who share her unearthly voice, which can woo hearts and shatter stone.

Commander Vela is a swordswoman without equal and is by far the most practical of Sola's servants. She has served as a Dark Commander the longest, having fought for her Empress in the original civil war that placed her on their throne. She is eager to gloat over the follies and missteps of younger Commanders.

ALLIES & ENEMIES

Asterim's population has dwindled, and those who remain are twisted by their Empress's corrupt magic and scavenged mana, becoming monsters of endless shape and variety. These peasants and warriors alike serve their empress without question. Collectively called Glooms, the weakest of her servants are still vicious, while more powerful Dark Knights and Dark Commanders are a match for many of Earth-Prime's superheroes. Some rumors even claim the empress long ago resurrected the dread dragon Nihil in her efforts to fashion a new heart of mana for Asterim, and locked the terrible beast away deep below the palace—though what powers this half-dead abomination may possess remains a mystery.

Empress Sola's greatest enemy, the former royal advisor and destroyer of Asterim's supernatural order, Enoch, has recently died at the hands of her Dark Commanders, but Enoch's disciples still remain. The Starblights keep the Umbra Star hidden from Sola and have repeatedly thwarted her attempts to harvest mana from Earth.

HOOKS

Dining Out: A friend or public figure asks the PCs to investigate the disappearance of their terminally-ill father, and their trail leads to a new-age holistic clinic that operates like a small cult. The missing father is indeed cured, but now suffers from chronic fatigue and spends all his time sleeping. The clinic is actually a front for one of Sola's Dark Commanders, scouting Earth as a potential new mana source, and mind-controlling drained patients into spreading the word of their miracle cures. And neither the Dark Commander nor his patients are ready to let interfering heroes ruin this operation.

Enemy of my Enemy: With Enoch dead, Empress Sola launches an all-out attack on Earth to recover the Umbra Star. With dozens of supernatural menaces and hundreds of minions flooding the city, the PCs must team up with the queen of Asterim's true enemies—the juvenile delinquent magical girls calling themselves the Starblights (see page 164)—to push back against Sola's offensive and find a way to bind her from re-entering Earth's dimension.

ESQUIRE

REAL NAME: Kevin Van Duran III
OCCUPATION: Billionaire playboy
BASE: Han Island, Spratly Islands, South China Sea

The Van Durans colonized South Africa, growing rich from the brutal exploitation of those who mined their gold and diamonds. With the end of apartheid, the family was finally held accountable for its greed, bigotry, and violence. Only the youngest, Kevin Van Duran III, and his



perfidious namesake grandfather (an infamous big-game hunter) escaped justice, absconding from a safari with the family fortune in tow.

Through bribery and guile, the Van Durans secured a sanctuary on Han Island and there proceeded to indulge in pleasures only billionaires can afford. Young Kevin thoroughly embraced the decadence in which he was raised, gaining the "Esquire" sobriquet to distinguish him from the hedonistic grandfather he idolized. With the elder's passing, the younger Van Duran inherited the land and lucre, as well as the paradoxical ennui of having his every whim fulfilled.

After joylessly stalking and slaying his third black rhinoceros, a frustrated Esquire recalled his grandfather's favorite fiction, *The Most Dangerous Game*. The Van Durans had long regarded almost everyone outside their family as animals, and once inspired, his descent into hunting and killing offending minions and forgotten derelicts was easy and instant.

With the new millennium, the then-young and handsome Van Duran left Han Island, seeking to expand his influence (and secretly, his brutal pastime) to Freedom City. Cunning manipulation, good looks, and riches quickly made him a media darling, hailed for his role as the benevolent renovator of city slums (which was in reality a charade). His celebrity and barbarity continued until a decade ago, when his bloody secrets were exposed by Freedom's resident costumed heroes. Van Duran's remaining sway over the media and legal system was spent avoiding prison, and he returned to Han Island embittered and disgraced.

Though older and no longer boyishly handsome, Esquire has fanatically and dramatically improved his lethal abilities, stalking elite soldiers, SHADOW operatives, AEGIS agents, and UNISON infiltrators. Now more dangerous than ever and craving more challenging game, Esquire plots to test his skills against costumed super-beings.

PERSONALITY

Ever smiling, confident, and suave, Esquire exudes a sophisticated, slightly jaded personal charisma befitting his upbringing and playboy lifestyle. He maintains this charm even as he recounts the sociopathic revelry and excitement of his manhunts. As a well-born plutocrat, he considers himself naturally superior to literally everyone else, whom he regards as either servant or prey. While he professes respect for those who provide him a challenging hunt, like everyone else they exist only for his amusement...as taxidermy figures in his trophy room.

POWERS & ABILITIES

Esquire is one of the world's richest men, with access to nearly unlimited resources. Foremost amongst these is

ESQUIRE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	5	7	7	7	3	3	3

POWERS

Custom Rifle & Specialized Rounds: Array (26-points array, Easily Removable (-14 points)) • 21 points

- Acid Rounds:** Ranged Weaken Toughness 8, Affects Objects, Penetrating 2 • 26 points
- Bladed Rounds:** Ranged Multiattack Damage 5, Penetrating 5, Subtle • 1 point
- Drill Rounds:** Ranged Damage 8, Penetrating 8 • 1 point
- Explosive Rounds:** Ranged Burst Area Damage 8 • 1 point
- Flash Rounds:** Ranged Cumulative Burst Area Affliction 8 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited: Sight only • 1 point
- Glue Rounds:** Ranged Cumulative Burst Area Affliction 5 (Resisted by Dodge and Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Defenseless and Immobilized), Contagious, Extra Condition, Limited Degree • 1 point
- Net Rounds:** Ranged Burst Area Damage 4 Linked to Ranged Burst Area Affliction 4 (Resisted by Dodge and Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • 1 point
- Smoke Rounds:** Ranged Cloud Area 5 (250 feet radius) Concealment 3 (Sight, Smell), Attack (vs. Dodge) • 1 point
- Tear Gas Rounds:** Ranged Cloud Area Affliction 8 (Resisted and Overcome by Fortitude; Dazed and Impaired, Stunned and Disabled, Incapacitated), Extra Condition, Limited: Visual Senses and Breathing Targets • 1 point
- Vertigo Rounds:** Ranged Cumulative Perception Area (Hearing) Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • 1 point

Grappling Hook Launcher: Movement 1 (Swinging), Easily Removable (-0 points) • 2 points

Launchable Parachute Round: Movement 1 (Safe Fall), Affects Others, Extended Range, Increased Range (50/100/200), Easily Removable (-2 points) • 3 points

EQUIPMENT

HQ: HAN ISLAND • 28 POINTS

Size: Awesome • **TOU:** 8 • **Features:** Communications, Computer, Defense System, Dock, Feature (Extra-territorial), Gym, Hangar, Holding Cells, Infirmary, Isolated, Library, Living Space, Personnel, Power System, Security System 5, Trophy Room, Workshop

VEHICLE: HELICOPTER • 16 POINTS

Size: Huge • **STR:** 8 • **SPD:** 7 (Flight (250 MPH)) • **DEF:** 6 • **TOU:** 9

VEHICLE: YACHT • 1 POINT (ALT EFFECT OF HELICOPTER)

Size: Huge • **STR:** 10 • **SPD:** 7 (Swimming (16 MPH)) • **DEF:** 6 • **TOU:** 9

† = The Trophy Room feature is found in *Gadget Guides*.

SKILLS

Acrobatics 7 (+14), Athletics 6 (+10), Close Combat: Unarmed 7 (+14), Deception 9 (+12), Expertise: Business 10 (+13), Intimidation 9 (+12), Perception 11 (+14), Persuasion 9 (+12), Ranged Combat: Guns 7 (+14), Sleight of Hand 7 (+14), Stealth 7 (+14), Vehicles 7 (+14)

ADVANTAGES

Benefit 5 (Billionaire), Connected, Defensive Attack, Defensive Roll 4, Equipment 9, Evasion, Favored Environment (Han Island), Improved Aim, Improved Critical 4 (Bladed Rounds), Improved Defense, Improved Initiative, Improved Smash, Improved Trip, Improvised Weapon, Instant Up, Languages 4 (Chinese (Cantonese, Mandarin), English, Filipino, Japanese, Malay, Portuguese, Vietnamese, Afrikaans native), Move-by Action, Power Attack, Precise Attack 2 (Ranged, Concealment and Cover), Startle, Tracking, Uncanny Dodge, Well-informed

OFFENSE

INITIATIVE +11

Acid Rounds +14	Ranged, Weaken Toughness 8
Bladed Rounds +14	Ranged, Damage 5, Multiattack, Penetrating 5, Subtle, Crit. 16-20
Drill Rounds +14	Ranged, Damage 8, Penetrating 8
Explosive Rounds —	Ranged, Burst Area Damage 8
Flash Rounds —	Ranged, Cumulative Burst Area Affliction 8, Fort. DC 18
Glue Rounds —	Ranged, Cumulative Burst Area Affliction 5, Contagious, Dodge/ Damage DC 15
Net Rounds —	Ranged, Burst Area Damage 4 linked to Burst Area Affliction 4, Dodge/ Damage DC 14
Tear Gas Rounds —	Ranged, Cloud Area Affliction 8, Fort. DC 18
Vertigo Rounds —	Ranged, Cumulative Perception Area Affliction 6, Fort. DC 16
Unarmed +14	Close, Damage 4

DEFENSE

DODGE	13	FORTITUDE	11
PARRY	13	TOUGHNESS	9/5*
WILL	10	*Without Defensive Roll.	

POWER POINTS

ABILITIES	78	SKILLS	48
POWERS	24	DEFENSES	25
ADVANTAGES	44	TOTAL	219

COMPLICATIONS

Motivation—Thrills: Having exhausted nearly all other diversions, Esquire's supreme enjoyment is the excitement of hunting humans for sport.

Power Loss: Esquire's exotic rifle holds only a finite number of rounds, and during prolonged hunts use of his Array becomes limited, then impossible.

Rivalry: Esquire views assassin-for-hire Orion the Hunter as utterly déclassé and gauche, and a potential rival for costumed "game."

Reports of bodies washing up in China, all killed by "bladed" ammunition—and expert shots at that. If the reports are true, then someone out there is perverting the skills and techniques that were handed down to me, and I'm going to find them and show them what real skill looks like—followed by the inside of a prison cell.

—THE BOWMAN

ownership of Han Island, a disputed territory claimed by six stymied Asian powers, rendering it effectively under Esquire's law alone. A product of his grandfather's nature and nurture, Esquire is a highly skilled businessman, athlete, hand-to-hand combatant, tracker, and hunter—one particularly lethal with longarms. His trademark is a high-tech rifle with gimmick ammunition, capable of producing a variety of dangerous effects. He prefers to use his gimmick rounds to frustrate and toy with opponents, then bladed rounds for the *coup de grace*.

ALLIES & ENEMIES

The highly paid guards, technicians, servants, and other skilled personnel on Han Island are quite loyal to Esquire, lest they become his prey. By masterfully playing the six countries who claim the island off one another and dispensing illicit favors (monetary, and making dissidents disappear into his trophy room), he wields considerable influence over affairs in the region, with some governments considering him a valuable ally.

Anyone is potential prey to Esquire, but he feels personally challenged by sharpshooters whose skill rivals his own, drawing his interest most keenly to heroes like Bowman.

HOOKS

The Enemy of My Enemy: As the player characters execute their end-game against a longstanding super-foe, they find victory literally stolen from them, as someone has kidnapped their would-be prisoner. A good deal of legwork in some very bad corners of the city puts them on the trail to Han Island, a location that suggests their enemy is about to be hunted by Esquire with much more dire consequences than a jail term. Once at Han Island, the heroes must plan and execute a rescue from a heavily guarded location without causing an international incident, and save someone who despises them. Should the attempt fail and they become prisoners themselves, their enemy persuades Esquire to team up and hunt *them*. Talk about ingratitude

On the Hunt: The heroes—or someone close to them (a Relationship complication, for instance)—awaken as prisoners on Han Island, being sized up by Esquire's taxidermist and about to be stalked like beasts. Elsewhere, any non-imprisoned player characters must locate their missing fellows as in **The Enemy of My Enemy**, above. Those who are prey must find a way to survive a deadly

game with very biased rules. Esquire wants exciting hunts, and tailors things to that end. As such, those stalked may be allowed access to some, none, or all of their gear, and have their powers diminished or suppressed. The prey is always given a head start into Han Island's expansive jungle surroundings—territory Esquire knows quite well. However, savvy heroes can find ample places to hide, lay traps, or construct weapons.

The bottom line is Esquire craves challenge, *not* defeat. If a player character is vulnerable to a rare wood, mineral, or what have you (and Esquire's operatives learn of it), with his wealth and resources, he *will* have some ammunition or a trap made of it (and the gamemaster can add stunt rounds to his ammunition that target the heroes' weaknesses). He invariably makes the best use of terrain, cover, stealth, and his various skills (along with surprise attacks and ambushes). When outmatched, he does not hesitate to summon his security guards, activate the island's defense grid, or call in military assistance from any or all of the countries that owe him favors. In short, victory over Esquire involves simply escaping Han Island alive, a situation that makes re-matches inevitable.

China Crisis: Despite his craftiness and resources, Esquire is a genuinely horrible person and as such should eventually find himself hard-pressed by a team of caped do-gooders. Whether they were shanghaied to Han Island or came to rescue others, the heroes are going to be angrily determined to ensure it's Esquire's last hunt. This is when Van Duran plays his final trump.

China is very keen on backing up its claim on the Spratly Islands, and Esquire is quite willing to goad Beijing into proving its point by forcibly ejecting a group of superheroes from Han Island, especially if they're natives of another world power. Soon after, the player characters find themselves face-to-face with a squad of individuals augmented by the Central Power Collective (see **East Asia** in *Atlas of Earth-Prime*). As much as possible, the powers of the Chinese reinforcements are specifically aimed at counteracting the powers and preying upon the known weaknesses of the heroes.

Gamemasters with future plans for Esquire can also have the Chinese contingent outnumber the player characters to guarantee Van Duran's escape. Adding in elements of the Communist Chinese military can also tilt the odds in favor of Esquire living to fight another day, as well as underlining the point that the heroes' actions now risk a regional—if not global—war.

EXPLODO THE GREAT, MASTER OF BLOWING THINGS UP

REAL NAME: Kyle Jefferson
OCCUPATION: Mobile artillery
BASE: Emerald City

Kyle Jefferson's mother was on nitroglycerin for hypertension while she was pregnant, and took too much. He fell into a vat of experimental explosives during a lightning storm. He was accidentally injected with a human bomb serum instead of a flu shot due to a pharmacy delivery mix up. He ate gunpowder on a dare. He watched a Michael Bay movie marathon while on experimental LSD.



Explodo has told more versions of the origin of his powers than he could ever remember, making them all up on the spot. The truth is that he was born with mutant powers that surfaced in his teens. The deeper truth is that the mutation was induced by experiments performed on his great-grandfather.

Project: Detonator was developed to create a super saboteur agent during World War II. The program was deemed a failure, and lost in the dusty archives of wartime failures and footnotes. The reality was that the mutation had taken hold, and simply took multiple generations to manifest itself.

PERSONALITY

Kyle is extroverted, egotistical, and reckless, living for thrills and action. As a villain, he is basically unconcerned with the law or any form of social propriety. He steals things just because he can, blows things up just to watch the blast, and terrorizes the populace just to show off. He isn't deliberately murderous, and even tries to avoid needless killing, but given the nature of his powers and his impulsive and reckless nature, this isn't always possible. He doesn't care much about collateral damage so long as he can say it wasn't done on purpose, or at least that he gave people a chance to get out of the way.

In combat, he loves to banter and wisecrack. He might ask a hero why they were so unwise as to include unstable explosive boots in their costume right before their next step sends them flying with a blast. He is a major show off, often toying with foes rather than going all-out to win.

POWERS & ABILITIES

Explodo has the mutant ability to transform solids into unstable explosives, throwing the explosive items as weapons. The resulting explosions can range from disorienting to destructive, depending on the concentration of the explosive he creates.

He also has the ability to sense and track any explosive material, or the residue left behind by explosives. He has been known to "tag" things with a minor blast in order to cover them with explosive residue that he can later track.

He has some ability to lay traps with objects transformed to explode on contact, but his explosives are normally so

You wouldn't think a fire hydrant would explode, would you?

—EXPLODO THE GREAT

EXPLODO THE GREAT

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	5	5	5	5	1	2	4

POWERS

Armored Costume: Impervious Protection 6, Subtle; Immunity 8 (Cold, Heat, High Pressure, Sensory Affliction effects), Subtle; Removable (-3 points) • 13 points

Detect Explosives: Ranged Radius Detect Explosives, Tracking 2 (Can only track explosives using Detect) • 5 points

Explosion-Resistant: Immunity 5 (Explosions) • 5 points

Explosions! Array (41 points)

- **Boom!**: Ranged Burst Area Damage 8 Linked with Burst Area Affliction 8 (Resisted by Dodge and Overcome by Fortitude; Dazed, Stunned, Incapacitated), both effects have Diminished Range 2 (40/80/200), Split 4, Triggered 4 (Contact), Limited—Must touch an object to make it explosive • 41 points
- **Bang!**: Ranged Burst Area Affliction 8 (Resisted and Overcome by Fortitude; Dazed and Impaired, Disabled and Stunned, Unaware), Diminished Range 2 (40/80/200), Split 4, Limited—Must touch an object to make it explosive, Custom—Impaired, Disabled, and Unaware affect auditory only • 1 point
- **Crash!**: Damaging Move Object 8, Diminished Range 2 (40/80/200), Split 4, Limited Direction—Away, Limited—Must touch an object to make it explosive • 1 point

Running: Speed 1 (4 MPH) • 1 point

SKILLS

Acrobatics 5 (+10), Athletics 5 (+8), Expertise: Demolitions 14 (+15), Intimidation 6 (+10), Perception 4 (+6), Ranged Combat: Throw 8 (+13), Stealth 4 (+9)

unstable that this requires a great deal of effort. Mostly he just transforms and tosses the newly-explosive devices.

ALLIES & ENEMIES

Explodo has no permanent allies, but he is willing to join up with any villains he considers cool enough to hang with, in the interest of having fun and showing off for his villainous peers. His powers make him an asset to a team of villains, so long as his impulsiveness and need to show off don't put their plans in jeopardy.

As a destructive public menace, Explodo is certainly wanted by the authorities, and his irresponsible destructiveness and mocking, taunting demeanor may well make him specific heroic enemies. He may also find himself on the outs with villains whose plans are ruined by his carelessness.

HOOKS

Pants on Fire!: A terrorist group called in and took credit for an explosion caused by one of Explodo's bomb traps before he could. Now, Explodo has decided to show them who is the true master of the blast by attacking them. A villain with explosive powers recklessly attacking a terrorist bomb factory is a recipe for massive de-

ADVANTAGES

All-out Attack, Defensive Attack, Evasion, Extraordinary Effort, Improved Initiative 2, Luck 5, Move-by Action, Startle

OFFENSE

INITIATIVE +13

Bang! —	Ranged, Burst Area Affliction 8, Split 4, Fort. DC 18
Boom! —	Ranged, Burst Area Damage 8 linked to Affliction 8, Split 4, Dodge/Fort. DC 18
Crash! +13	Ranged, Damaging Move Object 8, Split 4
Throw! —	Ranged, Damage 2 or to throw explosives created with Bang!, Boom!, or Crash!
Unarmed +5	Close Damage 3

DEFENSE

DODGE	10	FORTITUDE	7
PARRY	10	TOUGHNESS	11
WILL	5		

POWER POINTS

ABILITIES	60	SKILLS	23
POWERS	67	DEFENSES	15
ADVANTAGES	13	TOTAL	178

COMPLICATIONS

Motivation—To Have a Blast: While he seeks to profit from his crimes on occasion, his primary motivation is simply to show off and have fun.

Human Bomb: Kyle sets off explosive detectors and alerts bomb sniffing dogs.

Not Quite Sane: Explodo thinks he is self-consciously jokey and irreverent, unaware of how far over the line he really is.

VILLAINS WITH LUCK

Explodo has 5 ranks of the Luck advantage. Normally this advantage is reserved for PCs only, because Gamemasters can hand out hero points to allow villains to gain special benefits. In Explodo's case, the GM can do this five times, following the rules outlined for spending Luck, without awarding hero points to the players. This serves to make Explodo a bigger threat and more difficult to deal with—and should make him a particularly hated villain!

struction, and neither side will be especially happy to see heroes arrive.

Busting the Busters: A popular science show recently did an episode debunking explosion myths, like cars exploding from gunshots. Explodo has decided to crash a live appearance by the stars to rebut their findings. Everything explodes, and he's going to prove it. Besides, they even brought their own TV cameras for him to show off for.

FREESTYLE

REAL NAME: Aaliyah Travers

OCCUPATION: Saboteur/industrial espionage

BASE: Freedom City

Aaliyah Travers was born into privilege with the nicest home, the highest-quality luxuries, and the best education money could buy. As the daughter of Miles Travers, CEO and owner of Bastion Technologies, she could have anything she desired—but sometimes money couldn't buy the thrills she was after. During her high school years, she gained a reputation as a daredevil, performing crazy stunts like climbing on the school roof or racing her sports car around town at dangerous speeds. When Bastion Technologies came up with its micro-gravity unit, its stock price increased significantly, but poor investments and some embezzling executives soon left the company nearly bankrupt. In order to maintain the lifestyle to which they had grown accustomed, Aaliyah suggested to her father that they could make good money by providing technological support to villains who needed it, developing their tech and providing repairs in exchange for cash the pair could use to save the failing company. With the micro-gravity unit being Bastion's biggest asset, Aaliyah suggested that it was time to put it to work, so they developed the Gravity Skates—which Aaliyah was more than happy to test. Even though Miles objected to Aaliyah putting herself in danger, especially because their plan had already borne fruit and they had fairly steady revenue coming in from some of their super-villainous clients, Aaliyah insisted she wanted to test the new skates and was certain she'd master them quickly. And as usual, Miles couldn't deny his daughter.

After a few months of practice Aaliyah took the name Freestyle and set about stealing secrets from other tech companies either to work them into Bastion Technologies' designs or to sell them to their villainous contacts. So far everything has worked out well, but a few companies are already noticing that Bastion's newest tech releases look "suspiciously similar" to projects of their own.

PERSONALITY

Freestyle is the consummate thrill-seeker. Sneaking into a research facility or hijacking a truck carrying prototype technology is what keeps her going during those times when she has to act like a normal, boring person. She constantly bombard opponents with witty putdowns and comments, which accurately reflect her waspish, prom queen nature.

POWERS & ABILITIES

In the guise of Freestyle, Aaliyah uses a pair of powered boots, similar to inline skates and ice skates, that are able to propel her at around 60 miles per hour. The micro-gravity unit in the skates allows her to travel along walls and even ceilings as she moves. She carries a toolkit to aid with her break-ins and a series of small, disk-like bombs that can be attached to walls or victims and detonated remotely. A second type of bomb creates an area of darkness that she uses to cover her escapes. She has to be careful with her blackout bombs, however, because she can't see through them. She prefers to use them to create areas of darkness



FREESTYLE

PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	2	4	2	4	1	4	2

POWERS

Blackout Bombs: Ranged Cloud Area 2 (30 feet) Concealment Attack 2 (Normal Vision), Easily Removable (-8 points) • 12 points

Gravity Skates: Speed 5 (60 MPH) Linked to Movement 2 (Wall-crawling 2), Removable (-2 points) • 7 points

Helmet: (5 points, Removable (-1 point)) • 4 points

- **Flash Visor:** Immunity 2 (Visual Affliction Effects) • 2 points
- **HUD:** Senses 3 (Danger Sense (Visual), Direction Sense, Distance Sense) • 3 points

Protective Suit: Protection 3, Removable (-1 point) • 2 points

Sticky Bombs: Ranged Burst Area Damage 6, Feature: Sticks to target (DC 16 Strength check to remove), Trigger (Timer), Easily Removable (-8 points) • 12 points

EQUIPMENT

Lock release gun, multi-tool, 3 point of equipment as needed

SKILLS

Acrobatics 6 (+10), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Expertise: Business 4 (+5), Expertise: Streetwise 4 (+5), Perception 6 (+10), Sleight of Hand 8 (+10), Stealth 2 (+6), Technology 9 (+10)

behind her, so pursuers can't see which direction she flees. Freestyle is also trained in the art of computer hacking and carries a set of tools that allows her access to vaults and safes when her missions require a subtle touch.

ALLIES & ENEMIES

Freestyle has been brought into conflict with the Power Corps several times in her career after she raided one of their technology caches.

HOOKS

Daka Crystals Are a Girl's Best Friend: ASTRO Labs is moving a shipment of daka crystals through the city, and the PCs are nearby when Freestyle strikes. The PCs may not be able to stop the theft but they should help ASTRO Labs in its retrieval. Bastion Technologies either has their own plans for the daka crystals, or they may plan on selling them to a villainous organization for some quick cash. Good choices for the purchaser include the Foundry, the Mad Machinist, Ghostworks, Trident, or Majestic-20. The PCs must stop the buyer before they can craft something from the super-powerful energy source.

Unwelcome Guest: The high tech company of a PC or supporting cast member is visited by a representative of Bastion Technologies, Aaliyah Travers, and soon afterwards discovers that their computers have been hacked and data has been copied. Days later, the company is targeted by Freestyle as she attempts to steal some of their

ADVANTAGES

Agile, Feint, Attractive, Benefit (Well-off), Defensive Roll, Equipment, Evasion 2, Improved Initiative, Instant Up, Luck 2, Move-by Action, Redirect

OFFENSE

INITIATIVE +10

Blackout Bombs —	Ranged, Cloud Area Concealment Attack 2 (Normal Vision)
Sticky Bombs —	Ranged, Burst Area Damage 6, Trigger (Timer), Sticks to target
Unarmed +8	Close, Damage 2

DEFENSE

DODGE	10	FORTITUDE	8
PARRY	8	TOUGHNESS	6/5*
WILL	8	* Without Defensive Roll.	

POWER POINTS

ABILITIES	42	SKILLS	26
POWERS	37	DEFENSES	20
ADVANTAGES	13	TOTAL	138

COMPLICATIONS

Motivation—Thrill-seeker: Freestyle could have employed someone else to undertake her crimes but the thrill of accomplishing them herself was too great.

Greedy: The financial difficulties suffered by Freestyle's family have driven her to try and reclaim that lost wealth.

tech. The problems here is twofold: the data stolen contains information about secret technological advances (and possibly clues to the tech-based hero's real identity) and Bastion Technologies can now copy any devices for which Freestyle stole the plans. Worse yet, Freestyle and her father may sell those plans to the heroes' enemies. The heroes need to track down Freestyle and recover the data and goods before she can complete the transactions.

Gravity Rush: The PCs come across an area of zero gravity covering one or two city blocks. Cars and people hang suspended in the air and people are in a total panic. It turns out that Freestyle was in the process of stealing a briefcase from a tech company's exec when her gravity skates malfunctioned and caused the disturbance. As the PCs begin to help people out of the anti-gravity bubble, the gravity plane shifts and everything is thrown sideways, potentially causing more injuries and damage. A tanker truck starts leaking flammable gas and could explode at any moment. In all the confusion, Freestyle uses her experience with zero gravity to escape and make off with the briefcase. Can the PCs rescue the bystanders and catch Freestyle before something even worse happens?

HARBINGER OF THE FAR TIDE

REAL NAME: Billy Wakeland

OCCUPATION: Dark Messiah, high school senior

BASE: Mobile along coasts and rivers

Billy Wakeland is a normal teenager ... except he is also the Harbinger of the Far Tide, the prophesied messiah of the Deep Ones and their hybrid-human cultists who worship the Unspeakable One. Though the hybrids were thought exterminated in America following a military raid in the early 20th century, the cult actually dispersed throughout the country. Deep One lore held a male would one day be born with one green eye and one gray eye, the Unspeakable One's chosen on Earth. When this child's birth occurred 17 years ago, plans were made to groom and instruct the boy for his destined role. However, his birth parents were killed in a car accident soon after, and Billy Wakeland passed into the state's care. He passed through a succession of foster parents before settling into a stable existence with a family. Billy has no inkling as to his heritage.

As he nears maturity, Billy's true nature can no longer be denied. The Harbinger emerges during times propitious for the Deep Ones: when the tides rise high and the moon is swollen red. As the Harbinger, he travels along coasts and rivers, instinctively attacking the enemies of his people and spreading genetic corruption to spawn more hybrids. Inherently adept in arcane practices but lacking any real knowledge of the necessary rituals, the Harbinger attempts vile rites to release the Unspeakable One.

PERSONALITY

The Harbinger of the Far Tide exists to spread the Unspeakable One's influence and prepare Earth for its master's return. While the Harbinger is single-minded, the creature is still susceptible to Billy's influence, and the mortal teenager's emotions and thoughts can sometimes cause the Harbinger to hesitate or become distracted from its heinous pursuits. The Harbinger sometimes acts erratically, targeting people Billy sees as threats or protecting those for whom its alter-ego has an affinity.

Billy is a decent, mostly well-adjusted kid. Smart, soft-spoken, and loyal, his only knowledge of the Harbinger's activities consists of occasional nightmares and half-formed memories. Despite his normalcy, Billy is drawn to water, dislikes being around animals—which sense his "otherness" and don't care for him—and can be temperamental and moody, even for a teenager.

POWERS & ABILITIES

Though its powers are undeveloped, the Harbinger can invoke terrible storms, conjure otherworldly beasts, and

project burning venom. Preternaturally strong, vicious, and resistant to wounds, the Harbinger is especially dangerous in the water. Its tentacles propel it through ocean and sky at astonishing speed. Most disturbingly, the Harbinger infects others with the Deep Ones' taint, inducing madness and mutations in ordinary humans and permanently changing them through repeated contact.



HARBINGER OF THE FAR TIDE

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	2	8	4	5	5

POWERS

Avatar of the Harbinger: Alternate Form (Standard Action), Linked to Morph 1 (Harbinger form), Continuous • 341 points

Blood Will Out: Enhanced Advantages 12 (Accurate Attack, All-out Attack, Close Attack 3, Defensive Attack, Fascinate (Intimidation), Ritualist, Seize Initiative, Ultimate Effort (Athletics), Ultimate Effort (Occult), Uncanny Dodge); Enhanced Skills 11 (Expertise: Occult 7; Expertise: The Unspeakable One 7, Ranged Combat: Caustic Ichor 8) • 23 points

Call the Wrathful Winds: Dynamic Array (34 points) • 64 points

- **Hurricane Winds:** Concentration Shapeable 3 (125 cft.) Area Damage 12, Dynamic, Quirk: Only in or near large bodies of water • 60 points
- **Raging Vortex:** Shapeable 3 (125 cft.) Area Move Object 10, Dynamic, Quirk: Only in or near large bodies of water • 2 points
- **The Tempest:** Environment 10 (wind and rain, 2 mile radius) 2 ranks Impede Movement, 2 ranks Impede Visibility), Dynamic, Quirk: Only in or near large bodies of water • 2 points

Child of the Deep: Enhanced Advantage (Favored Environment (Aquatic)); Immunity 1 (Breathe underwater); Movement 1 (Environmental Adaption (Aquatic); Senses 5 (Acute Extended 2 (-1/100 feet) Ranged Tactile, Ultravision); Swimming 8 (120 MPH), **AE:** Flight 8 (500 MPH), Limited: Must thrash tentacles) • 18 points

Dark Messiah: Array (48 points) • 52 points

- **Bring the Madness:** Contagious Progressive Affliction 12 (Resisted and Overcome by Will; Dazed, Stunned, Transformed (Into lunatic)) • 48 points
- **Abyss of the Mind:** Perception Range Broad Simultaneous Nullify 12 (All Mental/Psychic effects), Sense-Based, must make eye contact • 1 point
- **Caustic Ichor:** Ranged Damage 12, Diminished Range (25/60/120), Incurable, Penetrating 12 • 1 point
- **Enervating Waters:** Broad Simultaneous Weaken 11 (Resisted by Fortitude; All Defenses), Incurable, Insidious • 1 point
- **Share the Gift:** Cumulative Concentration Affliction 12 (Resisted and Overcome by Fortitude; Vulnerable, Immobile, Transformed (Into Deep One hybrid)) • 1 point

Majestic Form: Enhanced Advantage 2 (Attractive 2); Growth 4, Permanent, Linked to Density Increase Growth 4, Permanent, Noticeable) • 17 points

Tentacles: Elongation 2 (60 feet), Quirk: Tentacles Only); Extra Limbs 4 (Tentacles); Enhanced Advantages 4 (Benefit (Ambidexterity), Chokehold, Fast Grab, Improved Hold); Multiattack on STR 10 • 19 points

Those That Lurk Beneath: Summon 6 (Controlled, Horde, Mental Link, Multiple Minions 2 (four 90-point minions), Broad (amphibious or piscine monsters), Activation (movement action), DC 15 Expertise: Occult Check Required, Limited: Only in or near large bodies of water) • 54 points

Unearthly Physiology: Enhanced Agility 1; Enhanced Awareness 3; Enhanced Fighting 7; Enhanced Intellect 3; Enhanced Presence 3; Enhanced Stamina 3; Enhanced Defenses 16 (Dodge 6, Fortitude 4, Parry 2, Will 7); Immunity 27 (Aging, Cold Damage, Electricity Damage, Disease, Heat, Pressure, Poison, Radiation, Vacuum); Impervious Protection 8 • 96 points

Recuperative Abilities: Enhanced Advantage (Diehard), Regeneration 5 (Every 2 rounds) • 6 points

SKILLS

Athletics 4 (+14), Deception 4 (+9), Expertise: Occult 7 (+11), Expertise: The Unspeakable One 7 (+11), Intimidation 5 (+12), Perception 5 (+10), Ranged Combat: Caustic Ichor 8 (+10), Stealth 6 (+6)

ADVANTAGES

Accurate Attack, All-out Attack, Attractive 2, Benefit (Ambidexterity), Chokehold, Close Attack 3, Defensive Attack, Diehard, Fascinate (Intimidation), Fast Grab, Favored Environment (Aquatic), Fearless, Improved Grab, Improved Hold, Instant Up, Ritualist, Seize Initiative, Startle, Ultimate Effort (Athletics), Ultimate Effort (Occult), Uncanny Dodge

OFFENSE

INITIATIVE +5

Bring the Madness +12	Close, Contagious Progressive Affliction 12
Caustic Ichor +10	Ranged, Damage 12, Penetrating 12
Enervating Waters +12	Close, Broad Simultaneous Weaken 11
Hurricane Winds --	Close, Shapeable Area 3 Damage 12
Raging Vortex --	Ranged, Shapeable Area 3 Move Object 10
Share the Gift +12	Close, Cumulative Affliction 12, Fort. DC 22
Unarmed +12	Close, Damage 10

DEFENSE

DODGE	8	FORTITUDE	12
PARRY	8	TOUGHNESS	16
WILL	12	All Growth modifiers are included.	

POWER POINTS

ABILITIES	26	SKILLS	12
POWERS	353	DEFENSES	0
ADVANTAGES	4	TOTAL	395

COMPLICATIONS

Motivation—Dark Messiah: The Harbinger lives to prepare the mortal realm for the Unspeakable One.

Power Loss: The Harbinger's ability to emerge wanes as the moon recedes and the tides fall; the creature also reverts to mortal form if trapped within mystic runes to which the Harbinger is vulnerable. Billy Wakeland is a normal teenager, though very tall and athletic.

Weakness: A thing of water and wind, the Harbinger is vulnerable to the antithetical elements of fire and earth; the Deep Ones' dark messiah suffers an extra degree of effect from attacks with those descriptors, and cannot heal such damage through Regeneration.

Weakness: The Harbinger of the Far Tide can be held at bay by the Modrossus circle (see *Power Profiles: Magic Powers*), the star-sigil, and other such mystic inscriptions.

I thought it was pretty stupid when Dr. Lee told me writing down my dreams might help me make more sense of them. And I still think that. All I do is dream of storms, stars overhead, shadows of things passing below me in the water, giant tentacles, blood, and screams. It's like some sort of bad anime and makes no sense at all.

— Billy Wakeland's Dream Journal

BILLY WAKELAND

PL2

STR 2 STA 0 AGL 3 DEX 2 FGT 1 INT 1 AWE 2 PRE 2

Powers: **Recuperative Abilities:** Enhanced Advantage (Diehard), Regeneration 5 (Every 2 rounds) • 6 points

Advantages: Close Attack, *Diehard*, Fearless, Instant Up, Startle

Skills: Athletics 4 (+6), Deception 4 (+6), Intimidation 5 (+7), Perception 5 (+7), Stealth 6 (+9)

Offense: Initiative +3, Unarmed +2 (Close, Damage 2)

Defenses: Dodge 3, Parry 1, Fort 0, Toughness 0, Will 2

Totals: Abilities 26 + Powers 6 + Advantages 4 + Skills 12 + Defenses 0 = 48 points

ALLIES & ENEMIES

The Harbinger of the Far Tide's allies are the Deep Ones, the Serpent People, human cultists of the Unspeakable One, and a few other supernatural beings devoted to insanity and destruction. All of these groups are currently searching for him, hoping to find him, educate him, and let him fulfill his purpose.

The Harbinger is a foe to all humanity. He is opposed especially by the mystic champions of good, but even most supernatural villains oppose the Harbinger's apocalyptic designs.

VISCOUS OGRE

These slimecoated brutes are not native to Earth-Prime; they dwell in the fetid, stinking lakes of a pocket reality created by the Unspeakable One.

HOOKS

A Flawed Process: The PCs are called in to investigate a rash of disappearances and murders in a coastal city. The victims have been found drowned, mauled, and sometimes partially devoured, but not all the bodies were human. Authorities have discovered the remains of scaly, misshapen humanoids, which were quickly taken into federal government custody. The scaly humanoids were degenerate Deep Ones, not created by the Harbinger but spawned by Billy's former foster mother, Constance Carter. Driven by Billy's affection, the Harbinger shared its "Gift" with her, but something went wrong. Now Ms. Carter spreads the Deep Ones' curse, but the transformation creates feral mutants. The Harbinger is tracking down

VISCOUS OGRE

MR6 • PL6

STR 7 STA 9 AGL 0 DEX -2 FGT 5 INT -2 AWE 0 PRE 0

Powers: **Amphibious** (Immunity 3 (Cold, Pressure, Suffocation (Breathe Water); Movement 5 (Environmental Adaptation (Aquatic), Slithering, Trackless, Water walking 2); Senses 1 (Ultravision); Swimming 4 (8 MPH)); **Jellylike Flesh** (Impervious Toughness 8; Insubstantial 1 (Fluid), Permanent, Innate); **Paralytic Grab** (Cumulative Grab-based Affliction 6 (Resisted and Overcome by Fortitude; Hindered, Immobile, Paralyzed), Instant Recovery); **Towering Humanoid** (Growth 4, Innate, Permanent); **Unearthly Mind** (Immunity 5 (Interaction skills))

Advantages: Improved Hold

Skills: Athletics 4 (+11), Expertise: The Unspeakable One 6 (+4), Perception 4 (+4), Stealth 8 (+4)

Offense: Initiative +0, Paralytic Grab +6 (Close, Affliction 6), Unarmed +5 (Close, Damage 7)

Defense: Dodge 3, Parry 3, Fortitude 9, Toughness 9, Will 3

Totals: Abilities 18 + Powers 49 + Advantages 1 + Skills 11 + Defenses 8 = 87

Complications: **Primitive:** Viscous Ogres employ only the most basic tactics and have no understanding of anything beyond stone-age technology. **Weakness:** Sufficient quantities of salt and similar dehydrating agents cause Viscous Ogres' STR and STA to drop by 1 rank per round. **Weakness:** Viscous Ogres' Impervious Toughness does not apply against fire and heat effects.

and killing the degenerates, but is protecting Constance from the authorities *and* the Unspeakable One's cultists seeking to use her for their own ends.

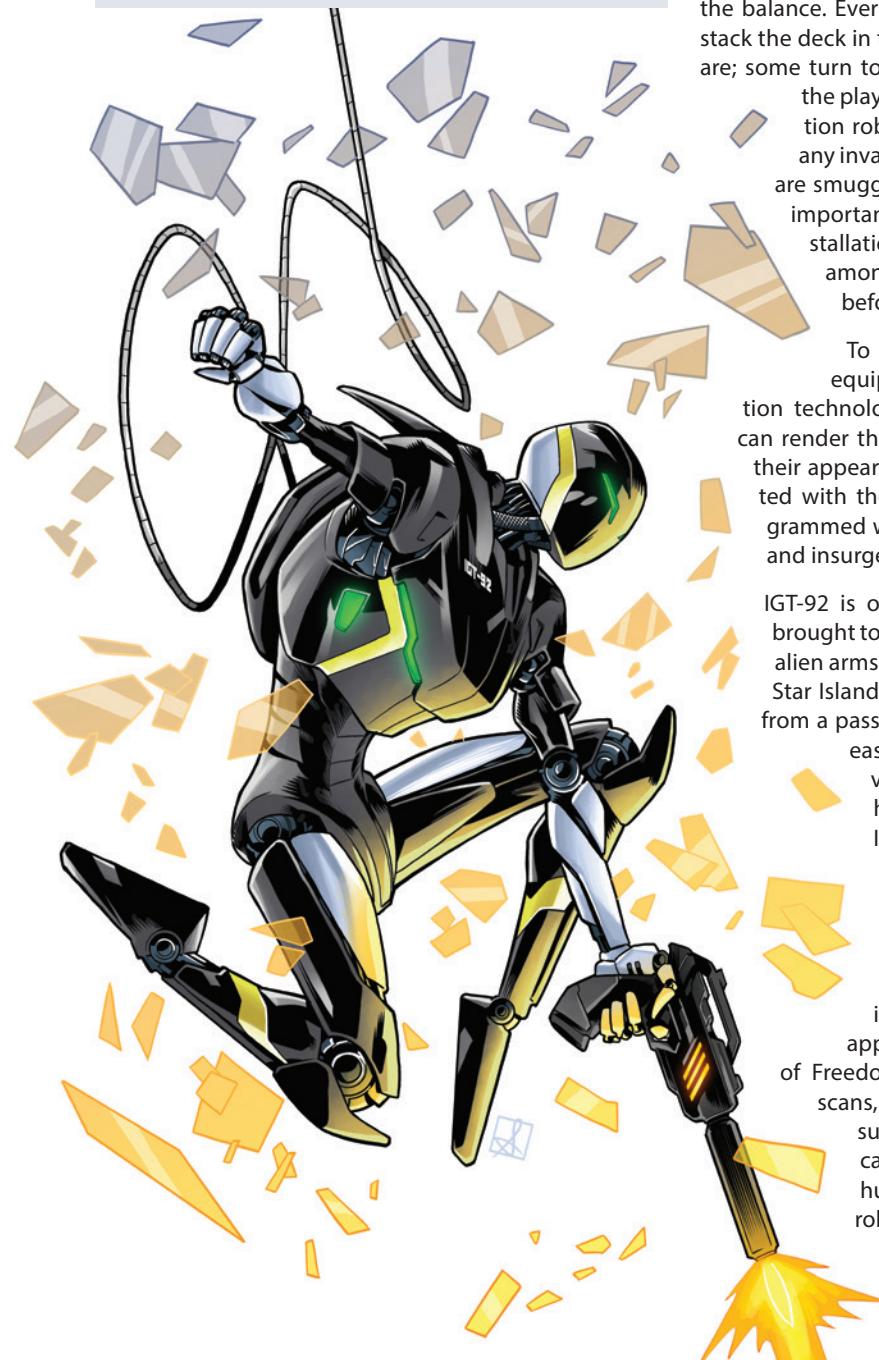
Alliance and Obligation: The stars are configured for the Unspeakable One's return. The Harbinger has wounded reality and its vile overlord's essence is corrupting the world's waters. A maelstrom is raging across the oceans, monstrous sea-beasts are rising, and the tides bring pestilence. The world's governments strive to halt this planet-wide threat, aided by Earth's mightiest heroes (and villains!), but are hard-pressed to evacuate and rescue so many civilians. During a small respite from this struggle, the player characters are contacted by Doctor Azoth, who wishes to make a deal. Azoth will provide them with a mystic artifact to nullify the Harbinger's ritual, sealing the dimensional rift. All the heroes have to do is take the object to the portal's center, where the Harbinger of the Far Tide awaits. Azoth sends his homonculi to provide aid, keeping the Harbinger's monstrous allies at bay. However, for his aid, Azoth demands the heroes repay the favor in the future (perhaps by eliminating a rival of the villain, stealing an occult relic for Azoth, or retrieving some other bit of forbidden lore).

IGT-92

REAL NAME: IGT-92

OCCUPATION: Robotic saboteur

BASE: Mobile



In the far-flung reaches of the galaxy, alien empires wage war on a grand scale. Their battlefields range across entire solar systems and billions of lives hang in the balance. Every would-be lord of the stars needs to stack the deck in their favor given how grand the stakes are; some turn to truly underhanded methods to level

the playing field. Enter the IGT series of infiltration robots. IGT robots are designed to make any invasion go a little bit more smoothly. They are smuggled onto target planets to assassinate important figures, sabotage critical defense installations, steal technology, and sow chaos among the inhabitants, softening the world before the arrival of an invasion force.

To accomplish these goals, the IGT's are equipped with state-of-the-art infiltration technology, including a cloaking device that can render them invisible or allow them to change their appearance with holograms. They are outfitted with the latest in energy weapons, and programmed with extensive knowledge of sabotage and insurgency.

IGT-92 is one of these robots, and it has been brought to Earth. It was smuggled in by a group of alien arms dealers operating out of the refuge on Star Island in Freedom City. They purchased him from a passing merchant and thought they could

easily peddle him off to a wealthy supervillain in need of muscle. This would have been fine, if they hadn't activated IGT-92 to make sure they hadn't been ripped off. When the aliens flipped its switch, IGT-92 exploded into action. It engaged its cloaking device, incapacitated its captors, and set fire to their operation. It stole a ship they'd hidden in the water, *The Callonetta*, before disappearing into the night. IGT-92 flew out of Freedom City, keeping low to evade radar scans, and searched the countryside for a suitable guerilla hideout. It settled on a cave system far from the prying eyes of humanity, where it could plan its one-robot revolution.

IGT-92 has outfitted its new home with stolen generators, power tools, and a powerful computer. It's

I can't figure out what's wrong with Special Agent Simmons. He's been acting differently ever since we were sent to sweep that cave system to discover the source of that weird energy signature. He won't eat lunch with me anymore, and just the other day he failed to recognize my wife. Maybe the job's just getting to him, I should recommend him for a psych eval and just try to be there for him.

- Private Journal of A.E.G.I.S. Agent Wan

RETURN TO MAIN DATABASE

FROM: Calpurnia Maddox <MaddoxCalpurnia1@AEGIS.emerald.pac>
TO: Sylvia Whitehead <WhiteheadSylvia1@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "IGT-92"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS RED/Highly Restricted

Analyst Whitehead,

You received suspect communications from this account moments ago ordering you to rendezvous at the Red River Dam at 23:30 hours. Meet me at the dam unarmed as instructed, and make careful note of any orders I give you without question or argument. Do not point out any unusual behavior, and show the level of deference our respective positions would normally demand. Normally I allow a measure of informality out of respect for your skills and backgrounds, but any measure of insubordination in this meeting may result in termination. Captain Forsythe is preparing a Galapagos-class concealed dispersal vest for you; consult him and no one else in regards to this meeting.

Paula Hemmings is currently preparing a very special copy of all the files I requested you bring me. Deliver this drive and no others. Do not attempt to read or verify this drive under any circumstances.

Be safe out there. We need you. I wish I could explain more.

PURGE THIS MESSAGE IMMEDIATELY UPON RECEIPT.

compiled a database of essential targets and stockpiled an arsenal of explosives and poisons, and now it's ready to soften Earth up. It's just a matter of where it will strike first.

PERSONALITY

IGT-92's autonomous-minded programming has left it with a plethora of personality quirks, including a massive superiority complex. It is quick to dismiss its opponents, belittling the challenge they present to its mission. IGT-92 is tireless in its mission to sabotage the Earth and does whatever it takes to succeed. It is cold and calculating while on a mission, preferring the path of least resistance in all matters. IGT-92 hates fair fights and is constantly looking for any advantage it can find. IGT-92 prefaces everything it says with the kind of sentence it is about to say before speaking. To a hero opposing him, it might say, for example, *"Observation: There is no way you could possibly stop my mission, meat bag."* This quirk doesn't carry over into its various disguises.

POWERS & ABILITIES

IGT-92 is the perfect saboteur and assassin. It is a master of stealth, information gathering, and subterfuge. It never engages in combat until it is prepared and victory is certain. IGT-92's chassis is loaded with compartments for its weapons and infiltration equipment. In combat it uses a variety of tools to keep its enemies off balance,

including paralyzing darts, flash pellets, and plasma grenades. It wields these in addition to a silenced laser machine pistol and its masterful martial arts ability. IGT-92 also has a laser sniper rifle squirrelled away in its chest for long-range assassinations. It's also been known to go into hiding only to pop out disguised as one of its opponents to confuse enemies further. IGT-92 is not above living to fight another day and will flee a fight if the tide begins to turn.

ALLIES & ENEMIES

IGT-92 is alone on a hostile alien world, but it still maintains a network of criminal contacts. It uses these underlings to gather information about the local populace and to improve its disguise sub-routines. IGT-92 considers all of the lifeforms on this world to be its enemies, and works tirelessly to prepare for the (possibly never) coming invasion. IGT-92 doesn't know it, but it has also attracted the attention of its former handlers, who want to recover their lost ship and get some revenge on the uppity robot.

HOOKS

"Greeting: Hello, Mister President": The president summons the heroes after a highly publicized assassination attempt by IGT-92. It fears that its Secret Service agents aren't equipped to deal with a space robot and

IGT-92

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	-	7	6	7	3	2	0

POWERS

Infiltration Subroutines: Array (16 points)

- **Humanoid Image Mapping:** Morph 3 (Humanoid), Precise • 16 points
- **Stealth Mode:** Concealment 4 (Sight and All Auditory), Passive; Concealment 10 (Electronics) • 1 point

Robotic Physiology: Immunity 30 (Fortitude Effects), Protection 7 • 37 points**Saboteur Arsenal:** Array (23 points), Removable (-5 points)

- **Laser Sniper Rifle:** Ranged Damage 8, Concealable, Extended Range, Penetrating 4, Subtle • 23 points
- **Flash Pellet:** Ranged Cumulative Burst Area Affliction 7 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited: Visual Sense Only • 1 point
- **Paralyzing Dart:** Ranged Affliction 8 (Resisted and Overcome by Fortitude; Dazed, Stunned, Paralyzed) • 1 point
- **Plasma Grenade:** Ranged Burst Area Damage 7, Trigger (Timer) • 1 point
- **Silenced Repeating Laser Pistols:** Ranged Multiattack Damage 6, Accurate, Concealable, Subtle • 1 point

Universal Translator: Comprehend 3 (Read, Speak, Understand All), Limit: Takes hours of exposure • 3 points

EQUIPMENT

Audio recorder, concealable microphone, fire extinguisher, handcuffs, lock release gun, mini-tracer, multi-tool, toolkit (Technology), video camera

VEHICLE: THE CALLONETTA • 69 POINTS

STR: 10 • **TOU:** 11 • **DEF:** 6 • **Size:** Huge • **Features:** Alarm, Hidden Compartments, Navigation System, Remote Control.

Powers: Flight 14 (32,000 MPH), AE: Movement (Space Travel 3); Blast Cannons (Ranged Damage 10), Cloaking Device (Concealment 5 (All Visual and Radar))

HEADQUARTERS: CAVE SYSTEM • 16 POINTS

TOU: 14 • **Size:** Huge • **Features:** Computer, Concealed, Defense System, Hangar, Holding Cells, Isolated, Living Space, Power System, Workshop

SKILLS

Acrobatics 5 (+12), Athletics 7 (+12), Close Combat: Unarmed 7 (+14), Deception 8 (+8), Expertise: Sabotage 7 (+10), Insight 6 (+8), Investigation 10 (+13), Perception 6 (+8), Ranged Combat: Saboteur Arsenal 8 (+14), Sleight of Hand 8 (+14), Stealth 7 (+14), Technology 8 (+11), Vehicles 6 (+12)

asks the heroes to track IGT-92 down...and decommission it. This leads to a race against time as the heroes have to locate IGT-92's hideout and stop it from returning to the president to finish the job.

Reinforcements: IGT-92 manages to salvage some radio equipment that it uses to "report back to headquarters." It says that its mission to soften up the xeno world has almost succeeded but it has run into super-powered complications. It says the world is defenseless other than the heroes and that it needs back-up in order to proceed. Unfortunately for the heroes, this transmission is picked

ADVANTAGES

All-out Attack, Close Attack 3, Defensive Roll 3, Eidetic Memory, Equipment 19, Evasion, Fearless, Hide in Plain Sight, Improved Aim, Improved Critical 2 (Laser Sniper Rifle), Improved Disarm, Improved Trip, Improvised Tools, Instant Up, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Skill Mastery (Sleight of Hand), Skill Mastery (Stealth), Uncanny Dodge

OFFENSE

INITIATIVE +7

Flash Pellet —	Ranged, Burst Area Affliction 7, Fort. DC 17
Laser Sniper Rifle +14	Ranged, Damage 8
Paralyzing Dart +14	Ranged, Affliction 8, Fort. DC 18
Plasma Grenade —	Ranged, Burst Area Damage 7
Silenced Repeating Laser Pistols +16	Ranged, Multiattack Damage 6
Throw +6	Ranged, Damage 5
Unarmed +17	Close, Damage 5

DEFENSE

DODGE	12	FORTITUDE	Immune
PARRY	12	TOUGHNESS	10/7*
WILL	8	* Without Defensive Roll.	

POWER POINTS

ABILITIES	50	SKILLS	47
POWERS	79	DEFENSES	16
ADVANTAGES	43	TOTAL	235

COMPLICATIONS

Arrogant: IGT-92's autonomous operation programming has left the robot with a serious superiority complex. It believes that it is the supreme being on Earth, at least until its alien overlords arrive.

Motivation—Programming: IGT-92's prime directive is to make the Earth an easier target for the invaders. It does this without expectation of payment or even praise.

up by a passing band of alien marauders who see an opportunity to pillage another undefended world. They convince IGT-92 that they are reinforcements from its home world, and they form a "special ops team" with the misguided robot.

Mishandled: IGT-92 discovers the identity of the heroes' government handler or liaison and captures him or her. It uses its holographic mapping to take the handler's place, meeting with the heroes and learning everything it can about them. It also works to give the heroes bad intelligence that will assist it in sabotaging prime targets. It's up to the heroes to uncover IGT-92 before it ruins their reputations or uses them for something truly despicable.

KATHRYN THE RED

REAL NAME: Kathryn van Houten
OCCUPATION: Spirit of vengeance
BASE: Mystery, New Hampshire



Kathryn van Houten lived in Mystery, New Hampshire (see **The United States of America** in *Atlas of Earth-Prime*) in the days leading up to the American Revolution. Her husband, Rudolf van Houten, was a tax collector for King George III. Rudolf's job afforded a life of domestic bliss for the pair. They moved into a large manor house in the hills overlooking Mystery, threw lavish parties, and mingled with local high society. Their wealth only grew as the English crown tightened its grip on the colonies.

Rudolf's work kept him away from home for months at a time, leaving Kathryn to entertain herself. She was fascinated with her German heritage, particularly the stories of Hessian mercenaries. Kathryn used her considerable leisure time to practice swordplay, horseback riding, and marksmanship. Her interest even led her to have a specially-fitted suit of armor made. She was a popular woman about town and hosted banquets whenever she could. She would demonstrate her martial prowess to the delight of her guests, and word of her peculiar interests spread across the New Hampshire colony.

Unfortunately, Kathryn's world came crashing down as the New World buckled beneath the weight of the Old.

When war broke out between England and the colonies, an angry mob of revolutionaries attacked her husband. They tarred and feathered

Rudolf, before parading him through the streets of Mystery and hanging him as a traitor. The trauma broke Kathryn and she abandoned the manor, taking only her equipment and horse with her. She met a group of Hessian mercenaries and demanded to join their company. The men were skeptical at first, but agreed to let her fight with them after hearing of her husband's fate.

Kathryn earned the nickname "the Red" during the opening battles of the war due to her savagery. She led cavalry charges on the ranks of rebel riflemen, scattering her enemies before her. Her ferocity became a thing of legend and minutemen huddled around their fires prayed not to run into Kathryn the Red and her screaming Hessian butchers. Kathryn's luck eventually ran out; before the close of the war she was captured and beheaded by rebels.

That wasn't the end of Kathryn's story, however. In the moments before her death, she vowed revenge on all who had wronged her. A crack of thunder split the

KATHRYN THE RED

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	5	5	5	9	1	4	6

POWERS

Cavalry Saber: Strength-based Damage 4, Penetrating 4, Easily Removable (-4 points) • 4 points

Disembodied Head: Device, Removable (-4 points) • 15 points

- **Blinding Visage:** Perception Area Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited: Visual only • 10 points
- **Darting Black Eyes:** Senses 9 (Darkvision, Ranged Detect: Victim, Extended Vision 1 (x10), Penetrates Concealment: Visual) • 9 points

Dullahan Physiology: Immunity 32 (Critical Hits, Fortitude effects) • 32 points

Fey Step: Movement (Dimensional (Faerie)), Persistent Regeneration 5 (every 2 rounds), Source: Being in the Faerie realm • 5 points

Hessian Breastplate: Impervious Protection 6, Removable (-2 points) • 10 points

Nothing Can Bar My Way!: Feature 5 (Locks and Doors Cannot Bar Her Way) • 5 points

Spectral Horse: Summon 6 (Spectral Horse), Active, Mental Link • 19 points

Unwavering: Immunity 5 (Interaction Skills) • 5 points

SKILLS

Athletics 8 (+15), Intimidation 8 (+14), Perception 8 (+12)

air as her head left her shoulders and Kathryn's spirit departed this realm, her soul taken before the court of the Unseelie Fey. Kathryn's shade was given a choice: bury her rage and pass on in peace, or haunt the Earth as a *dullahan*, collecting spirits for the Unseelie and punishing those who'd wronged her. Kathryn chose the latter and returned to the land of the living as one of the Unseelie's headless riders. Kathryn the Red has plagued Mystery ever since.

Now legends tell of a headless woman astride a ghostly steed that haunts the hollows of Mystery. Once every thirteen years, on the first new moon of autumn, Kathryn is unleashed to pursue four victims of the Court's choosing; none escape her. This would be bad enough if it were the only time Kathryn could hunt her prey, but mortals desperate for vengeance can offer up their children to the Unseelie Court in exchange for her service. Kathryn the Red appears as the child disappears into Faerie.

Kathryn delights in these contracts most of all because she is not bound to the new moon during these hunts. Instead she is free to wander the Earth until she finds her target, spreading misery and woe as she goes. Locks and gates fly open before her, and those who observe her are struck blind. When she finally reaches her target she takes their head. She carries her own swollen, smiling, and rotting head in a satchel at her side.

ADVANTAGES

All-out Attack, Daze (Intimidation), Diehard, Favored Environment (Mounted), Improved Critical (Cavalry Saber), Move-by Action, Power Attack, Precise (Close; Cover), Startle, Tracking

OFFENSE

INITIATIVE +5

Blinding Visage —	Perception, Affliction 10, Fortitude DC 20
Cavalry Saber +9	Close, Damage 11, Penetrating 4, Crit. 19-20
Throw +5	Ranged, Damage 7
Unarmed +9	Close, Damage 7

DEFENSE

DODGE	9	FORTITUDE	Immune
PARRY	9	TOUGHNESS	11
WILL	10		

POWER POINTS

ABILITIES	84	SKILLS	12
POWERS	95	DEFENSES	10
ADVANTAGES	10	TOTAL	211

COMPLICATIONS

Aversion to Gold: As a *dullahan*, Kathryn shares their mythic weakness to gold. The sight of pure gold is enough to drive Kathryn off for one night.

Motivation—Servant of the Dark Fey: Kathryn is a *dullahan* in service to the Unseelie Court. She is bound by powerful magic to carry out their will for all eternity.

PERSONALITY

Kathryn the Red is a spirit of vengeance and violence that will not rest until her thirst for vengeance has been slaked; no one knows if her bloodlust can ever be satisfied. She derives a sadistic pleasure from hunting her victims, and she sometimes unleashes a wail when she closes in on her target.

POWERS & ABILITIES

Kathryn has carried her considerable martial ability into the afterlife. She is at home in the saddle of Indomitable, her spectral horse, and relies on hit-and-run tactics against her prey. Any who gaze upon her disembodied head are in danger of being blinded by powerful magic. Her undead flesh and breastplate turn aside even the most grievous of injuries. All doors and gates throw themselves open to Kathryn, and she can tirelessly pursue her prey over great distances.

ALLIES & ENEMIES

Kathryn's greatest ally is the Unseelie Court. The Court is comprised of malevolent faeries and horrible monsters with fearsome abilities. Their labyrinthine schemes are unknowable, but suffice to say they seek to fill the mortal world with chaos, pain, and death.

Kathryn is a mortal enemy of the Seelie Court. These faeries seek to prevent evil forces of their plane from bleeding into the realm of men. Kathryn the Red has also run afoul of ARCADE (see the *Supernatural Handbook*) in her appearances, as well as Thomas Rhymer, the wandering magician and once-favored of the Queen of Faerie. Kathryn faced the costumed vigilante known as Minute-man when he was younger.

INDOMITABLE

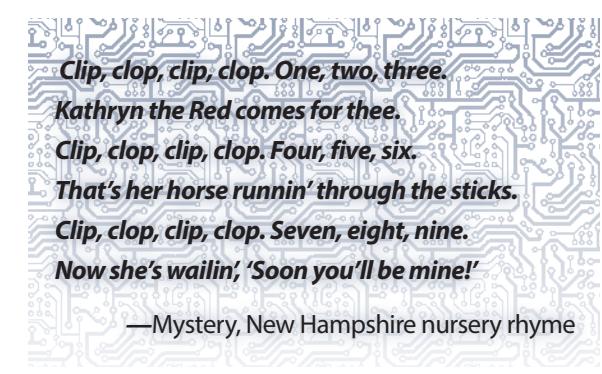
Indomitable was Kathryn van Houten's mount during the Revolutionary War, and even then he was a massive, ill-tempered beast. Now Indomitable is a terrifying spectral horse that serves as Kathryn's loyal steed. He is a towering specimen who instills dread in all who come near him. He is invisible, save for his glowing red eyes, and is almost as fierce a combatant as his rider. He can outrun even most modern vehicles and, like his mistress, never tires.

HOOKS

The Hunt: The simplest adventure is for Kathryn the Red to have some reason to come hunting one or more of the heroes or their loved ones, either as part of her regular appearance or because someone has specifically marked them for revenge. This could range from the heroes just happening to be in Mystery (or the surrounding area) for other reasons at the right (or wrong) time of the year to a deliberate plot. In the latter case, if someone hates the heroes badly enough to sacrifice a child in an effort to destroy them, how will they react? What if they are willing to give up their own lives in order to save that of an innocent child? That could well lead into a version of the "Regret" story (following).

A Loyalist Agenda: The heroes receive a call from the Mystery, New Hampshire jail, asking for their help. When they arrive, the prisoner who asked for them says he was busted for stealing a gold chain from a local pawn shop, but only stole it because he needed it to fend off a monster. The man goes on to describe a headless woman who came for him a few nights back, but she fled when "his" gold pocket watch fell out of his jacket. He knows she's coming back to get him, and he knows the police can't protect him. What he doesn't know is that he's the last living descendant of the Revolutionary leader who murdered Kathryn's husband, and she won't rest until she gets vengeance. It's up to the heroes to locate some way to banish Kathryn back to Faerie and clear their new friend's name.

The Mystery Menace: Heroes—especially supernatural investigators—hear of a red-clad "headless horsewoman" haunting particular places in Mystery, even leading to some unexplained accidents or deaths. Investigation reveals the whole thing is a fraud, perpetrated to drive down property values in an area of the New England town for a resort development. What the hapless criminals didn't know is that the "quaint local legend" they co-opted is, in fact, true—and Kathryn the Red is not at all pleased.



Clip, clop, clip, clop. One, two, three.

Kathryn the Red comes for thee.

Clip, clop, clip, clop. Four, five, six.

That's her horse runnin' through the sticks.

Clip, clop, clip, clop. Seven, eight, nine.

Now she's wailin', 'Soon you'll be mine!'

—Mystery, New Hampshire nursery rhyme

INDOMITABLE

MR6 · PL6

STR 6 STA — AGL 2 DEX -2 FGT 4 INT -4 AWE 1 PRE -3

Powers: Horse (Growth 4 (Innate, Permanent), Speed 6 (120 MPH)); **Invisibility** (Concealment 4); **Pounding Hooves** (Strength-based Damage 2); **Spectral Hide** (Impervious Protection 8); **Spectral Senses** (Senses 3 (Darkvision, Extended Vision 1 (x10))); **Undead** (Immunity 30, (Fortitude effects))

Advantages: All-out Attack, Improved Initiative, Move-by Action, Power Attack, Set-up, Startle

Skills: Athletics 5 (+11), Intimidation 9 (+8), Perception 4 (+5)

Offense: Initiative +6, Pounding Hooves +4 (Close, Damage 8)

Defense: Dodge 4, Parry 4, Fortitude Immune, Toughness 8, Will 6

Totals: Abilities -10 + Powers 74 + Advantages 6 + Skills 9 + Defenses 11 = 90

Complications: **Aversion to Gold:** Indomitable shares his master's inability to approach objects made of pure gold.

Beast: Indomitable is smarter than the average horse, but cannot communicate outside of his mental link to Kathryn and has no way to manipulate objects.

an" haunting particular places in Mystery, even leading to some unexplained accidents or deaths. Investigation reveals the whole thing is a fraud, perpetrated to drive down property values in an area of the New England town for a resort development. What the hapless criminals didn't know is that the "quaint local legend" they co-opted is, in fact, true—and Kathryn the Red is not at all pleased.

Regret: The heroes are contacted by a grieving grandmother who tells them that her daughter offered her grandson up to the Unseelie Court in exchange for vengeance on the man who killed her husband. Kathryn butchered the man as desired, but the process drove her daughter mad. The grandmother knows that what her daughter did was unforgivable, but she doesn't want her grandson to suffer for the mother's sins. She asks the heroes to rescue him ... somehow. If the heroes agree, they have to find some way to cross the barrier between the worlds, navigate the twisting, primordial terrain, and rescue the boy from his captor: Kathryn the Red. They are approaching the *dullahan* on her home turf, with the might of the Unseelie Court at her back; can they possibly succeed? Someone like Kathryn's old sparring partner Thomas Rhymer could be a helpful mystic ally and guide, as could Elflight from *Hero High*.

KID GRIMM

REAL NAME: Bo Carlson

OCCUPATION: Outlaw

BASE: Mobile

Bo Carlson was never a particularly successful outlaw. His crimes never made the newspapers, and his profits were barely enough to keep him in whiskey. As the Civil War raged across the States, Carlson began to make his way north in an attempt to avoid the conflict. He began to hear tales about Fort Emerald, a burgeoning town where he decided he may be able to make a name for himself.



A new start needed a new name, and after half a bottle mulling it over, he finally settled on Kid Grimm.

For days he travelled across the wilderness before stopping off at White Peaks, a small town on the other side of the Atlas Mountains from Fort Emerald. As he slowly rode towards town, a small wagon with a man and woman huddled against the cold passed by. Initially, he dismissed them as just another poor family making their way west, but for some reason he glanced back as it rolled by. Through the open back he saw two children playing with what appeared to be gold coins—more money than Grimm had seen in a long while. Grimm knew he couldn't pass up such easy pickings.

He drew a pistol from his belt, pulled his scarf across his face, rode up, and threatened the weather-worn, elderly driver. Grimm demanded he turn over the coins the children were playing with in the back. Frightened, the driver pulled back on the reins and the wagon slowed. Then Grimm noticed the woman sitting next to the driver had pulled a shotgun from beneath her blankets and pointed it towards him. She fired the gun, narrowly missing Grimm, and he responded with a blast from his own pistol, which caught the woman in the chest.

Screams came from inside the wagon, but Grimm wasn't done. He sent a second shot into the man and then three more through the covering of the wagon until everything was quiet. Then he reached into the wagon and gathered his spoils, thirteen gold coins larger and brighter than any he had seen before. As he admired them in the morning light, he heard a murmur from the driver's seat. The woman was still alive and her eyes were fixed upon him as she said something in a language Grimm couldn't understand. As she finished, the winds kicked up and he felt ... *something* become part of him—almost like it had invaded his soul. Then the woman was dead, so Grimm shrugged, and rode off.

He continued on to White Peaks, the strange words echoing in his mind. Little did he know that a marshal heading to White Peaks stumbled across the wagon and discovered the children inside were still alive. With their description, the marshal found and arrested Grimm as he sat, drunk, in a White Peaks bar. Shortly thereafter, he was sentenced to die by hanging. As the trapdoor opened beneath his feet, the words of the woman thundered through his mind, and this time he understood their meaning. "The cost of our lives was thirteen coins; you shall not rest until the coins are returned."

Grimm's body was buried unmarked outside of town, but thirteen nights later his spirit returned, his black heart re forged into two obsidian black six-guns. He strode back into town, his spine-chilling voice calling for the coins to be brought to him, but all the surviving townsfolk delivered were bullets. An hour later when the gunfire had finally died down

KID GRIMM

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	-	2	8	10	0	0	0

POWERS

Call Ghostly Steed: Summon 6 (90-point minion), Mental Link • 13 points

Deathless: Immortality 1 (Return after 2 weeks; Permanently killed if body is destroyed and buried with the 13 gold coins) • 2 points

Fueled by Hate: Immunity 30 (Fortitude Effects) • 30 points

Ghostly Form: Activation (Free Action); Concealment 4 (All Visual Senses; Quirk: Odor of brimstone when used), Insubstantial 4 (Incorporeal) • 27 points

Graveyard's Grasp: Affliction 14 (Resisted and Overcome by Fortitude; Fatigued, Disabled, Dying) • 14 points

Phantom Six-guns: Array (18 points) • 19 points

Dual Wield: Ranged Damage 14, Split, Limited: Must be split evenly (7/7), Affects Insubstantial 2 (Full Ranks), Feature: Guns return to hands if disarmed • 18 points

Deadly Shot: Ranged Damage 10, Accurate 2, Affects Insubstantial 2 (Full Ranks), Feature: Guns return to hands if disarmed • 1 point

Unerring Senses: Senses 2 (Detect: Cursed gold coins, Ranged) • 2 points

Unliving Body: Protection 10 • 10 points

SKILLS

Athletics 2 (+8), Close Combat: Unarmed 2 (+12), Deception 6 (+6), Expertise: Wild West History 3 (+3), Insight 6 (+6), Intimidation 10 (+10), Investigation 6 (+6), Perception 5 (+5), Ranged Combat: Phantom Six-guns 2 (+10), Stealth 6 (+8)

ADVANTAGES

Daze (Intimidation), Fearless, Improved Critical 2 (Deadly Shot), Precise Attack 2 (Ranged; Cover and Concealment), Quick Draw, Ranged Attack 4, Tracking

OFFENSE

INITIATIVE +2

Graveyard's Grasp +10	Close, Affliction 14, Fort. DC 22
Deadly Shot +14	Ranged, Damage 10, Affects Insubstantial (Full Ranks)
Dual Wield +10	Ranged, Damage 7 to two targets, Affects Insubstantial (Full Ranks)
Unarmed +12	Close, Damage 6

and the townsfolk had fled into the wilderness, Grimm grabbed the dying sheriff and demanded to know where the coins were and was told they'd been sold to a man heading to Fort Emerald.

Unfortunately, within days of arriving in Fort Emerald he came to the attention of Black Crow, Earth-Prime's Master Mage at the time. A battle ensued, and although Black Crow believed he had destroyed the spirit, thirteen days later he returned to cause more destruction. Seeing that it may be impossible to destroy Kid Grimm, Black Crow

DEFENSE

DODGE	14	FORTITUDE	Immune
PARRY	14	TOUGHNESS	10
WILL	8		

POWER POINTS

ABILITIES	42	SKILLS	24
POWERS	117	DEFENSES	24
ADVANTAGES	8	TOTAL	215

COMPLICATIONS

Monstrous: As a spirit, Kid Grimm appears to be a skull-faced figure with a noose hanging around his neck.

Motivation—Curse: Kid Grimm is cursed to "live" in his current state until he recovers all 13 gold coins—or the gold from them.

BRIMSTONE, GHOSTLY STEED

MR6 • PL6

STR 8 STA — AGL 0 DEX -4 FGT 4 INT -2 AWE 1 PRE 0

Powers: **Animal Senses:** (Senses 2 (Extended Vision, Low-light Vision)); **Ghostly Form:** (Activation (Free Action); Concealment 4 (All Visual Senses; Quirk: Odor of brimstone when used), Insubstantial 4 (Incorporeal)); **Graveyard's Chill** (Feature 1 (Noticeably cold aura); **Sturdy** (Growth 4, Protection 10); **Tireless** (Immunity 30 (Fortitude Effects), Speed 5 (60 MPH))

Skills: Perception 4 (+5)

Offense: Initiative +0, Unarmed +4 (Close, Damage 8)

Defense: Dodge 2, Parry 2, Fortitude Immune, Toughness 10, Will 5

Totals: Abilities -4 + Powers 84 + Advantages 0 + Skills 2 + Defenses 8 = 90

Complications: **Horse:** Although an undead, translucent black horse, it's still a horse and can't talk or manipulate objects.

bound the spirit to a gold ring—where he hoped he would stay forever.

Over the next 160 years, the ring was passed from person to person, and its significance was soon forgotten. Eventually, it found its way back to Emerald City where someone decided to melt it down. Upon melting, the magical binding was broken and Kid Grimm returned. His senses sang with the knowledge that some of his coins were nearby, and he once again set off to collect them.

PERSONALITY

Kid Grimm is as arrogant and unlikable as a spirit as he was when he was alive. His drive to recover the coins is now his main obsession. He misses the pleasures of the flesh, but nothing distracts him from recovering the coins for long.

RETURN TO MAIN DATABASE

FROM: Justin McKenzie <McKenzieJustin1@AEGIS.emerald.pac.net>
TO: Peyton Ramos <PeytonRamos1@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "Kid Grimm"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

I finished tracking down the fence who re-sold those coins Kid Grimm is after, and I got to say: I am loving this case, man! Wild West gunslinger, dying curse, magic coins. It's like being in a banditos movie!

THIS is the kind of work I signed up for when I came to AEGIS!

People are getting shot, Peyton. Let's dial back the childlike wonder a notch.

POWERS & ABILITIES

Kid Grimm's senses allow him to detect the general presence of the cursed coins, but he is unable to pinpoint their location until he is very close. Using his Spectral Form creates a brimstone odor that police and heroes have been able to use to link his murderous crimes together. His Graveyard's Grasp ability visibly drains its victims, making them look sickly and ill.

ALLIES & ENEMIES

Kid Grimm has tangled with several supernatural heroes in his quest for vengeance, including Dragoneye and Seven.

ROOK:

I KNOW YOU'RE BUSY DEALING WITH PACK-RAT AND HIS GANG, BUT I COULD USE YOUR HELP WITH A COUPLE OF MURDERS. SIGNS POINT TO KID GRIMM'S INVOLVEMENT, BUT NOTHING ELSE MATCHES UP. THE VICTIMS DIDN'T HAVE ANY OF THE COINS AND WEREN'T RELATED TO ANYONE WHO DID. I'M STUMPED AND I'M AFRAID -- IF IT'S HIM -- THAT HE MAY NOT BE AS CONSTRAINED BY HIS CURSE AS WE THOUGHT. CONTACT ME WHEN YOU HAVE TIME AND LET ME KNOW IF YOU NEED MY HELP WITH THE RAT.

PEACE,

— LARRY

HOOKS

All That Glitters: Kid Grimm has finally felt the presence of one of the coins and he's set his sights on its owner. Because he only knows when the coins are nearby and not their exact location, he breaks into the owner's house, but fails to find them. Grimm then watches the place, hoping to sense the coin if it leaves the house. The owner reports the break-in and knows something is watching him, so he reaches out to the heroes through his contacts, worried that whatever's watching him isn't going to wait long before acting. This target could be a high-ranking public figure, such as the mayor or a senator, the significant other of a PC, or maybe even one of the PCs.

Delayed Satisfaction: An organization with an extensive intelligence network (SHADOW, the Labyrinth, etc.) makes a deal with Kid Grimm: if he undertakes a few missions for them they will help him find the current locations of all the coins. This brings Grimm into contact with the heroes in unusual situations beyond his quest for the cursed coins, such as acting as a kidnaper, hired gun, or enforcer.

Gold Medal: One of Kid Grimm's coins surfaces as a prize in a no-holds-barred tournament for mystical figures in the city's underworld. Whoever wins the magical token gains influence over the undead rider, though Kid Grimm himself has entered the tournament to bring himself one step closer to ending his curse. The heroes find out, and must decide if they want to enter the tournament themselves to keep the coin out of the hands of a villain, or quietly help the murderous spirit win—even against neutral or even helpful mystical figures—in hopes of ending his career of terror and bloodshed that much sooner.

LADY LIGHTNING

REAL NAME: Lisa Moore

OCCUPATION: Former jet pilot, now criminally insane stalker

BASE: Freedom City

Officially, Lisa Moore flew Nolan Aircraft's corporate airplanes, but unofficially, quiet, loyal, funny, and caring Lisa was everyone's best, most trusted friend. She was especially close to fellow jet jockey Ray (Captain Thunder) Gardener, and for a time rivaled Nancy Dumont for his affections. Through it all, the three remained friendly, and shared good times and bad. When Ray finally choose to settle down with Nancy, Lisa accepted it gracefully and focused on getting on with her life.

Moore's cherished independence came to an end when the supervillain Dr. Stratos abducted and brainwashed her as part of a scheme to emotionally devastate his archenemy Captain Thunder. With his superpowers removed and true identity revealed, Ray Gardener could only watch helplessly as Lisa was seemingly killed by Stratos, disintegrated by the metahuman energies the villain drained from Captain Thunder. Gardener eventually regained his powers and escaped, but genuinely good people like Lisa Moore are emotional foundations for all those close to them. Ray Gardener mourns her loss still today.

In truth, Moore's body survived, transformed into "living lightning." Through sheer force of will, she re-integrated herself into a coherent whole, able to switch between solid and energy forms. Stratos' brainwashing remained, replacing the essence of Lisa Moore with the long-suppressed base, selfish, and amoral aspects of her personality. The resurrected Lisa wanted Ray Gardner more than ever, now that they were true soul mates who "shared the lightning." As Lady Lightning, she would do whatever it took to have him.

Lady Lightning stalked Captain Thunder for several years, until Blackstone Prison devised a way to successfully contain her energy form. The world changed during the years she remained incarcerated, with Captain Thunder retiring and his son Ray Jr. now carrying on his legacy as Thunderbolt. Lady Lightning's madness left her frozen in the past, and after escaping Blackstone during the "Time of the Apes" incident, the now middle-aged Moore began stalking Thunderbolt, oblivious to the fact she's now pursuing a completely different man.



PERSONALITY

Lady Lightning is always manipulative of others, donning whatever persona helps bring her closer to Thunderbolt. Only when she's denied him does the depth of her violent psychotic imbalance show.

POWERS & ABILITIES

Moore transforms into a coherent electrical field, making her immune to physical harm (though still vulnerable to energy attacks). She can fly along the paths of electrical lines, and transport herself along information networks such as cellular telephone and computer. Contact with her "living lightning" form—by accident or design—inflicts powerful electrical shocks.

ALLIES & ENEMIES

Moore allies herself with absolutely anyone who can help put the Gardener du jour in her clutches, even Dr. Stratos.

Anyone standing between her and the object of her mad affections suffers her wrath.

LADY LIGHTNING

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	6	7	3	1	3	3	2

POWERS

Living Lightning: Alternate Form (Activation: Standard Action) • 135 points

- **Electrical Form:** Insubstantial 3 (Energy)
- **Electro-Flight:** Flight 8 (500 MPH)
- **Electromagnetic Field:** Sustained Protection 6
- **Energy Body:** Enhanced Advantages 3 (Evasion 2, Move-by Action), Enhanced Agility 5, Enhanced Dodge 2, Enhanced Fortitude 8, Enhanced Parry 8, Enhanced Stamina 5
- **Network Jump:** Teleport 5 (900 feet), Accurate, Extended (30 miles), Medium (networks)
- **Shock Field:** Reaction Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) **AE: Lightning Arc:** Damage 11, Reach 5 (25 feet) Linked to Cumulative Perception Area Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision only

SKILLS

Close Combat: Shock Field 10 (+11), Deception 9 (+11), Perception 2 (+5), Persuasion 6 (+8), Ranged Combat: Lightning Arc 10 (+11), Vehicles 5 (+8)

ADVANTAGES

Evasion 2, Move-by Action, Taunt

OFFENSE

INITIATIVE +7

Shock Field +11	Close, Affliction 11, Fort. DC 21
Lightning Arc +11	Ranged, Damage 11 (25 ft. reach) linked to Cumulative Perception Area Affliction 11, Dodge/Fort. DC 21

SOME OF MY DAD'S OLD ENEMIES ARE LIKE THE COMMANDER—THEY QUIT AND MAKE COOL STUFF LIKE DEIMOS LAPTOPS. LUCKY ME, WHEN I LOGON TO MY DEIMOS, I NEVER KNOW WHEN A CREEPY MIDDLE-AGED LADY MADE OF ENERGY IS WAITING INSIDE IT TO KIDNAP ME. AGAIN. AND EVERY TEXT MESSAGE I GET COULD BE LADY LIGHTNING LOOKING TO PUT HER TONGUE DOWN MY THROAT. BEST OF ALL, WHEN I DO FIGHT HER OFF, NO JAIL CAN HOLD HER. I CAN'T WIN. SMH. WHY CAN'T SHE QUIT, TOO?

—THUNDERBOLT.

DEFENSE

DODGE	10	FORTITUDE	14
PARRY	10	TOUGHNESS	12
WILL	7		

POWER POINTS

ABILITIES	30	SKILLS	20
POWERS	136	DEFENSES	6
ADVANTAGES	1	TOTAL	193

COMPLICATIONS

Motivation—Obsession: Lady Lightning is consumed by her psychotic desire for Ray Gardener, Jr., the young hero known as Thunderbolt, just as she once craved his father Captain Thunder's attentions. Everything she does is a means to that end.

Power Loss: Her powers "short out" when she's immersed in water or exposed to strong magnetic fields. Until these conditions are reversed, Lady Lightning reverts to her normal human form and her powers are unavailable.

Weakness: Exposure to water disrupts her "living lightning" form. She resists this with Fortitude (rank depending on the amount of water contacted), with failure leaving her stunned, dazed, or incapacitated.

HOOKS

Atomic: Lady Lightning abducts Nancy Gardener and sneaks her into the Raymond Nuclear Power Plant under cover of a protest demonstration outside the facility. She threatens to hurl Nancy into the radioactive core unless Thunderbolt (or Captain Thunder, in a historical Freedom City series) appears and publicly declares his love for Lady Lightning. Trouble is, Thunderbolt's out of town (possibly off world, or in a different dimension) on another case, leaving the player characters to save Nancy. Making matters worse, some of the more radical protesters take advantage of the confusion and make their way inside to sabotage the plant. The heroes must then rescue a hostage and prevent the demonstrators from triggering a meltdown, with lots of sensitive, vital equipment and innocent plant workers around forcing them to avoid an all-out fight.

You! You're So ... Suitable!: It may be the shape of his nose, his voice, his bearing, or just being a guy wearing a similar cape or using electrical powers, but whatever it is, Lady Lightning transfers her fixation from (a secretly relieved) Thunderbolt to a player character. The heroes must use all their detective skills to locate her and find a way to imprison her before she uncovers enough of her would-be paramour's secrets to begin cyber-stalking her way to him. With the hero's loved ones potential targets for kidnapping and emotional blackmail, the tension mounts with every text, email, and chat window he receives.

LOMA SLIFE

REAL NAME: Lomatrajedecourmet Slife

OCCUPATION: Bounty hunter

BASE: Mobile

The Chorna were among the first species to discover faster-than-light travel. Aided by a natural psionic homing instinct, they charted the stars and built titanic cities and mysterious monuments across hundreds of worlds while Earth's Serpent People still fumbled through their first spells. Their era long since passed, only a handful of Chorna remain in the galaxy as ancient, reclusive, and respectable guardians of knowledge and sacred sites.

And then there's Loma Slife.



Possibly the last born member of her race, Loma has no respect for a long-dead heritage or responsibilities to obscure legacies she's never been a part of. Instead, she plies the spaceways hunting bounties as a thinly-veiled excuse to pick fights and add to her ever-growing collection of trophies. Her strength, uncanny senses, and dedication to the job result in no shortage of crime lords, planetary dictators, and general scum willing to pay her outrageous fees, and her curious powers ensure that no one, no matter how skilled, can escape. Despite all her power, though, Loma wants very little out of life beyond a few good fights, exotic highs, and even more exotic males.

PERSONALITY

Loma is violent, prideful, and in love with all the shiny toys found across the universe. She is a crass loner who takes pride in making others uncomfortable; the more respectable a person, the more satisfied she is to get under their skin or draw out their temper. She likes a good fight to prove that no one's better than she is, and that extends to morally as well—everyone, deep down inside, is just as big a *schazzo* as she is, but at least she's honest about it.

Equal parts warrior and gearhead, ancient racial instincts drive Loma to horde all manner of things, from alien weapons to secrets to favors owed. While she shows little empathy for other sentients, she has a soft spot for well-built machines and proves especially maternal over her hotrod and trophy collection.

POWERS & ABILITIES

Like all Chorna, Loma is massive and intimidating, able to weather incredible damage, survive harsh environments, and live for millennia. She is an exceptionally durable and strong member of her people—traits she derisively explains with a different origin every time it comes up, from stealing Preserver technology to eating a space wizard. Loma's experiences have similarly warped her racial navigation sense, allowing her to psychically bond not only to locations she has visited, but to any trophy she claims—literally any prize she takes from a beaten opponent, from

*N=2
oxvi*

their weapons to their body. She can track its location anywhere in the cosmos and even warp the cosmic tapestry to bring it to her. She outfits herself and her star cruiser—a candy-apple red hotrod of an interdictor, named *Beast*—with tech either stolen or taken in payment from a dozen different alien races. Her current arsenal includes Lor weapons that cause psychic feedback, a Grue pistol that forces a creature into a stable form,

LOMA SLIFE

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11	15	6	4	11	0	5	1

POWERS

Chorna Biology: Growth 2 (Innate, Permanent; 9 feet tall), Immunity 11 (Aging, Life Support), Impervious Toughness 10, Leaping 4 (120 feet) • 30 points

Omniversal Translator: Comprehend 2 (Speak and Understand All Languages), Removable (-1 point) • 3 points

Trophy Arsenal: Array (36 points), Easily Removable (-16 points) • 24 points

- **Lor Psych Rifle:** Ranged Damage 12, Resisted by Will • 36 points
- **Grue Morph-Pistol:** Ranged Affliction 13 (Resisted and Overcome by Fortitude; Transformed (to normal form)), Limited to 3rd degree, Reversible • 1 point
- **Khanate Battle Blades:** Strength-based Damage 4 (Split) • 1 point
- **Ruluan Pacifier Gauntlet:** Ranged Affliction 13 (Resisted and Overcome by Will; Impaired, Disabled, Incapacitated), Limited to Attack Checks, Reversible • 1 point
- **Star Knight Beam-Bow:** Ranged Damage 11, Accurate, Precise • 1 point

Trophy Recollection: Teleport 13 (30 miles), Affects Others Only, Extended (8,000 miles), Limited to only claimed trophies which must be non-living, Limited to only appearing at her side) • 13 points

Trophy Sense: Senses 16 (Accurate Acute Extended 8 (100 million miles) Detect 2 (Claimed Trophies), Direction Sense, Distance Sense, Tracking • 16 points

- **Homing Sense:** Senses 14 (Accurate, Direction Sense, Distance Sense, Extended 10 (10 billion miles)) • 1 point

EQUIPMENT

VEHICLE: BEAST • 80 POINTS

Size Huge • **Str** 12 • **Spd** 9 (1,000 MPH) • **Def** 14 • **Tou** 14 • **Features:** Alarm 2 (DC 25), Communications, Flight 9 (1,000 MPH; **AE:** Movement 3 (Space Travel 3 (Other Galaxies))), Holding Cells, Navigation System (+5 bonus), Remote Control, Repeating Blaster (Ranged Multiattack Damage 12)

ritual swords from the Stellar Khanate, and a Ruluan gauntlet that disables offensive powers.

Loma's trophies are up for grabs to anyone who can best her in combat, with victors able to claim any of her treasures and break her psychic link to them. Indeed, defeating Loma at a challenge she agrees to is the only way to ever truly be free of the bounty hunter from which no man escapes. Not that getting her to agree to a challenge is much of a challenge, especially after the first dozen beers.

ALLIES & ENEMIES

Not one for long-term companionship, Loma takes allies of convenience wherever she can find them—including criminals, helpful local heroes, and duped law enforcement agencies—but rarely maintains such alliances for long. Those few beings she considers friends she still only visits occasionally, but her usual bullying softens

SKILLS

Close Combat: Unarmed 3 (+14), Expertise: Criminal 12 (+12), Expertise: Law Enforcement 4 (+4), Expertise: Streetwise 14 (+14), Insight 5 (+10), Intimidation 15 (+17), Perception 10 (+15), Ranged Combat: Guns 9 (+13), Technology 10 (+10), Vehicles 8 (+12)

ADVANTAGES

Benefit (Licensed Bounty Hunter), Diehard, Equipment 16, Great Endurance, Improved Grab, Improved Smash, Improvised Weapon 2, Power Attack, Takedown 2, Weapon Bind, Weapon Break, Well-informed

OFFENSE

INITIATIVE +6

Grue Morph-Pistol +13	Range, Affliction 13, Fort DC 23
Khanate Battle Blades +11	Close, Damage 15, Split
Lor Psych Rifle +13	Range, Damage 12, Will DC 27
Ruluan Pacifier Gauntlet +11	Range, Affliction 13, Will DC 23
Star Knight Beam-Bow +15	Range, Damage 11
Unarmed +14	Close Damage 11

DEFENSE

DODGE	11	FORTITUDE	15
PARRY	11	TOUGHNESS	15
WILL	9		

POWER POINTS

ABILITIES	98	SKILLS	44
POWERS	87	DEFENSES	10
ADVANTAGES	28	TOTAL	267

COMPLICATIONS

Motivation—Good Times: Loma loves a good fight and new toys, and her chosen profession provides her with plenty of opportunities to find both.

I Got One Rule: Though far from honorable, Loma has one unbroken rule: she does the job until she gets paid. She won't give up a bounty or turn on a client while under contract. After her contract is fulfilled, however, she's all too happy to put a blaster bolt through a problematic *former* client.

Don't Give a Damn about My Bad Reputation: Loma is a bully, but devastatingly effective. Her clients generally see her as a necessary evil, and no one would shed a tear over her death or come to her aid ... if she ever needed it.

into a gentle and flirtatious teasing. She's only amiable to others when drunk, high, or otherwise in the throes of spending the spoils of her hard work, and even then Slife's friendships end in fist-fights or shoot-outs as often as her bounty hunts do.

Loma is on the watch lists of a dozen galactic empires as well as the Star Knights, though the vagaries of inter-

AEGIS SECURE SYSTEM
AEGIS PRIME

16:33 - EST

MADDOX, CALPURNIA
CLEARANCE INFRARED

FROM: Elizabeth Nguyen <NguyenElizabeth1@AEGIS.emerald.pac.net>
TO: Director Calpurnia Maddox <MaddoxCalpurnia1@AEGIS.gov>
SUBJECT: Close Encounter file 703

THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS YELLOW/Restricted

Director:

We've finished coordinating with a few extraterrestrial informants and can only conclude that "Officer" Loma Slife is not actually tied to any law enforcement organization in the known galaxy. Apparently her credentials were a bounty-hunting license, and her badge was the alien equivalent of a hood ornament. Star Knight confirms Slife is in no way affiliated with her, and she is not liable for the considerable damages incurred during the "arrest" Slife performed last week.

Regards,

Agent Elizabeth Nguyen

Senior Security Analyst

A.E.G.I.S. District 5



galactic bounty law usually keep her activities just this side of legal. Loma herself tends to fixate on the biggest and most dangerous bounties, both for the thrill and the ample payouts. She considers her 5,000-year-lifespan too short to hold serious grudges.

HOOKS

Ain't We a Cozy Little Family: One of the heroes' foes with a stellar empire (possibly the Curator, Star Khan, Lady Lunar, or the Grue) declares the superheroes outlaws and contracts Loma Slife to bring them in, outfitting her with new technology and minions designed for the task. If she succeeds, her client double-crosses the bounty hunter, and dumps her in the same prison or arena as the PCs. Alone against an empire, Loma offers to work with the heroes (at least until she can yank out her former client's teeth), but can the heroes trust the woman who just captured them? Is this part of a longer game being played by their captor, or even a con job orchestrated by Loma to steal more of her client's advanced weaponry?

Beauties and the Beast: The heroes are invited as celebrity judges for a local beauty pageant, with proceeds going to charity. Midway through the competition, Loma Slife breaks in, targeting the competitors. The PCs eventually discover that one of the pageant contestants is an exiled alien prince hiding on Earth after a coup, and the new government has contracted Loma to bring back any

remaining members of the royal family for execution. Do the heroes protect the royal refugee, or do they investigate deeper and uncover the prince's own criminal activities since arriving on Earth?

Last of the Chorna: With her race near-extinct and scattered to the four corners of the cosmos, Loma Slife is often referred to as the Last of the Chorna, and that unofficial title has caught the attention of two dangerous entities: the Curator, and Loma Slife herself. Loma begins hunting the vestiges of her own people on behalf of the Preserver artifact, and when the last remaining Chorna flees to Earth seeking sanctuary and guardians, Loma follows, backed up by Curator drones and her trademark alien arsenal. But what happens when the Curator resolves to add Loma to its collection as well, and dispatches drones to recover the battle-weary bounty hunter?

That was Mine: Defeating Loma Slife not only allows a hero to free her bounties, but also claim one of her fabulous alien weapons as a prize. Loma is obsessive, though, and after some time to sulk and drink off the pain, she will always return for a rematch to reclaim her favorite toys—or even just prove herself against whatever schazzo took her down with a "cheap shot." Not being a woman of honor, the PCs are unlikely to know they're up against Loma Slife again until after the grenades start flying, and she's happy to jump into any fight she catches self-proclaimed do-gooders in the middle of, reinforcing a villain the heroes had on the ropes.

MADAME GUILLOTINE

REAL NAME: Jeanette Maveal
OCCUPATION: Assassin, avatar of anarchy
BASE: Mobile

Jeanette Maveal seemed doomed to underachieve and disappoint, growing up the forgotten middle child of renowned physicians. While her brothers basked in their parents adulation for athletics and her sisters outshone her academically, Jeanette found herself absorbed in her family's ignored legacy: the Golden Age French antihero, Guillotine, who helped free France during World War II. She found her great-grandfather's philosophies empowering: the notion that all inequality was economic at its base, and the rich were parasites feeding off the body politic—a cancer eating away at society. By the time she joined up with more radical groups in college who shared this philosophy, Jeanette had resolved to become the scalpel that removed that cancerous injustice.

Quitting college, she followed the footsteps of Etienne Robespierre—the original Guillotine—from France to Poland and back again, finally reclaiming his magic blades. Adopting her great-grandfather's name and motif, Jeanette became a notorious international political assassin. For years, she left a trail of decapitated victims, shattered lives, and civil disorder around the globe, making no distinction between cruel despots and guardians of public trust—any who lorded wealth or power over others could become a target for her warped, inflexible sense of justice.

Jeanette was apparently destined to remain a bloody but otherwise second-string villain—repeating her childhood experience—until her path crossed with an unlikely champion. On the parallel world known as Anti-Earth, the villainous Lady Anarchy learned of Lady Liberty's retirement and leaped to Earth-Prime to hunt her now de-powered rival for fun. But the friends and family of Beth Walton-Wright gathered around to protect the former heroine, and the show of support and love drove the Spirit of Anarchy from Anti-Earth Beth, accidentally causing her to fall to her death. Untethered from its host and stranded on a strange world, the Spirit sought a new host—one that embodied all the wanton horrors of unchecked freedom, without empathy or consideration for others—and it found Jeanette.



Madame Guillotine believes the true Spirit of Liberty has chosen her as its new champion, having grown tired of its former hosts' tendency to coddle or ignore the true villains of the modern world. Empowered as she is, she feels an even greater duty to visit retribution on anyone and everyone who fits her warped sense of criminality—beginning with the “impostor” to her Lady Liberty legacy.

PERSONALITY

Madame Guillotine is detached, condescending, and supremely confident. She is absolutely convinced of her own righteousness and the necessity of her violence—even as the victims she supposedly saves beg her to stop. Shorn of all compassion and coldly sure in her assumptions, Madame Guillotine is a social chameleon who blends easily into any situation, discussing the weather and beheadings she's remorselessly carried out with the same dull certainty. She never doubts the morality of her own bloody means and anarchist ends.

POWERS & ABILITIES

Madame Guillotine is an Olympic-level athlete, skilled infiltrator, and talented murderer wielding her grandfather's supernaturally sharp knives. Already a deadly opponent, her bonding with the Spirit of Anarchy also granted her superhuman strength, resilience, flight, and the ability to wield the chaotic energies of anarchy to bring out the worst in others, crush the human spirit, turn enemies' attacks against them (or against bystanders) and cloak the world around her in shadows.

ALLIES & ENEMIES

Madame Guillotine enjoys a complex relationship with many like-minded anarchist groups and villains—she often works with others, but just as quickly abandons her commitments when her partners fail to recognize her natural leadership, power, experience, or other features that should make her first among equals.

Many of Jeanette's victims have powerful friends seeking revenge. While she regards these mundane foes with cold contempt, Madame Guillot-

MADAME GUILLOTINE

STR
9/3*STA
5AGL
7DEX
6FGT
6INT
1AWE
5PRE
4

POWERS

Les Lames de Guillotine: Strength-based Damage 3, Enhanced Advantages 6 (All-out Attack, Favored Foe (the rich—anyone with 2 or more ranks of the Wealth benefit), Improved Critical 4), Penetrating 3, Easily Removable (-4 points) • 7 points

Looking Down From Above: Flight 7 (250 MPH) • 14 points

Quick Change: Feature 1 • 1 point

Shadow of Anarchy: Array (18 points) • 21 points

- **Mob Mentality:** Ranged Burst Area Cumulative Affliction 6 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Limited to making others act on their violent impulses • 18 points
- **Break the Spirit:** Close Damage 8, Alternate Resistance: Will, Subtle • 1 point
- **Collateral Damage:** Ranged Deflect 6, Redirect, Reflect • 1 point
- **Fog of Chaos:** Ranged Burst Area Concealment Attack 4 (All visual senses) • 1 point

Unstoppable Force of Anarchy: Enhanced Strength 6, Enhanced Fortitude +3, Enhanced Will +3, Protection 6 • 24 points

SKILLS

Acrobatics 5 (+12), Athletics 6 (+16), Deception 6 (+10), Expertise: Politics 7 (+8), Intimidation 6 (+10), Perception 6 (+11), Sleight of Hand 6 (+12), Stealth 5 (+12)

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Roll 3, Evasion, Favored Foe (the rich), Hide in Plain Sight, Improved Critical 4 (guillotine blades), Improved Defense, Improved Initiative, Languages 4 (Arabic, French, German, Hindi, Mandarin Chinese, Portuguese, Russian, Spanish, English native), Power Attack, Startle, Takedown

tine holds a seething hatred for the “pretender” Lady Liberty, Sonia Gutierrez. She believes the Spirit of Liberty would never join with a “man,” and considers this new Lady Liberty an insult to all “women-born-women.” She treasures the thought of not just defeating the pretender to her legacy, but publicly humiliating this so-called hero as well.

HOOKS

For What It's Worth: Madame Guillotine flocks to any gathering of demonstrators, eager to corrupt the tense but nonviolent situations into full-blown riots. While the heroes may be able to stop the brutal killer, can they do the same to an angry crowd of innocent and civically-minded citizens manipulated into violence thanks to the Spirit of Anarchy's influence?

Greatest Among Equals: The Spirit of Anarchy yearns to return to Anti-Earth, but doing so could cost it this erratic and powerful new host. Instead, it uses supernatural means to accomplish the next best thing: bring-

OFFENSE

INITIATIVE +11

Break the Spirit +10 Close, Damage 8, Subtle, Resisted by Will (DC 18)

Guillotine Blades +10 Close, Damage 12, Crit. 16–20

Mob Mentality — Ranged, Burst Area Affliction 6, Resisted by Will (DC 16)

Unarmed +10 Close, Damage 9

DEFENSE

DODGE 8 **FORTITUDE** 11/8**

PARRY 8 **TOUGHNESS** 14/11/8

WILL 11/8 *Without Unstoppable Force of Anarchy **Without Defensive Roll

POWER POINTS

ABILITIES 74 **SKILLS** 24

POWERS 67 **DEFENSES** 9

ADVANTAGES 18 **TOTAL** 192

COMPLICATIONS

Motivation—Balancing the Scales: Madame Guillotine fights for her own twisted sense of justice, which is harsh, unforgiving, and disproportionately violent. She rights wrongs against the oppressed—rarely those who truly need aid—by carrying out death sentences against “political criminals.”

Enemy—Lady Liberty IV: Madame Guillotine declares vendettas as readily as most people call for pizza, but she holds a special hatred for the new Lady Liberty, Sonia Gutierrez (see *Freedom City 3rd Edition*), and will go out of her way to engage her rival.

Power Loss: Large displays of community spirit and cooperation repel the Spirit of Anarchy. Community events, holiday celebrations, and the like all have the chance of driving the Spirit from Jeanette. She resists this repulsion with a Will check (rank depending on the size and fervor of the assembly). Failure means the disgusted Spirit temporarily abandons her, reverting Madame Guillotine to her former PL 8 state.

ing the Tyranny Syndicate to Earth-Prime! For now, the Syndicate defers to Guillotine's local expertise and plays the part of her enforcers, but as they explore Earth-Prime they see less and less use for their neophyte Lady Anarchy or her limited restraint.

Sleep Now in the Fire: Madame Guillotine's frequent team-ups rarely last long, and they never end diplomatically. When her latest team-up with a likeminded anarchist (such as Apocalypsette, Amalgam, or *Threat Report*'s Mindfire) turns south, a carefully-laid criminal scheme suddenly turns into a natural disaster as both parties go after each other in a public feud, with the heroes and plenty of innocent bystanders caught in the middle.

MAESTRO

REAL NAME: Basil Fatherton

OCCUPATION: Conductor, composer, criminal

BASE: Freedom City

Few understand music like Basil Fatherton. Music—its harmonies, its complexities, its beauty and majesty—has been his lifelong passion. Basil acknowledges only the works of geniuses like Mozart and Beethoven—and himself, of course—and the noise so-called “musicians” grind out in clubs or recording studios these days is unfit to bear the same name. He wanted to understand the art and the science of music in every possible way, and studied acoustics, musical notation, composition, conducting, and more in pursuit of his dream.

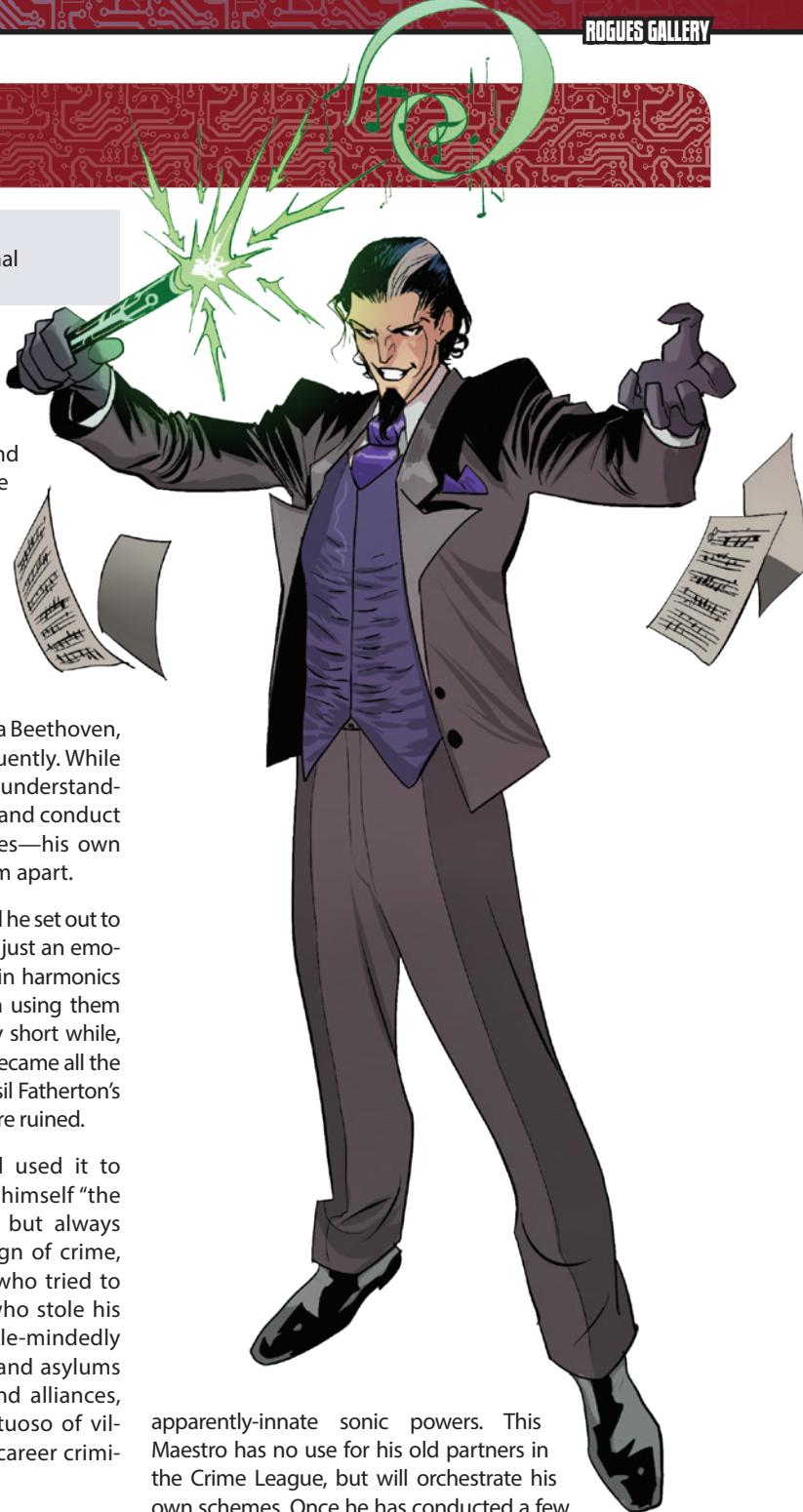
To his disbelief, Basil was neither a Mozart nor a Beethoven, and his teachers and critics told him so. Frequently. While technically competent, with an unmatched understanding of the science of sound—able to arrange and conduct complex performances of others’ symphonies—his own works lacked anything remarkable to set them apart.

The rejections and reviews embittered Basil, and he set out to create music that would reach people beyond just an emotional level. His research stumbled upon certain harmonics that affected the human brain, and he began using them to create music no one could resist. For a very short while, classical music—and his works in particular—became all the rage in Freedom City. When the truth about Basil Fatherton’s success came out, his reputation and career were ruined.

Basil adapted his musical technology and used it to pull off a series of daring robberies, calling himself “the Maestro.” He was caught and imprisoned, but always found ways to escape and continue his reign of crime, often seeking to avenge himself on those who tried to silence him and the “so-called musicians” who stole his spotlight. For decades, the Maestro single-mindedly pursued his revenge, in and out of prisons and asylums and working with various criminal allies and alliances, particularly the Crime League. Still, the virtuoso of villainy never even earned much respect as a career criminal, considered “B-list” at best by many.

Eventually, the Maestro’s years began catching up with him. He was a senior citizen with a criminal record longer than the lives of many of the heroes he was fighting. Still, his mind and keen desire for revenge were as sharp as ever. So he pursued forbidden techniques of science and sorcery to extend his life, hitting upon just the means to suit him: with the assistance of his old Crime League partner Medea, he challenged the Devil himself to a musical contest at a midnight crossroads with his soul on the line—and won.

So it was that Freedom City saw a crime wave from a young and vigorous “new” Maestro, who claims to be the original restored to his full vigor and then some, and wielding



apparently-innate sonic powers. This Maestro has no use for his old partners in the Crime League, but will orchestrate his own schemes. Once he has conducted a few crimes to accumulate seed money, the potential of his own organization and agents can begin to take form.

PERSONALITY

Once, it could be said the Maestro cared about music more than anything else, but these days he cares more about revenge, paying back a lifetime of slights against his talent, his genius, and his ambition—with interest. Maestro wants to see them all humbled: those who have stolen the accolades and spotlight that rightfully should have been his, those who

MAESTRO

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	1	1	2	2	3	3	2

POWERS

Sonic Emitters: Removable (-13 points) • 50 points

- **Hearing Protection:** Immunity 5 (Hearing-Dependent Effects), Limited to half effect
- **Sonic Immunity:** Immunity 5 (Sonic Damage)
- **Sonic Projection:** Array (24 points)
 - **Deafening Blast:** Cumulative Ranged Affliction 12, (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Hearing
 - **Hypnotic Song:** Concentration Cumulative Area Affliction 8 (Resisted and Overcome by Will; Entranced, Compelled, Controlled; Hearing-Dependant)
 - **Phase Cancellation:** Burst Area Nullify All Sound Effects 6, Concentration, Simultaneous
 - **Silence:** Burst Area Auditory Concealment Attack 2
 - **Sonic Blast:** Ranged Damage 12 (sonic)
 - **Sonic Burst:** Ranged Burst Area Damage 8 (sonic)
 - **Sonic Drilling:** Burrowing 4
 - **Sonic Projection:** Illusion 10 (auditory)
 - **Sonic Stunner:** Ranged Cumulative Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Hearing-Dependent
 - **Sonic Thunder:** Burst Area Affliction 11 (Resisted and Overcome by Fortitude; Dazed and Vulnerable, Defenseless and Stunned); Extra Condition, Limited Degree
- **Sonic Shield:** Impervious Protection 11, Sustained

SKILLS

Close Combat: Unarmed 2 (+4), Expertise: Music 12 (+15), Expertise: Sonics 12 (+15), Insight 6 (+9), Perception 4 (+7), Persuasion 2 (+4), Sleight of Hand 6 (+8), Stealth 4 (+5), Technology 8 (+11), Vehicles 4 (+6)

ADVANTAGES

Attractive, Connected, Fascinate (Expertise: Music), Jack-of-all-trades, Ranged Attack 7

have encouraged the degeneration of the musical arts, and those who have presumed to stand in his way.

Still, with experience comes a measure of wisdom, and the Maestro has no intentions of squandering his new lease on life on a long prison sentence. He means to enjoy both his revenge and all of the pleasures and opportunities his restored youth can bring. So he certainly has no objections to making—and spending—some quick ill-gotten cash, setting some aside towards the eventual establishment of a new criminal “symphony” with himself as composer, conductor, and sole critic.

POWERS & ABILITIES

The Maestro is a master of acoustics. The ultimate expression of this knowledge is the array of sonic emitters he wears beneath his dapper suit. Originally controlled by his conductor's baton, Maestro has updated the technology

OFFENSE

INITIATIVE +1

Sonic Blast +9 Ranged, Damage 12
Unarmed +4 Close, Damage 0

DEFENSE

DODGE	9	FORTITUDE	9
PARRY	9	TOUGHNESS	12/1*
WILL	11		*Without Sonic Shield

POWER POINTS

ABILITIES	28	SKILLS	30
POWERS	50	DEFENSES	31
ADVANTAGES	11	TOTAL	150

COMPLICATIONS

Deal With the Devil: Basil promised Medea seven unspecified favors in exchange for brokering the deal for his youth, and the ancient sorceress has long-reaching plots to rope him into.

Drama King: Maestro has an overdeveloped sense of drama, and often indulges it with vendettas and grandiose speeches.

Motivation—Revenge: Although Maestro has always wanted recognition of his musical genius, he is primarily motivated by revenge for the decades of disdain he has endured.

so it responds to his conducting gestures. He carries and uses his trademark baton—both for effect and to mislead foes into thinking it houses his power—but even without it he easily commands soundwaves, leading some heroes to believe this new Maestro's powers are innate rather than technological.

With a gesture, Maestro can create virtually any sound, including music or specific voices. He can create harmonics that influence the human brain, causing people to fall into a trance or dance against their will. He can generate ultrasonic notes and concentrated blasts of sound or build “walls” of sonic force to deflect bullets.

HOOKS

By the Numbers: Maestro shares his sonic technology with an up-and-coming boy band to create a gang of “bad boy” musicians, but are his new partners willing accessories, or mind-controlled victims, or is Basil the one being controlled?

Sound Off: To stem the tide of “noise pollution,” Maestro plants concealed sonic dampeners all across the city, blanketing it in silence and demanding a hearty ransom if the people want to find their voices again. Can the heroes interview witnesses or search for clues when they can’t even speak to each other? And what other sonic tricks can the Maestro broadcast city-wide with his new technology?

MEGASTAR

REAL NAME: Christopher Beck
OCCUPATION: Interstellar enforcer
BASE: The Milky Way Galaxy

Christopher Beck was camping when the Lor scout ship crashed to Earth. At the site, he found three members of the crew dead. A fourth was still alive and managed to gasp at him through his translator module, "Keep it safe. Take ... the MEGAS and keep it safe from..." The man died and a glowing



silvery metal dripped from the box in his grasp. That metal slithered up—against the pull of gravity—and flowed over Chris's body. He panicked and tried to run as the metal wrapped around him. Unfortunate, he ran directly into the shock nets of the Grue.

As he fell, Chris heard a calming feminine voice saying, "MEGAS partially online, awaiting full reboot and instructions. Status: User emotionally agitated; physical protections at 65% efficiency. Options: Offensive fire or device nullification?" Chris opened his eyes and was surprised to discover he could see in spite of the film of alien metal covering them. It also seemed to put a targeting scope in his field of vision, and that was something the young video game aficionado understood. "Return fire!" he yelled, pointing at the Grue. Force blasts from his hands scattered the aliens and sent them packing.

Within days, Chris learned the metallic fluid was the Metamorphic Encaphalic Guidance and Attack Suspension or "MEGAS," an ancient Preserver artifact discovered on a Lor frontier world. All Chris knew was that it saved his life, was really smart, and gave him incredibly cool super-powers!

After weeks of practicing as "Megastar" and perfecting the look of his heroic persona, Chris tried to join the Freedom League, but his interview and try-out with Daedalus and the Raven was interrupted by a Lor squadron looking to recover the MEGAS. Lor Captain Skeshar used an energy beam to try and separate the MEGAS from its host, revealing Chris's true identity to the Freedom Leaguers. When it became clear the MEGAS was permanently bonded to the Earth-boy, and that he was under Daedalus's protection, the Lor squadron left empty-handed.

Knowing his true age, the League couldn't allow Megastar to join, but instead arranged for Chris Beck to attend the Claremont Academy for training, making him one of the school's most powerful students. Megastar became part of the first Next-Gen team, even though Chris was the youngest member.

Those first couple of years with the Next-Gen were Megastar's glory days, but things became more difficult when his older classmates began graduating from Claremont and moving on and Megastar was the "senior" member of the junior team. The simple truth was that Chris didn't apply himself when it came to academics, and relied far too heavily on the edge of Megastar's considerable powers. He didn't really plan for any future other than graduating from Claremont, becoming a full time superhero and member of the Freedom League and—well, his thought process didn't go much beyond that.

Chris did graduate, but hardly with distinction, and it was clear to the Freedom League that Megastar wasn't much of a "team player." He was told to get some practice doing some good in the world, but also to get his life in order. The second rejection stung even worse than the first because this time, it wasn't

MEGASTAR

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12/2	9/2	2	2	10	0	1	1

POWERS

Force Blast: Ranged Damage 12 • 24 points

Nanomorph: Machine Forms (Variable 4), Machine Shapes (Morph 2) • 38 points

Physical Enhancement: Enhanced Stamina 7, Enhanced Strength 10, Power-lifting (Enhanced Strength 3, Limited to Lifting) • 37 points

Protective Shell: Immunity 10 (Life Support), Impervious Toughness 10, Protection 3 • 23 points

Sensor Systems: Senses 6 (Communication Link with Tellax, Direction Sense, Distance Sense, Low-light Vision, Radio, Rapid Radio) • 6 points

Stellar Flight: Flight 12 (8,000 MPH), Movement 3 (Space Flight 3) • 30 points

SKILLS

Deception 8 (+9), Insight 4 (+5), Intimidation 4 (+5), Perception 8 (+9), Ranged Combat: Force Blast 4 (+10), Technology 8 (+8)

ADVANTAGES

Benefit 3 (MEGAS wielder), Fearless, Holding Back 2*, Interpose, Ranged Attack 4, Taunt

*See the *Hero High* sourcebook for details.

because he was too young. It was because he wasn't ready, even though his former classmate Bowman was a part of the League without even any powers to call his own, and Seven was already working with the team as well. Seven, who Chris had a crush on all through their time together in the Next-Gen, but who looked at him as nothing more than a "quirky little brother."

So, if the Freedom League wanted to see proof that he was ready, Megastar determined that he would show them proof—and he tried, he really did. Unfortunately, while Megastar fought crime and super-criminals, he also gained a reputation as a hothead responsible for more than his share of property destruction. What was more, there was nothing else in Chris Beck's life but a series of temp and dead-end jobs he couldn't hold down, and equally temporary relationships. He felt ordinary people couldn't understand him, and that his costumed contemporaries didn't want to be around him, including Seven, who told Chris any sort of relationship was a distraction from her work with both the League and Eldritch (but he knew those were just excuses).

Then came the Silver Storm, the appearance of Tellax on Earth, and a sense of recognition, of *connection*, that Megastar felt from the MEGAS itself. After Tellax was banished from Earth, Megastar sought out the alien artificial intelligence. He's still not entirely sure why: was it a desire to finally belong to something or a belief that he could be the one to protect Earth from an outside threat? He thought he could change his mind, maybe, but once the infusion of Tellax's nanotech entered his body, merging with the MEGAS, Chris realized there was no going back.

OFFENSE

INITIATIVE +2

Force Blast +10 Ranged, Damage 12

Unarmed +10 Close, Damage 12

DEFENSE

DODGE	10	FORTITUDE	13
-------	----	-----------	----

PARRY	10	TOUGHNESS	12
-------	----	-----------	----

WILL	8		
------	---	--	--

POWER POINTS

ABILITIES	40	SKILLS	18
-----------	----	--------	----

POWERS	162	DEFENSES	19
--------	-----	----------	----

ADVANTAGES	12	TOTAL	251
------------	----	-------	-----

COMPLICATIONS

Motivation—Recognition: Megastar is torn between fulfilling the mission of the Argents and bringing order to the cosmos and realizing that the kind of order Tellax would create is just a new kind of empire.

Uncertain Temper: Deep down, Megastar is lost and uncertain, which sometimes leads him to lash out when he's forced to confront the unresolved issues in his life.

PERSONALITY

Megastar wants more than anything to be a hero, to be the hero, and thinks of himself as "the greatest of the Argents," a cosmic champion of law and order. In truth, he's been directionless and lazy, with a desperate need to belong, and has sold himself to Tellax for the opportunity. He tells himself the Argents have the best interests of life in the universe at heart but working with them has brought out a swaggering bully side to Megastar, willing to arrogantly push aside doubts—and anyone who questions his current "mission" in life.

POWERS & ABILITIES

Chris Beck's body is infused with alien nanotechnology, able to transform him from human into a super-strong, nigh-invulnerable form able to fly, throw powerful blasts of force, and survive in the vacuum of space. Megastar's original MEGAS technology has been further augmented by Tellax's Argent nanomodifications, enhancing some of Megastar's existing powers and giving him additional technological capabilities, particularly interstellar flight, enhanced sensory abilities, and the power to produce various technological devices as extensions of his transformed body.

The full capability of the MEGAS remains unknown, and Megastar is potentially capable of tapping into powers far greater than any of the Argents, perhaps rivalling those of Tellax itself.

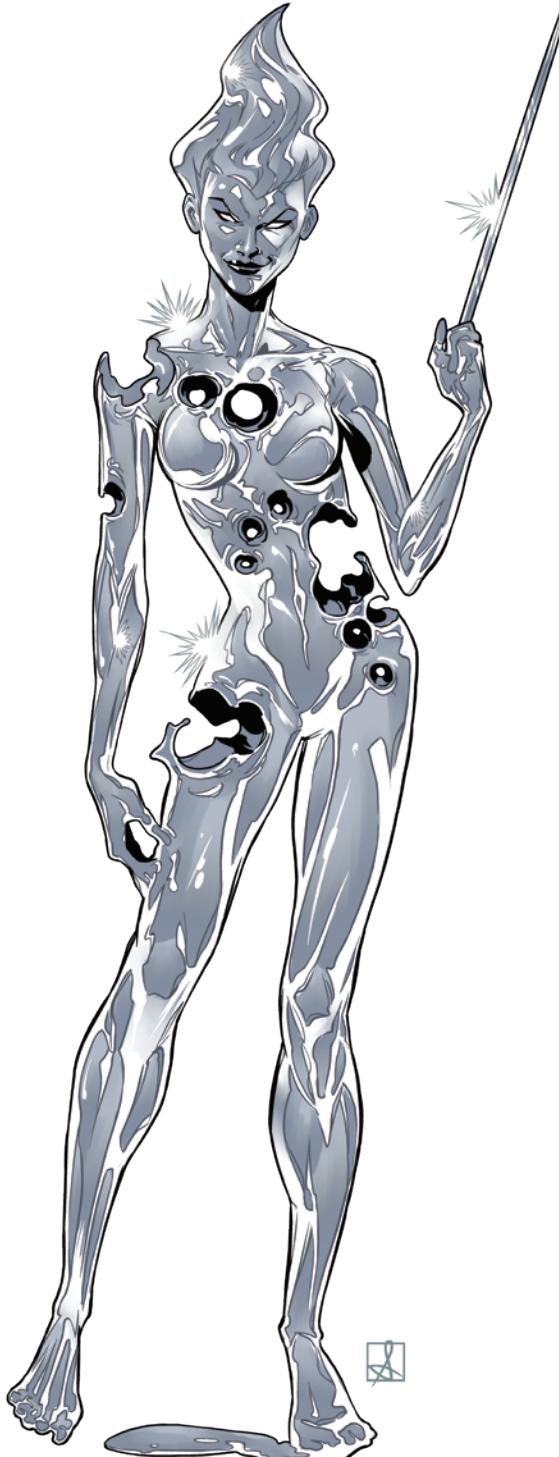
MERCURIAL

REAL NAME: Glenna Frost

OCCUPATION: Former Emerald City University student, now villainess

BASE: Emerald City

As a young mother, Glenna Frost's daughters Vivian and Lorelei meant everything to her. Though her teenage pregnancy originally prompted her to drop out of high



school, her desire to provide a better life eventually lead her to complete her GED and pursue college, with her hard work and community service earning her a tidy scholarship to ECU. Frost divided her time as best as she could manage between her family and her studies—often with the help of her younger friend, Jessica Prentiss (unknown to her, the superhero Princess; see *Emerald City*). Eventually, the chemistry major applied for a summer internship with KessCorp at Jessica's urging.

Frost secured the position, and once at KessCorp she worked hard, thankful for the job prospects—and the higher pay and family benefits those included—it afforded her future. She kept quiet when her employers cut corners on employee safety, and about their unethical and dangerous activities. Science demands risk and sacrifice, she justified to herself, just like the risks and sacrifices she'd made to come so far in life.

KessCorp's shady practices left Frost working alone outdoors during a rare Emerald City thunderstorm, during which a bolt of lightning struck both her and a nearby vat of experimentally treated mercury. This somehow fused her body with that of the liquid metal, transmuting her into "living mercury," but not without dire cost. Though rendered immune to the toxic metal's deadly physical effects, her human mind was saturated in the heavy metal, severely affecting her mental state (above and beyond the shock and psychological trauma caused by her irreversible transformation).

As Mercurial, Frost uses her elusive form to plague Emerald City, surreptitiously appearing in vulnerable areas to sow disarray and devastation with little regard for human lives or property loss. Overwhelmed by emotional tumult, she is impossible to bargain with and difficult to capture as she inflicts the chaotic madness of her temperaments upon the world.

PERSONALITY

The original Glenna Frost was loving and driven, if a bit overwhelmed and harried most days. Mercury is a potent neurotoxin, however, causing anxiety, memory loss, depression, and hallucinations that warp Frost's understanding of the world. Mercurial's personality has become as ever-shifting and mutable as the substance her body is made of. See the **My Ever Changing Moods** sidebar for information on determining her persona in an encounter.

POWERS & ABILITIES

Mercurial's body consists of pure mercury, with her mental processes somehow bound into the metal itself. She is free of mortal frailties like breathing, hunger, and almost all physical injury. Her form is both densely resistant to harm and extremely malleable, capable of traversing a convenient drain in a building's plumbing or squeezing

MY EVER CHANGING MOODS

This table details Mercurial's various states of mind and provides adventure hooks that each of them can provide. Gamemasters are free to select ones best-suited for their series, roll randomly, or follow them in order. The lattermost option creates a character arc for Mercurial, as the heroes first encounter her as a threat, then learn more of her origins, and finally assist in reversing her transformed condition.

MERCURIAL'S MOODS

D20 ROLL	RESULT
1–2	Fear: Fright seizes Mercurial, and in terror she lashes out at anyone and anything that reminds her of the source of her anxiety. In addition to containing the damage and rescuing the victims of her panic, the heroes must somehow identify what provoked her and mollify her concerns. Her mind may latch on to seemingly random details whose associations make perfect sense to her ("She hates <i>these cans!</i> "), but more often on people, places, or artifacts tied to her history or trauma, like a KessKorp truck.
3–5	Rage: Something arouses Mercurial's fury, making her a berserk engine of destruction. As outlined under the Fear result, anything could be the catalyst, but it is most likely related to KessKorp. An assault on KessKorp facilities reveals clues about Mercurial's origins, and calls upon the heroes to defend KessKorp, an uncooperative and quasi-evil organization that actively undermines them if they threaten its secrets.
6–7	Avarice: Though lacking physical needs, Mercurial's obsession shifts to wealth and comfort, stemming back to her years struggling to provide for her family. This leads to straightforward robbery attempts on her part, and whether it's a bank, jewelry store, or someplace more exotic, the ensuing fight introduces the heroes to the range of Mercurial's abilities and her often inexplicable motives.
8–10	Control: Mercurial's mind fixates on controlling her environment, and she schemes to control Emerald City's criminal underworld. Searching for allies and minions, she may join groups like the Fraternal Order of Evil (see <i>Emerald City, Chapter 10</i>), or view them as rivals. This leaves the heroes either outnumbered or caught in a supervillain crossfire. Suitably unpredictable cohorts for Mercurial include Chain, Death Magnetic, Doubletime, Ghostlight, and Killshot (see <i>Emerald City, Chapter 11</i> and the <i>Emerald City Knights</i> adventure), as well as Mindfire (see <i>Threat Report</i>).
11–12	Compassion: Filled with sympathy for those suffering like herself, Mercurial vows to free them of their pain by granting them a "merciful" (but not painless) death. Possible candidates for her "aid" are all physically altered player characters (such as Silver Storm survivors), or any of the heroes' loved ones (Relationship complications) who are disabled, ill, or injured. Mercurial's insidiousness enables her to lethally "help" when targets are most vulnerable and—if at a hospital—surrounded by innocent bystanders.
13–15	Love: Overwhelmed by her love for her daughters, Mercurial is manically driven to find and "protect" them. The girls, currently in their father's care, are bound to be in a place with great potential for collateral harm to property and people in great need of the heroes' assistance. Possibilities include the Atlas Mall, the Natural History or Historical Museum, Magic Hill Amusement Park, the Native American Cultural Center, or Overlook Park.
16–17	Envy: Mercurial jealously fixates on returning to human form ("like everyone else") at will. She either schemes to steal a remedy (real or imagined) similar to the Avarice result, or kidnap an individual who may or may not actually be able to help her, such as ECU's Dr. Ann Razko (see <i>Emerald City, Chapter 7</i>). The heroes must then either prevent the crime or follow Mercurial's trail in order to return the purloined items or people safely.
18–19	Despair: Despondent over her lost humanity, Mercurial decides to end her existence... but the force necessary to destroy her metal form will take a chunk of Emerald City with it! Infiltrating Joint Base Clark-Gordon or the Fort Brewer Naval Base (see <i>Emerald City, Chapter 9</i>) in search of nuclear warheads is a likely course of action, challenging the heroes to find and stop her in restricted areas where well-armed and well-trained personnel and red-tape-wielding officers are not keen on them being.
20	Hope: Glenna Frost regains some control of her emotions, and she seeks the (probably skeptical) player characters as her only chance to regain her former life. The wary heroes are in a race against time before Mercurial's instability reasserts itself. Their own scientific or mystic expertise may suffice, but more interestingly the heroes may have to seek out wiser minds in exotic and dangerous locales. Likewise, a cure may require rare ingredients in similarly isolated places.

through the tiniest cracks in a vault door. She can drown victims within her fluid mass, as well as poison them with toxic mercury fumes or form her dense, fluid body into a variety of weapons—from swords and knives to chains and hammers. Mercurial sometimes disguises herself as silvery or chromed objects to evade notice or capture: mirrors, car bumpers, or even art deco pieces (though touching the object reveals it to be liquid).

ALLIES & ENEMIES

Mercurial occasionally finds a kindred soul in other outcasts and victims of fate, like her fellow Emerald City villains Packrat and Junkpile.

She despises Princess for continually "meddling" in her life. In your series, feel free to replace Princess with an appropriate player character.

MERCURIAL

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	5	3	0	0	1	1	5

POWERS

Hydrargyrum Form

- Quicksilver Drowning:** Progressive Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Accurate • 37 points
- Hydrargyria:** Cloud Area Progressive Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Sense-dependent (Olfactory) • 1 point
- Mercury Rising:** Strength-based Damage 3, Accurate • 1 point

Mercurial Nature: Growth 5 (Density, Permanent), Elongation 8 (1,800 feet), Enhanced Advantages 2 (Improved Grab, Improved Hold), Immunity 30 (Fortitude effects), Impervious Protection 7, Impervious Toughness 5, Insubstantial 1 (Liquid; Permanent), Morph 4 (Any Form; Quirk: Always mercury-silver colored) • 93 points

SKILLS

Close Combat: Hydrargyrum Form 10 (+10), Deception 6 (+11), Expertise: Science 3 (+4), Perception 3 (+4), Stealth 7 (+10), Technology 3 (+4)

ADVANTAGES

Daze (Deception), Improved Grab, Improved Hold, Improved Initiative, Taunt

HOOKS

Divided Loyalties: Some powerful encounter divides Mercurial's focus enough that her fluid form splits into two or more pieces. Each piece is only a portion of Glenna Frost's original mind (perhaps dividing her memories between them, or playing up traditional comic book tropes of her logical "left brain" and emotional "right brain," or Freudian id, ego, and superego). In addition to each portion possessing the original Mercurial's powers, the heroes must find a way to reunite her divided identity before the split weakens and eventually kills Frost.

Mercury Rising: Mercurial's crimes seem more rational and focused than normal, with a minimum of chatter, but her targets seem unrelated to her normal behavior or obsessions. Unknown to the heroes, another villain has somehow seized control of Mercurial (prime candidates include the magnetic maven Death Magnetic, the psychic Mindfire, and the engineering mastermind the Mad Machinist, all found in the pages of *Threat Report*) and now use her as a puppet to enact their own schemes. While this gross violation means the PCs must face two deadly opponents at once, it also hints at possible treatments to stabilize Frost.

Stigma: A chemical treatment helps Glenna Frost's mind cope with the toxic metal making up her body, and combined with therapy she regains a measure of control and emotional stability. Her body remains inhuman, however, her list of past sins lengthy, and the one thing

OFFENSE

INITIATIVE +7

Hydrargyria —	Close, Cloud Area Progressive Affliction 12
Mercury Rising +12	Close, Damage 8, Reach (1,800 feet)
Quicksilver Drowning +10	Close, Progressive Affliction 12, Reach (1,800 feet)
Unarmed +0	Close, Damage 1

DEFENSE

DODGE	12	FORTITUDE	Immune
PARRY	10	TOUGHNESS	12
WILL	9		

POWER POINTS

ABILITIES	20	SKILLS	16
POWERS	132	DEFENSES	27
ADVANTAGES	3	TOTAL	198

COMPLICATIONS

Motivation—Mercurial: Mercurial's personality and behavior reflect her name, as her emotions change without warning or pattern. Whatever the specific feeling, its intensity renders her irrational (but nonetheless mockingly cruel). See the **My Ever Changing Moods** sidebar.

Weakness to Acids: Contact with acids (sulfuric, nitric, or *aqua regia*) painfully dissolve her liquid metal form into salts. She resists this with Will (rank depending on the quantity of acid), with failure leaving her impaired, stunned, or paralyzed.

that helped her pull together the last time she let her life fall apart—her children—are now outside of her life for their safety. Can the heroes help her find a place in life now and re-pay her debt to society, or do all the stresses of everyday life eventually push Frost away from therapy and treatment and back into her relatively consequence-free life as Mercurial?

Translation Error: Mercurial witnesses something horrible, or can no longer maintain her silence about the problems she saw within KessKorp, but is divided on how to fix anything or whether she can trust anyone to care. The added stress leaves her nonverbal for days at a time, and makes her mood even more unstable. Her attacks and crimes begin to seem more for attention, but she just as quickly resents any heroic involvement and immediately tries to drive them away. Parts of her want to save the city, while others want to watch it die.

Getting any useful information from Mercurial at this point requires patience rather than combat, and a certain measure of empathy to understand the seemingly random connection her mind makes between the world around her and agents of the looming threat that may endanger the entire city.

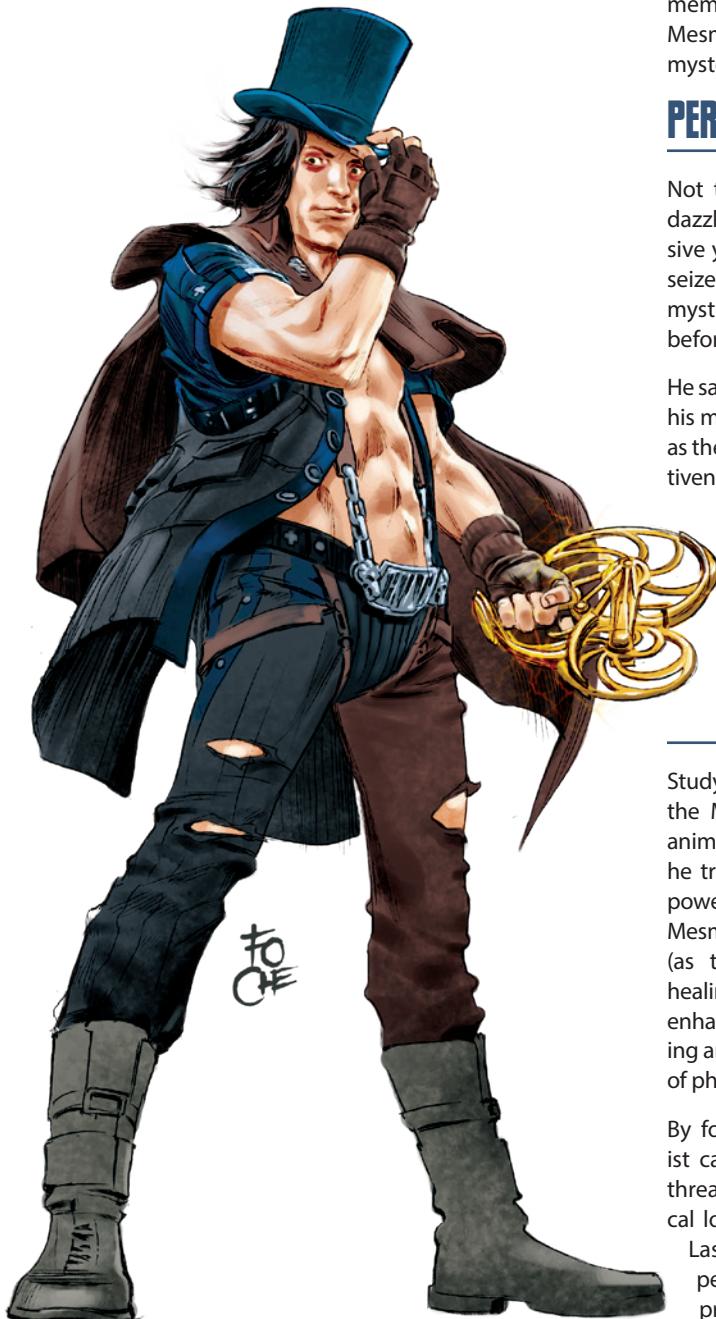
THE MESMERIST

REAL NAME: James Desmond

OCCUPATION: Stage magician and criminal

BASE: Mobile

Restless as his collegiate days neared their end, liberal-arts major James Desmond eagerly volunteered for a semester of independent study in Europe. Once abroad, Desmond's search for *outré* and interesting study topics led him to the works of 18th century physician Franz Mesmer. Mesmer believed that skilled individuals employing "animal magnetism" could alter the body's "vital fluids" and cure all human maladies. Though it led to the



development of hypnosis, mesmerism had long been discredited, but Desmond's desire to escape the crushing tedium of paper writing prompted him to experiment with Mesmer's techniques ... and find them effective.

His newfound capabilities intoxicated him, and made Desmond thirst for fame. Using his uncanny power of illusion, he reinvented himself as "The Mesmerist," a showman capable of seemingly impossible feats and thrills, delivered with Vegas spectacle and glamour. Soon achieving the desired superstar status, wealth followed, leaving little he could not possess—but it was the unobtainable things he now wanted most. Quite capable of rewriting memories and supernaturally concealing his actions, the Mesmerist now steals what he cannot buy, leaving behind mysteries without any clues.

PERSONALITY

Not truly evil but still quite callow, the Mesmerist is a dazzlingly charming and hazardous mixture of excessive youth, beauty, wealth, celebrity, and influence. He is seized by a young man's passions, and cursed by potent mystic abilities which quickly realize his desires long before reason and morality can intervene.

He savors being widely admired and desired and thus limits his misdeeds to an occasional covert self-indulgence, such as the theft of a rare item or petty act of revenge. His attractiveness and mischievous (rather than malicious) nature make him seem more of a distraction than menace.

If caught and chastised, he'd respond with an ostentatious repentance. However, an enabling celebrity culture combined with increasing self-knowledge of just how powerful he truly is seem destined to tempt him into greater wrongs.

POWERS & ABILITIES

Study and practice of Doctor Mesmer's theories unlocked the Mesmerist's gifts, which he mistakenly believes are animal magnetism perfected rather than the magical gifts he truly possesses. Since the Mesmerist conceives of his powers as mesmerism, his mystical abilities emulate feats Mesmer claimed possible. Restoring bodily fluids' balance (as the Mesmerist visualizes it) produces astounding healing effects—a trick the Mesmerist employed to greatly enhance his core physical and mental capabilities. Visualizing an imbalance in others' vital fluids inflicts a wide variety of physical and mental alterations including lethal trauma.

By focusing his powers on others' minds, the Mesmerist can induce complex and convincing mirages. When threatened, he uses this ability to distort his precise physical location, making him difficult to target with attacks.

Lastly, those whose attention he captures may be compelled to obey his commands, such as forgetting his presence at crime scenes.

THE MESMERIST

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	4	4	4	4	8	4	8

POWERS

Animal Magnetism: Array (53 points) • 57 points

- **Hypnotism:** Perception Area (must be seen & heard) Concentration Cumulative Affliction 10 (Resisted and Overcome by Will; Entranced, Compelled, Controlled, Insidious, Reversible, Selective, Subtle • 53 points)
- **Mesmerism:** Illusion 13 (All Sense Types), Resistible (Will), Subtle • 1 point
- **Vital Fluid Disruption:** Cone Area 2 (120 ft.) Damage 13, Alternate Resistance (Fortitude), Subtle • 1 point
- **Vital Fluid Equilibrium:** Healing 13, Persistent, Restorative, Resurrection • 1 point
- **Vital Fluid Imbalance:** Cumulative Cone Area Affliction 10 (Resisted and Overcome by Fortitude), Incurable, Reversible, Subtle, Variable Condition (all) • 1 point

Crisis Diagnosis: Detect Health, Analytical, Ranged • 3 points

Fluid Mind: Enhanced Trait (Will 7), Limited to only against Mental Effects; Impervious Will Defense • 13 points

Misdirection: Enhanced Trait 14 (Dodge 7, Parry 7), Limited to Beings with Minds • 7 points

SKILLS

Deception 5 (+13), Expertise: Mesmerism 7 (+15), Expertise: Stage Magic 4 (+12), Sleight of Hand 3 (+7), Stealth 3 (+7)

While the Mesmerist favors affectations such as a top hat and spinning Archimedes spiral, none are strictly necessary for his powers to function. They simply help gain his victims' focus in order for his hypnotic ability to take effect.

ALLIES & ENEMIES

The Mesmerist has the requisite agents, publicists, attorneys, personal assistants, roadies, accountants, bodyguards, chauffeurs, and bootlicks befitting a rich and famous entertainer.

HOOKS

Magic...Whole Lotta Magic: The most direct way to put the heroes onto the Mesmerist's nearly undetectable crimes is to have him steal something precious to them or someone they care about. It could be a family heirloom, or the rare element that powers their super-headquarters (or something similarly valuable). The initial clues should not be easily discovered given the Mesmerist's power and caution, and even then, questions of possible motive and contradicting eyewitnesses may still inspire doubt. The obscure trail of evidence nonetheless leads to the Mesmerist if the players are suitably persistent, but does not necessarily end in battle. Above all, the Mesmerist wants to preserve his freedom and trappings of fame. He is quite ready to have an underling take the fall, or pretend to recover from "an evil spell inflicted by a jealous rival" and

ADVANTAGES

Attractive 2, Benefit 3 (Millionaire), Eidetic Memory, Great Endurance, Speed of Thought‡

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

OFFENSE

INITIATIVE +8

Vital Fluid Imbalance — Close, Cone Area Affliction 10

Vital Fluid Disruption — Close, Cone Area Damage 13

Hypnotism — Close, Perception Area Affliction 10

Unarmed +4 Close, Damage 3

DEFENSE

DODGE 17/10* **FORTITUDE** 10

PARRY 17/10* **TOUGHNESS** 4

WILL 16/9** *Without Misdirection
**Without Fluid Mind

POWER POINTS

ABILITIES 78 **SKILLS** 11

POWERS 80 **DEFENSES** 23

ADVANTAGES 8 **TOTAL** 200

COMPLICATIONS

Motivation—Greed: The Mesmerist's power to mold minds and bodies allows him to take whatever he wants, and he revels in that power.

Fame: The Mesmerist's charisma and astounding stage show make him a media phenomenon and major celebrity.

Secret: In order to preserve his fan-base and bookings, the Mesmerist carefully conceals all illicit uses of his abilities.

then seemingly aid the do-gooders. Thus, the first encounter with the Mesmerist may conclude with him walking away scot free but deeply suspected by the heroes.

Did Ye Get Healed?: The Mesmerist has thus far kept his health-restoring abilities a secret, but should they become widely known, he would rise to an entirely different and greater level of fame. No longer a mere stage magician, the Mesmerist would also be a miraculous healer, sought out by everyone from the terminally ill to hypochondriacs. His palliative gifts would garner great admiration, if not worship. In this instance, bringing the Mesmerist to justice for his crimes becomes exponentially more complicated given the number of desperate and grateful people unwilling to accept anything unsavory about their savior. Even if the heroes build an airtight case against the Mesmerist, is sending him to prison true justice without some attempt to persuade him to use his powers only for good? And what if it's the player characters in need of a miracle cure?

MISTRESS HYDE

REAL NAME: Dr. Maryann Beswick, alias Edwina Hyde
OCCUPATION: Pharmacological researcher turned crime lord
BASE: The Golden Calf Casino, Freedom City

Freedom City University professor Maryann Beswick, a world-renowned pharmacologist, was working obsessively on her next wonder drug when tragedy struck. Intending to palliate neuromuscular diseases with mixtures of manaka root extract (including the addictive street drug "Max"), she unintentionally inhaled and accumulated it in her system day after day, which triggered a terrible metamorphosis. The kind, humanitarian Beswick became the evil, bestial criminal Mistress Edwina Hyde, mocking her own Robert Louis Stevenson-like origins.



Over time, Hyde coerced her Beswick self into developing more potent, long-lasting versions of the transforming potion and a plethora of illicit street drugs. This gave the savage Hyde capital to brutalize her way atop the Freedom City underworld and eventually gain control of the Golden Calf casino—now the headquarters of her gangland empire which extends into Greenbank, Greenville, and the Fens. Mistress Hyde and Beswick war with each other and the rival Driogano family.

PERSONALITY

Despite her civilized affectations, Hyde is an unrestrained egotist, avariciously and crudely taking the basest animal pleasures—power, food, intoxicants, lust—and grossly reveling in their excess. At times, Hyde exhibits a keen animal-like cunning, but otherwise savagely retaliates against whatever or whoever bars her from seizing what she will.

Beswick is quiet and shy, driven by an overriding compassion and dedication to her work. Since the transformations began, she is burdened by guilt and fearful of what else Hyde might force her to do.

POWERS & ABILITIES

Beswick's potion painfully alters her body and brain chemistry, giving her physical strength and resistance to harm greater than even most superhumans. Though the Hyde persona lacks Beswick's skills and memories, she is a terrifying figure, a deadly hand-to-hand combatant, and enjoys the illicit perks of a mob boss.

ALLIES & ENEMIES

She controls the Hyde Mob, now equal in size and influence to any of the city's crime families. Use the Underworld archetypes in **Chapter 3** of the *Gamemaster's Guide*.

Hyde's organization regularly clashes with the Driogano Mob (including the Silencer; see *Freedom City*).

HOOKS

The Last Time: The Fens and Greenbank face a crisis as a new designer drug called J-Kill spreads like an epidemic. Users transform into rampaging Mistress Hyde-like brutish monsters ... then die 24 hours later—a fact the hopeless residents either refuse to believe, or simply don't care about. As the player characters track down the pushers and look for their connections, they must find

MISTRESS HYDE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
11/9*	11	6	3	6	4	6	6

POWERS

Monstrous Form: Activation (Standard action) • 145 points

- **Of Two Minds:** Enhanced Skills 14 (Athletics 9, Close Combat: Unarmed 3, Deception 6, Expertise: Criminal 8, Expertise: Science -10, Expertise: Streetwise 6, Intimidation 10, Perception 2, Ranged Combat: Firearms 8, Technology -6) • 26 points
- **Separate Lives:** Enhanced Advantages 19 (All-out Attack, Benefit (Crime Lord), Benefit 3 (Millionaire), Connected, Daze (Intimidation), Defensive Attack, Diehard, Fearless, Great Endurance, Improved Defense, Improved Smash, Improvised Weapon, Power Attack, Startle, Takedown 2, Well-informed) • 19 points
- **She Who Makes a Beast of Herself:** Enhanced Strength 2, Limited: Only When Angry; Immunity 10 (Mental effects), Limited: Half Effect; Only When Angry • 6 points
- **The Beast Within Unleashed:** Enhanced Abilities 45 (Agility 6, Awareness 5, Dexterity 2, Fighting 6, Presence 6, Stamina 11, Strength 9), Enhanced Traits 8 (Dodge 3, Parry 3, Will 2) • 98 points
- **Tough as Sin:** Immunity 4 (Cold, Heat, High Pressure, Vacuum), Regeneration 2 (Every 5 rounds) • 6 points

EQUIPMENT

Heavy pistol (Ranged Damage 4), walking stick (Strength-based Damage 2, Quirk: Unusable While Angry)

SKILLS

Athletics 9 (+20/+18*), Close Combat: Unarmed 3 (+9), Deception 6 (+12), Expertise: Criminal 8 (+12), Expertise: Current Events 2 (+6), Expertise: Science 10 (+0), Expertise: Streetwise 6 (+10), Intimidation 10 (+16), Perception 2 (+8), Ranged Combat: Firearms 8 (+11), Technology 6 (+0), Vehicles 2 (+5)

ADVANTAGES

All-out Attack, Benefit (Crime Lord), Benefit 3 (Millionaire), Connected, Daze (Intimidation), Defensive Attack, Diehard, Equipment 2, Fearless, Great Endurance, Improved Defense, Improved Smash, Improvised Weapon, Power Attack, Startle, Takedown 2, Well-informed

enough legal evidence to confirm a link to the Hyde Mob (if they're sanctioned heroes) or take the fight to Mistress Hyde herself (if they're street vigilantes). In either case, they find the savvy Mistress Hyde is more than ready for a fight with the costumed annoyances costing her money.

The Real Me: Since Hyde lacks Beswick's ability to formulate new drugs (including the transformation potion), she must periodically and grudgingly revert to her gentler alter ego. Beswick is left a list of instructions, as well as details of what terrible acts the Hyde Mob will commit if she fails to complete them in time. Overcome

OFFENSE

INITIATIVE +6

Heavy Pistol +11	Range, Damage 4
Walking Stick +9	Close, Damage 11
Unarmed +9	Close, Damage 11/9*

DEFENSE

DODGE	9	FORTITUDE	11
PARRY	9	TOUGHNESS	11
WILL	9	* When not angry.	

POWER POINTS

ABILITIES	12	SKILLS	10
POWERS	145	DEFENSES	1
ADVANTAGES	2	TOTAL	170

COMPLICATIONS

Motivation—Greed: Mistress Hyde demands power and pleasures that only crime brings.

Power Loss: Mistress Hyde reverts to Beswick without regularly imbibing the transforming potion.

Temper: Hesitating to comply with Mistress Hyde's wishes provokes her to furious, gleeful violence.

Identity: Mistress Hyde's identity as Beswick is a closely guarded secret—it is knowledge rival mob bosses would lethally use against her.

DR. MARYANN BESWICK

PL4

STR 0 STA 0 AGL 0 DEX 1 FGT 0 INT 4 AWE 1 PRE 0

Skills: Expertise: Current Events 2 (+6), Expertise: Science 10 (+14), Technology 6 (+10), Vehicles 2 (+3)

Offense: Initiative +0, Unarmed +0 (Close, Damage 0)

Defense: Dodge 0, Parry 0, Fortitude 0, Toughness 0, Will 2

Totals: Abilities 12 + Powers 0 + Advantages 0 + Skills 10 + Defenses 1 = 23 points

with remorse, Beswick contacts the player characters for help rather than comply. The heroes must then beat the clock, as moments tick away to the threatened shootings and/or bombings of areas full of innocent bystanders. If the characters cut it too close, they find Beswick has drunk the Hyde potion in the desperate knowledge that only her evil alter ego can call off the violence. This leaves the heroes to square off with an angrier-than-usual Mistress Hyde—never a good thing.

I know what evil Hyde will do next. That's why I can't stop fighting against her. I know what hell Beswick is trapped inside. That's why I can't stop trying to save her.

— Foreshadow

MOTHER MOONLIGHT

Real Name: Anna-Marie Delgado

Occupation: Former nurse, priestess of Coatl

Base of Operations: Mobile, U.S. and Mexico

Anna-Marie Delgado was a well-off suburbanite, a semi-retired nurse whose divorce settlement let her travel, volunteer, and teach classes. Though her handsome features reflected her indigenous heritage, Ms. Delgado hadn't visited her village in forty-five years and rarely spoke Spanish, let alone her native Nahuatl—the language of Mexico's native population. She barely talked about her childhood—even her children Sebastian and Anita heard only the rarest stories of her life growing up in the Juarez slums, the old superstitions her own grandmother preached, or her younger sister Gabriela's death.

The truth was grander and more terrible: Her family had long held the lost traditions sacred and kept the old religion alive, worshipping the old gods of Central America and welcoming spirits and monsters into their home in exchange for knowledge and favors. Anna-Marie's sister was inadvertently slain in a battle between the *luchadora* Devilbat's Daughter and a *momia* given refuge by Anna-Marie's grandmother. The guilt-stricken crime-fighter gifted her parents the funds needed to immigrate to the United States and start their life anew. To Anna-Marie, that heritage was left behind in the dust, buried along with her sister, and the superstitions that caused her death.

Ms. Delgado raised her children to assimilate to American life. Anita mostly heeded this advice, but Sebastian rebelled, never finding a healthy outlet for the anger of youth. The boy sought out the ancient power of his heritage, learning magic and forging armor consecrated to Tezcatlipoca. He wreaked havoc across the Southwest as Black Sun Scar. Anita tried repeatedly to talk her brother down, but in a devastating confrontation with Captain Thunder and Raven, a massive blast of energy slew Sebastian... and his sister.

Watching the televised conflict, Anna-Marie raced to the scene, but her knowledge of modern medicine proved useless.

Her children's deaths finally opened Anna-Marie's eyes to the truth: that the so-called superheroes had once again killed those most important to her, stealing her hope and joy for their moment of careless glory. Consumed with anger and despair, she wandered into the Chihuahua desert alone on a moonless night and screamed to the old gods she had abandoned so long ago, cursing them for their powerlessness and begging them for her children's souls. Anna-Marie opened her veins while chanting to Cihuacoatl,



begging the fertility goddess to take her as a *ciuateto*—a sacred spirit-mother, pledging eternal service in return.

But she had been faithless for too long, and not died honorably in birth as was Cihuacoatl's will. Only Coatl—the ancient, two-headed mother of the gods, insatiable mistress of death and rebirth—answered Anna's bloody call. The Devouring Mother again wanted a presence in the world, challenging Anna-Marie that if she felt the gods of old were so useless, then it would be her burden to make them relevant once more. And so rose up an unliving servant: Mother Moonlight. Anna-Marie returned not as an elegant night-warrior but an abomination, with serpents and mud in her veins and a cold, reptilian hunger to remake the world, beginning with the "children" of those who had wronged her.

PERSONALITY

Mother Moonlight is maternal grief twisted into hatred, self-loathing, and gross purpose. She blames all costumed champions for her children's deaths, and by extension the wrongs of society, and they are the lens through which

MOTHER MOONLIGHT

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7/5*	-	10/8*	2	7	2	4	0

POWERS

Blessings of Coatlicue: Array (21 pts)

- Curse of Vileness:** Affliction 9 (Resisted by Will; Dazed, Compelled, and Transformed to evil version), Progressive, Incurable, Reversible, Insidious, Grab-Based • 21 points
- Curse of Cowardice:** Weaken Will 9 (Resisted by Will), Progressive, Grab-Based, Incurable, Insidious, Reversible • 1 point
- Crushing Earth:** Ranged Burst Area Effect Damage 9, Limited: Both Mother Moonlight and targets must be touching the ground, Secondary Effect Damage 9 • 1 point
- Shake the Earth-Mother:** Concentration Ranged Burst Area Affliction 9 (Resisted by Dodge, Overcome by Str; Vulnerable, Defenseless, and Incapacitated), Instant Recovery, Limited: Both Mother Moonlight and targets must be touching the ground • 1 point

Serpent Aspect: (Activation (standard action) -2 pts, Quirk: not usable in sunlight, -2 pts): Burrowing 8, Concealment 2 (All visual senses, Blending, Partial), Elongation 1, Enhanced Strength 2, Enhanced Agility 2, Enhanced Advantages 3 (Fast Grab, Improved Hold, Instant Up), Movement 3 (Slithering, Sure-Footed, Trackless), Impervious Protection 4 • 34 points

Strength of Her Enemies: Variable 5 (Power Mimic), Limited: Only a single power at a time, Unreliable (5 Uses), Quirk: Only to mimic powers from last young hero cursed or slain, -2 pts • 30 points

Undying Servant of Coatlicue: Damage 2 (talons, Strength-based), Immortality 5 (Limited: Not if immolated), Immunity 30 (Fortitude Effects), Impervious Protection 4, Regeneration 5, Senses 7 (Accurate Acute Extended Olfactory, Communication Link (with cursed victims), Infravision, Tracking), Speed 2 • 62 points

SKILLS

Athletics 6 (+11*/13), Deception 8 (+8), Expertise: Medicine 4 (+6), Expertise: Aztec Lore 10 (+12), Intimidation 8 (+8), Perception 6 (+10), Stealth 7 (+15/17), Treatment 5 (+7)

she will remake a just world for the old gods of Central America to rule once more. She finds delightful irony in corrupting her enemies' children—sidekicks and protégés and inheritors of heroic legacies. What little remains of Anna-Marie yearns for oblivion, briefly assuaged by the anguish she delivers to others.

POWERS & ABILITIES

Mother Moonlight's heart no longer beats, and she has gained incredible strength, agility, and resilience from her passage to the spirit world and back. Away from the comforting warmth of the sun, Mother Moonlight can reveal her true form—a serpentine hybrid with incredible strength, natural camouflage, and devastating claws. Most neophyte opponents mistake her for a vampire or lycanthrope, but she shares none of the traditional weaknesses of these western monsters, or hunting tactics. Her caress steals away goodness and courage and allows her

ADVANTAGES

Benefit 1 (cult leader), Close Attack 2, Chokehold, Daze (Deception), Defensive Attack, *Fast Grab*, Favored Foe (sidekicks and legacies), Hide in Plain Sight, Improved Critical 2 (Talons), Improved Grab, *Improved Hold*, *Instant Up*, Languages 2 (English, Spanish, Nahuatl native), Ritualist*

**Mother Moonlight's Ritualist Advantage uses her Expertise: Aztec Lore skill rather than Expertise: Magic

OFFENSE

INITIATIVE +10/8*

Curse of Cowardice	Close, Weaken Will 9, Resisted by Will (DC 19)
Curse of Vileness +9	Close, Affliction 9, Resisted by Will (DC 19)
Talons +9	Close, Damage 9/7*, Crit 18–20

DEFENSE

DODGE	10/8*	FORTITUDE	Immune
PARRY	9	TOUGHNESS	8/4*
WILL	9	*Without Serpent Aspect power	

POWER POINTS

ABILITIES	42	SKILLS	27
POWERS	152	DEFENSES	7
ADVANTAGES	14	TOTAL	242

COMPLICATIONS

Duty to Coatlicue: Mother Moonlight is Coatlicue's creature and must do the earth-goddess' bidding.

Motivation—Revenge: Mother Moonlight seeks retribution against superheroes by cursing and/or murdering their children (and teen siblings, sidekicks, wards, etc).

to take on the strengths of her young victims, and her role as the Devouring Mother's right hand allows her to churn the earth at will to trap or crush victims.

ALLIES & ENEMIES

Mother Moonlight enjoys the favor of Coatlicue, and by extension many other gods of the Aztec pantheon. She commands a small but enthusiastic cult—some old adherents of the old faith like her grandmother, but just as many aimless and angry youths like her own late son, Sebastian, following a similar route to self-destruction. She often discovers—or fashions—a variety of supernatural allies as well.

Monster-hunters number among her foes, along with those vested in keeping the Aztec Gods quiescent, such as the sorcerer Tlacailel. See the **Mexico** entry in *Atlas of Earth-Prime* for background on these characters.

AEGIS SECURE SYSTEM
DISTRICT 5

19:45 - PST

NGUYEN, ELIZABETH
CLEARANCE YELLOW

RETURN TO MAIN DATABASE

FROM: Sylvia Whitehead <SylviaWhitehead1@AEGIS.emerald.pac.net>
TO: Elizabeth Nguyen <NguyenElizabeth1@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "Mother Moonlight"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Liz,

I know it's not our job to get personal, but I want this woman taken down hard. She's deep-down-in-the-soul broken, and instead of taking it out on the whole world, she takes it out on kids. Looks like her real name is Anna-Marie Delgado, 48, reported missing after her kids died in a fight with Captain Thunder. Now it sounds like she trucks with a Mezoamerican goddess called Coatlicue, "She who Wears the Skirt of Serpents." Here's what Agent Valdez, our arcane liaison from the Santa Fe branch passed along:

Coatlicue's been one of the quieter gods from the Central American pantheons the last three hundred years. Not a lot of champions or cults, at least that we've had to deal with, so mostly I just know what's from the textbook and my *abuela*. Coatlicue's an earth-mother type, but in a raging, angry, beat-you-with-la-chancula kind of way. She loves her kids, but she's all about renewal and change; she devours everything and transforms it into the earth or children or monsters, depending on who's telling the stories. According to legend, she was decapitated by her four hundred children, but now she has two snake heads. So there's that.

Anyway, like I said: her whole thing is death and rebirth. If Coatlicue's made herself a champion, she probably won't start out very strong, but she'll get strong in a hurry by feeding on others.

I'd rather get to prosecuting this for anything minor before it turns into something major. I'm coordinating with the Freedom City branch, because it sounds like Delgado will be making a bee-line for Claremont Academy.

HOOKS

Lost Generation: Over several months, there is an upswing in bullying, anorexia, drug abuse, and more at Claremont Academy, escalating throughout the year. While initial investigations turn up no obvious psychic or magical influences, combing through the personnel records shows the trend began when the new school nurse was hired (the previous one having gone MIA before school commenced). But when her identity is uncovered, many students turn against their mentors while others frenziedly panic; the heroes may be hard-pressed to keep their charges from harm, let alone capture Mother Moonlight.

Rogues' Alliance: Next-Gen heroes are approached by Shadow Academy rivals—looking for assistance, not a throw-down. A new classmate is missing, and security footage showed the student barely escaped a reptilian beast's attack, escaping into the wilderness outside with the creature pursuing closely. Their criminal mentors warned them to forget the incident, forbidding any action. Instead they investigated, discovering the student

was abducted from do-gooders and brainwashed into villainy, explaining Mother Moonlight's attack. But if the heroes agree to help the junior villains rescue their peer, the erstwhile allies will eventually turn-coat, battling to return the kidnapped teen to the Academy.

Your Biggest Fan: An entitled young fan takes things a little too far and keeps throwing themselves into harm's way—trying to get the best video during a public fight or inundating the hero with personal questions in the middle of an investigation. Their actions eventually get someone else injured, or allow a dangerous villain to escape, and any amount of criticism or rejection from the idol is too much, turning their love into bitter hatred. And while the hero may have no place in their life for a sidekick, Mother Moonlight has nothing but love to share with those as bitter as she. Her ancient rituals can empower the young ward into almost any flavor of new villain to oppose the PCs, and provide them with monstrous minions for support, all while keeping her influence quietly hidden in the background. But is this new villain her masterstroke, or just a distraction from her true plot?

MOTHER MOONLIGHT

THE MYRMIDON

REAL NAME: Dr. Maxwell "Max" Madine

OCCUPATION: Archaeologist, part-time servant of Eris

BASE: Emerald City

Dr. Max Madine was a scheming tomb raider who styled himself as a daring archaeologist during the 1920s and 1930s. He specialized in Ancient Greek and Roman history, but his interest in Classics was far from academic. The increased number of super-powered individuals in the years leading up to World War II convinced the doctor that there must have been some truth to the myths of antiquity. In 1936 he secured funding from his university to mount an expedition to find the lost tomb of Achilles. He assembled a team of experts, local guides, and mercenaries before setting off to Greece in search of fortune and glory.

The expedition saw a string of early successes, tracking down a map that led them to the fabled island of Leuke in the Black Sea. According to local legend, Achilles' ashes were brought to the island after the Trojan War, and a temple was erected to house his remains. Dr. Madine and his crew discovered the partially submerged ruins of the temple and began to explore in earnest. However, they weren't the only party seeking the tomb. A battalion of Nazi relic hunters stormed Madine's site and seized his crew and research for themselves.

Ever the coward, Max abandoned the others and hid in one of the pits they'd been digging. He slipped into an unexplored crevasse and fell into a portal between this world and the Underworld. The hapless archaeologist landed with a splash in the River Styx. Madine struggled against the mythical waters to no avail. Before disappearing beneath the waves forever he heard a voice promising salvation, promising to save him for a price. Max agreed without hesitation, without knowing the price, and a strong arm pulled him from the water. The archaeologist found himself standing before Eris, goddess of discord and strife (see *Threat Report*). Eris smiled and told Madine the price for his rescue was servitude, but with his service came great power. He nodded in comprehension and Eris guided him through the crumbling ruins.

She led him back out of the Underworld and to the tomb of Achilles. There, Eris outfitted Madine with Achilles' magical shield and armor. She explained that the River Styx imbued him with invulnerability like that of Achilles, and his first test was to destroy those who'd invaded the site. Max slaughtered the Nazis and then turned on the few survivors of his expedition. Madine butchered them as well before taking off on foot for the mainland, leaving his old life behind. Madine began calling himself the Myrmidon, and used his archaeological expertise to a plunder a number of relics for his new patron. His invul-

nerability allowed him to wander unfazed through the booby traps and temple guardians he encountered.

He would have caused more damage, but his own invulnerability proved to be his undoing. He waltzed into a mystical trap set by Earth-Prime's Master Mage, Eldritch, and found himself trapped in a pocket dimension. Madine remained in this limbo realm for seventy years and might have died there if Eris hadn't managed to finally locate and rescue him. The Myrmidon has been given a second chance to prove his worth to Eris, and claim the wealth and power he's been denied for the last seventy years. Nothing is going to stand in his way.

PERSONALITY

Max Madine is an overconfident, opportunistic boor of a man. He is constantly talking himself up, biting off more than he can chew, and scheming for ways to rise to the top. He is dismissive of all threats and tends to subject himself to more attacks than he should just to show



THE MYRMIDON

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	4	4	4	12	3	2	0

POWERS

Achilles' Shield: Array, Indestructible, Easily Removable (-8 points) • 12 points

• **Shield Throw:** Ranged Strength-based Damage 4, Penetrating 4 • 18 points

• **Blocking:** Close Deflect 12 • 1 point

• **Shield Bash:** Strength-based Damage 4, Penetrating 10 • 1 point

Breastplate: Protection 4, Removable (-1 point) • 3 points

Dipped in the Styx: Enhanced Fortitude 8, Speed 4 (30 MPH), Leaping 2 (30 feet) • 14 points

Mythic Invulnerability: Immunity 80 (Toughness Effects), Limited to Half-effect • 40 points

Mythic Knowledge: Senses 4 (Postcognition, Limited: Past existence), Enhanced Skill 9 (Expertise: History 4, Expertise: Mythic History 8, Expertise: Mythology 6) • 11 points

SKILLS

Acrobatics 4 (+8), Athletics 8 (+14), Close Combat: Achilles' Shield 2 (+14), Deception 10 (+10), Expertise: History 6 (+9/+13), Expertise: Mythic History 8 (+11), Expertise: Mythology 4 (+7/+13), Insight 6 (+8), Intimidation 8 (+8), Investigation 6 (+8), Perception 6 (+8), Ranged Combat: Throw 10 (+14)

ADVANTAGES

All-out Attack, Defensive Roll 2, Diehard, Great Endurance, Improved Smash, Languages (Greek, Latin, English native), Move-by Action, Power Attack, Taunt

off. He resents his dependency on Eris and is always on the lookout for ways to overthrow her.

POWERS & ABILITIES

The Myrmidon's time in the River Styx gifted him with a number of godlike powers, including superhuman endurance, strength, and invulnerability. Most attacks bounce harmlessly off of his enchanted skin. Over the course of his years of adventure, he has developed excellent hand-to-hand combat skills and agility. The Myrmidon is also connected in some way to Achilles himself and has access to all of Achilles' knowledge of mythic and historical events. He uses this knowledge to track down powerful artifacts to increase his already considerable power.

ALLIES & ENEMIES

The Myrmidon's greatest "ally" is his savior: Eris. He does as she commands, and she has given him considerable access to her own resources to accomplish his goals. Sometimes he leads groups of her other minions into the field, but he usually works on his own.

The Myrmidon is an enemy of the other Greek gods, particularly Hades. The god of the Underworld is cross with

OFFENSE

INITIATIVE +4

Shield Bash +14 Close, Damage 10, Penetrating 10

Shield Throw +14 Ranged, Damage 10, Penetrating 4

Unarmed +12 Close, Damage 6

DEFENSE

DODGE 12 **FORTITUDE** 12

PARRY 12 **TOUGHNESS** 10/8*

WILL 9 * Without Defensive Roll.

POWER POINTS

ABILITIES 70 **SKILLS** 35

POWERS 80 **DEFENSES** 15

ADVANTAGES 11 **TOTAL** 211

COMPLICATIONS

Motivation—Power: The Myrmidon is constantly seeking new artifacts to increase his and Eris' already considerable power. He is particularly interested in items that can restore his lost youth or increase his life expectancy.

Achilles Heel: The Myrmidon suffers from Achilles' famous heel. He takes an extra degree of damage from critical hits, and the attack ignores his Mythic Invulnerability power.

Brash: The Myrmidon is invulnerable, and he acts he like it. He rushes into situations without thinking and always assumes he is going to come out on top.

Madine for inadvertently stealing the spirit of Achilles from him and works to recover the spirit he lost.

HOOKS

Strife: Max Madine approaches the team in his guise as an archaeologist and tells them that the Myrmidon has stolen a key from his collection. The doctor fears that the Myrmidon plans to use the key to unlock a vault buried beneath the Parthenon. Legends say the vault the key opens contains powerful weapons forged by Hephaestus and Madine fears that Eris' followers will get their hands on them. He asks the heroes for their help stopping the demi-god. All of this is a lie. Madine is using the heroes as cannon fodder for the ruin's many traps. When the group reaches the artifact chamber, the Myrmidon ambushes them with a contingent of Eris' forces already lying in wait.

Arete: One of the more mystically-minded heroes is approached by the spirit of Achilles. The ghost asks if the heroes would be willing to help the forlorn warrior reclaim the relics that Madine has stolen. He promises to provide them with a great boon if they can accomplish this task and right the wrongs that the Myrmidon has done in Achilles' name.

NEWT

REAL NAME: Kyle Morton
OCCUPATION: Professional thief
BASE: Mobile

No one loves the criminal lifestyle quite as much as Kyle Morton. Life offers so few opportunities for a short, obnoxious young man—devoid of charisma or athletic prowess—to truly shine, but the tendency of the general public to leave second-story doors and windows unlocked has provided Kyle an income and a purpose ever since his “mutant jumping factor” first manifested in high



FO
CF

school. With his powers stalled out at jumping vast distances—no claws or laser eyes or ability to stop bullets with his mind—Morton contented himself with life as a small-time burglar and second-story man. A decade of slow progress brought him to the attention of SHADOW, who outfitted the talented burglar with a stealth suit to help penetrate a secure AEGIS facility.

Kyle Morton fell in love with gadgets that day, and in the interceding years he has bought, traded, or stolen just enough high-tech hardware to push him over the line from burglar to supervillain. Now calling himself Newt, he sells himself as a specialty thief who can go anywhere and steal anything. When he can't find work, Newt sets his sights on firmly mediocre targets—robbing jewelry stores and posh homes—but under the direction of a client with all the details on a big score, he truly shines in providing the legwork for others' schemes.

PERSONALITY

Newt likes other people, but they rarely like him back. He was an isolated and unpopular child, and never grew out of his awkward, selfish teenage years, tending to creep into others' personal space—especially women's—as easily as he creeps into banks and secret labs. Newt is a coward on his own and runs from a fair fight, but he becomes overconfident when working with other villains, and happily makes threats his allies have to back up.

POWERS & ABILITIES

Newt's only inherent talent is a superhuman leaping ability that developed in his adolescence, allowing him to kick like a mule or cover a hundred feet in a single jump. While a talented enough crook with just those abilities, he also owns an arsenal of superhuman gadgets to augment his skills, including his eponymous “newt suit,” which allows him to blend into the background, newt-vision goggles that let him see all around him at once in every spectrum of light, a sticky-tongue grapple, and his gecko gloves—wall-clinging accessories that he depressingly has not been able to find a suitably newt-like name for.

ALLIES & ENEMIES

Newt loves teaming up with anyone bigger and stronger than he is, and has worked with a variety of solo villains and criminal organizations. He especially loves working with heavy hitters like Anvil and Tribal, or tech-geniuses like Toy Boy who can keep his equipment in good repair.

Newt's previous work for SHADOW earned him AEGIS as an enemy, though his relatively minor powers prevent him from being actively pursued.

NEWT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	1	7	2	2	0	2	-2

POWERS

Gecko Gloves: Movement 2 (Wall Crawling 2), Removable (-1 point) • 3 points

Newt Suit: Concealment 4 (All Visual senses), Blending; Protection 2; Removable (-1 point) • 5 points

Newt-Vision Goggles: Senses 8 (Darkvision, Distance Sense, Infravision, Low-light vision, Radius (All Visual), Ultravision), Removable (-2 points) • 6 points

Power Kick: Damage 4; Leaping 4 (120 feet) • 5 points

Sticky-Tongue Grapple: Enhanced Advantage 3 (Improved Disarm, Improved Trip, Weapon Bind); Move Object 1 (100 lbs., Limited to pulling), Tether; Movement 1 (Swinging); Easily Removable (-2 points) • 4 points

SKILLS

Acrobatics 10 (+17), Athletics 6 (+5), Close Combat: Unarmed 7 (+9), Deception 12 (+10), Expertise: Criminal 10 (+10), Perception 5 (+7), Sleight of Hand 8 (+10), Stealth 10 (+17)

ADVANTAGES

Agile Feint, Close Attack, Defensive Attack, Defensive Roll 2, Evasion, Improved Disarm, Improved Initiative, Improved Trip, Set-up, Taunt, Uncanny Dodge, Weapon Bind

HOOKS

Shoplifting Spree: A one-man crime-wave rampages through the city's banks and jewelry stores, and investigation leads the heroes to Newt. Some exquisite new gadget is coming up for a black market auction that the spry thief has taken a shine to, and he's lining his coffers to win it. Newt has no desire to stand and fight heroes on his own, fleeing any confrontation. But once the auction begins and a number of other villains arrive to bid, Newt is happy to goad his pursuers into a fight—especially if it distracts the other bidders and keeps his investment low. The exact gadget can be anything, from Downtime's time belt to Pack-Rat's gravitic bracer to one of Doc Otaku's rejected Angel Androids.

Eye of Newt: Something about Newt's goggles allows him alone to see a cloaked threat quietly infiltrating the city—perhaps a rogue Grue, Serpent People, or some extradimensional invasion by Cerebrus Rex. As a wanted man, Newt fears reporting anything to the authorities. Instead,

OFFENSE

INITIATIVE +11

Power Kick +10 Close, Damage 4

Unarmed +10 Close Damage -1

DEFENSE

DODGE	9	FORTITUDE	5
-------	---	-----------	---

PARRY	9	TOUGHNESS	5/3*
-------	---	-----------	------

WILL	6	* Without Defensive Roll.	
------	---	---------------------------	--

POWER POINTS

ABILITIES	22	SKILLS	34
-----------	----	--------	----

POWERS	23	DEFENSES	17
--------	----	----------	----

ADVANTAGES	10	TOTAL	106
------------	----	-------	-----

COMPLICATIONS

I Think I Got It Fixed ... : Newt barely understands how to run his arsenal of equipment, let alone repair it. His gear is prone to malfunctions, and he often ends up in debt, hiring someone else to fix problems when they appear.

Motivation—Competence: While Newt enjoys the financial rewards of his job, he likes feeling good at something even more. As one of the world's greatest thieves, he gets to rub elbows with—or steal from—people who would never give him the time of day otherwise.

Quirk—Yuck: Newt is an odious little man with little respect for others' privacy or personal space, and he accepts that about himself.

he begins breaking into seemingly mundane locations and intentionally triggering alarms to bring heroes down on people who appear to be law-abiding citizens, but are really disguised invaders.

One Was Bad Enough: The heroes interrupt Newt and any potential conspirators as he breaks into a scientific lab, and during the confrontation the scraggly burglar is knocked into a strange device, splitting him into seven distinct copies. The gang of Newts flee in different directions, and only in the aftermath do the heroes discover that the villain's new form is highly unstable, making each duplicate an unwitting walking bomb! With Newt's powers emphasizing his tendency to run and hide, can the heroes track down all of his copies before they blow several large holes in the city infrastructure?

He bit me! That little frog actually bit me! He doesn't even have any mutant biting powers or anything; he just bit me when I cuffed him. Turns out I can still operate a stun gun with my left hand. Medical says human bites tend to be dirty and have provided me with antibiotics. In the meantime, we're testing Mr. Morton for all the standard saliva-borne pathogens.

—Medical Incident Report, Agent Elizabeth Nguyen

NIGHTMARE CHILD

REAL NAME: None

OCCUPATION: Instrument of vengeance

BASE: Freedom City

No one seems to know why the attacks started a few months ago in Freedom City. Seemingly random adults were found comatose—and, in two cases, dead—with small toys left at the crime scene like a calling card. There have been several such incidents, a few weeks apart, but no real leads as to the perpetrator.

Unknown to the authorities, the being behind the attacks is the Nightmare Child, a manifestation of the fears and anxieties of Freedom City's children. As the

children sleep, their collective consciousness coalesces into the form of a large humanoid made up of discarded toys, it shambles through the streets towards its target. All of the victims are parents who have either been physically or mentally abusive, maliciously neglectful, or who have infuriated one (or more) of their children. When the Nightmare Child coalesces, it draws on the most intense of those experiences and seeks out the offending parent. Freedom City's children supply the emotion to fuel the Nightmare Child in stalking its target for the night, but they have no connection to the creature and have no memory or awareness of the attacks.

PERSONALITY

The Nightmare Child is single-minded in pursuit of its victims. It is intelligent enough to avoid unwanted attention using stealth and it seems to enjoy terrorizing its victims before attacking them.

POWERS & ABILITIES

Most of the Nightmare Child's powers are derived from the shifting mass of discarded toys that make up its body. By changing its form, it can grow additional limbs to strike opponents, flatten out to slither along floors and walls, and extend its body to aid it in grapples and strikes. Victims struck by its Psychic Scream are bombarded by the sounds and potent emotions of fearful, crying children. A good potential power stunt for the creature is a Burst Area scream, inflicting damage or an Affliction that disables heroes long enough for it to get away. During the day, the body of the Nightmare Child collapses into a lifeless collection of broken and discarded toys. Any toys that are destroyed or lost are replaced as it makes its way throughout the city.

ALLIES & ENEMIES

The local police have files on the seemingly random attacks, but they have no real leads and certainly don't think the attacks are being committed by a pile of animated toys.

HOOKS

Pulling Strings: A psychic or mystical villain (such as Luna from the Eclipse Syndicate (see their Rogues Gallery entry), Madame Macabre (see



WHAT IS THE NIGHTMARE CHILD?

The GM has a few options as to the truth about what's actually behind the appearances of the Nightmare Child.

PSYCHIC AMALGAM

The Nightmare Child is exactly as it's presented, the amalgamation of Freedom City's children's fears and anxieties. Each night it is called into being, it can be defeated or kept from achieving its goal, but to stop it permanently requires a psychic or magical solution, most likely binding the animation energy to a single item or location. A powerful Affliction or Nullify effect would do that trick—possibly created with the Artificer or Ritualist advantages, depending on the final resting place of the psychic energy.

PSYCHIC PROJECTION

The Nightmare Child is a projection of childhood fears but it has a single conduit, Mitchell Bailey. When he is asleep, Bailey is a powerful empath with a receptive area that covers almost the entire city. As he draws in the emotional turmoil from the children of the surrounding area, he creates the Nightmare Child. This option allows the PCs to hopefully track the monster back to Bailey and teach him to control his powers, relocate him to an isolated location, or take other measures to put a stop to the creature's manifestation.

OCCULT ENTITY

The Nightmare Child is drawn from the fears of the sleeping children of Freedom City but the power behind its manifestation is a nightmare creature from the deep dreaming called Xaoliss. Defeating the manifestation fully requires the heroes to travel to the dream realm or a similar occult dimension and defeat Xaoliss himself. Defeating Xaoliss on his home turf should be difficult and involve the heroes facing manifestations of their own nightmares.

NIGHTMARE CHILD

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	-	2	0	8	0	0	0

POWERS

Composite Body: Elongation 2 (30 feet); Growth 4*, Innate, Permanent; Immortality 5 (1 day); Permanent death: See sidebar); Immunity 30 (Fortitude effects); Protection 15 • 60 points

Pseudopods: Sustained Extra Limbs 4 • 4 points

Psychic Scream: Perception Range Damage 10, Resisted by Will • 40 points

Slithering Terror: Movement 2 (Slithering, Wall-crawling) • 4 points

ADVANTAGES

Chokehold, Fast Grab, Fearless, Improved Grab, Improved Hold, Instant Up, Move-by Action, Power Attack, Startle

(Emerald City), Arcanix, Doctor Azoth, Eris, Professor Jack-anapes, or the Eightfold Web (see Threat Report) has discovered the existence of the Nightmare Child and found a means of controlling it. The villain sends the creature after new targets with no link to the previous ones. It's up to the heroes to learn what's motivating these new attacks and figure out how to track down the controlling villain. Then there's dealing with the newly freed Nightmare Child as well.

I Hate You!: The Nightmare Child's attacks become more personal for the heroes when one of them—or a close friend or family member—becomes the creature's next target. This is particularly suitable for heroes with small children; even if they are not neglectful, a child may feel otherwise, or simply have a sufficient bout of anger towards the hero to draw the creature's attention.

SKILLS

Athletics 2 (+14), Close Combat: Unarmed 4 (+12), Intimidation 6 (+8), Perception 8 (+8), Stealth 10 (+8)

OFFENSE

INITIATIVE +2

Grab +10 Close, Special, DC 24

Psychic Scream — Perception Ranged, Damage 10, Will DC 25

Unarmed +12 Close, Damage 12

DEFENSE

DODGE	8	FORTITUDE	Immune
-------	---	-----------	--------

PARRY	8	TOUGHNESS	15
-------	---	-----------	----

WILL	8		
------	---	--	--

*Growth modifiers included in stats.

POWER POINTS

ABILITIES	26	SKILLS	15
-----------	----	--------	----

POWERS	114	DEFENSES	18
--------	-----	----------	----

ADVANTAGES	9	TOTAL	182
------------	---	-------	-----

COMPLICATIONS

Motivation: The Nightmare Child pursues its nightly target relentlessly until either it is destroyed or its victim is dead or dying.

Weakness: Psionic powers (with the psionic descriptor and requiring a Will resistance check) disrupt the energies that keep the Nightmare Child's body together and are +5 to their effect rank against it.

THE OBLIVION KNIGHT

REAL NAME: Amanthi Abesuriya

OCCUPATION: Cult leader, servant of Mistress Oblivion
BASE: Toronto, Ontario

Amanthi Abesuriya's early life was marked by sickness and turmoil. Her parents fled Sri Lanka when she was a child. Though an advanced nation, the civil war between the Tamil Tigers and the militaristic government had already cost Amanthi a beloved uncle and two cousins. Soon after the family emigrated to Canada, she developed a rare brain cancer. Not expected to live, her parents and doctors continued her care regardless and Amanthi survived the experience. Afterward, she told tales of a glorious being who visited her during her illness, granting visions of "a perfect, orderly world without struggle and pain." She called this being Mistress Oblivion, a bringer of "ultimate peace, the great stillness." Her stories were dismissed as hallucinations brought on by her illness and she was told not to speak such nonsense.

But the girl knew her visions were real.

After graduating college, Amanthi floundered, with no clear aims or career goals. Though discouraged from doing so by her family, she joined the armed forces, drawn not by the pay or benefits, but the discipline and physical rigor.

Her service was uneventful until Canada suffered a parallel world incursion: desolate laws of physics descended, toxic rain fell, the landscape twisted, hideous vegetation blossomed. AEGIS responded, coordinating with the army on containment, search, and rescue. But the terrestrial forces were no match for the alien war-machines which occupied the terrible terrain. AEGIS technology and superhuman support prevented a total rout, but Amanthi's squad took heavy casualties, leaving her the sole survivor.

She would have died save for the intervention of an AEGIS-affiliated superhero. As they wandered the twisting hellscape, Amanthi felt her childhood cancer return, spreading through her body—she said nothing, but knew she was dying. She felt no fear but instead renewed purpose because she could hear Mistress Oblivion again. The pair linked up with other personnel and reached the invasion's center. In pitched battle, Amanthi spotted a mummified figure lying atop a palanquin—an armored warrior bearing a pulsing gemstone. The stone called to Amanthi, and she walked in a daze through the conflict and claimed it. She then used her new powers to mercilessly slay her fellow soldiers and the superhero who'd saved her. As soon as she had picked up the gem, she knew her purpose. Amanthi donned the dead figure's armor and began walking back toward civilization with two of the remaining robot soldiers that were previously part of the invasion marching in step behind their new commander. The rift in space-time healed when Amanthi was reborn as the new Oblivion Knight.

PERSONALITY

The Oblivion Knight is a zealous acolyte of Mistress Oblivion, a different aspect of Entropy that's also venerated by Omega and the Annihilists. She plans to remake Earth-Prime into the new Terminus throneworld through mystic corruption and targeted violence, rather than wholesale destruction. Her commanding personality is able to sway others to her cause, and she now commands a dedicated cult.

Despite her faith, Amanthi is haunted by the memories of previous Oblivion Knights. She finds solace with her lover Petka, a traumatized Iraqi War veteran who gained metahuman powers during Emerald City's Silver Storm.



THE OBLIVION KNIGHT

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	6	7	6	12	4	5	6

POWERS

Cold-Staff: Array (12 points), Easily Removable (-6 points) • 11 points

- **Cold-Strike:** Strength-based Damage 6, Penetrating 6 • 12 points

- **Cold-Burn:** Damage 12, Affects Insubstantial 2 (full ranks), Incurable • 1 point

Eternal Antagonist: Enhanced Abilities 8 (Intellect 4, Dexterity 2, Fighting 4); **Enhanced Advantages 4** (Artificer, Assessment, Beginner's Luck, Second Chance (Mind Control Affliction effects)); **Enhanced Skills 4** (Expertise: Arcane Knowledge 8); **Eternal Awareness:** Senses 3 (Danger Sense, Postcognition, Limited to past exploits of Oblivion Knights); **Universal Language** (Comprehend 3 (Languages; Read, Understand, and Understood)) **Omnipresent:** Feature (There is always at least one Oblivion Knight in the Omniverse) • 40 points

Oblivion Armor: Removable (-9 points) • 37 points

Chasm Boots: Leaping 5 (250 feet), **AE:** Speed 5 (60 MPH) • 6 points

CommHelm: Senses 8 (Direction Sense, Distance Sense, Communication Link (Oblivion Trooper droids), Counters Illusion (visual senses), Infravision, Radio, Time Sense) • 8 points

Entropic Shielding: Impervious Protection 8 • 16 points

Exo-Musculature: Enhanced Strength 1, Limited to Lifting (lifting Strength 5; 1,600 lbs.) • 1 point

Metabolic Regulators: Enhanced Advantage (Ultimate Effort (Fortitude resistance checks)), Immunity 10 (Life Support) • 11 points

Strike Plates: Strength-based Damage 4 • 4 points

Oblivion Gemstone: Array (42 points), Removable (-9 points), Indestructible, Feature: Only useable by Oblivion Knight, Feature: Stores experiences/memories of all previous Oblivion Knights • 39 points

- **Age Is Upon You:** Ranged Cumulative Affliction 14 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Transformed to Elderly) • 42 points
- **Endow Entropy:** Nullify 10, Energy effects; Broad, Concentration, Effortless • 1 point
- **Mortify the Body:** Ranged Damage 13, Homing 2, Ricochet, Secondary Effect • 1 point
- **Dust To Dust:** Ranged Damage 10, Affects Objects Only, Linked to Ranged Weaken Toughness 10, Affects Objects Only • 1 point
- **Mortal Flesh:** Ranged Concentration Affliction 14 (Resisted and Overcome by Fortitude; Transformed—Super-powered to normal human), Insidious, Instant Recovery, Third Degree Only) • 1 point

ADVANTAGES

Agile Feint, All-out Attack, Artificer, Assessment, Beginner's Luck, Benefit 2 (Cult Leader), Defensive Attack, Equipment 7, Fascinate (Persuasion), Fearless, Improved Disarm, Leadership, Minion 8 (two 60-point Oblivion Troopers), Ranged Attack 5, Second Chance (Mind Control Affliction effects), Takedown, Ultimate Effort (Fortitude resistance check)

EQUIPMENT

HEADQUARTERS: TERMINAL STATION • 17 POINTS

Size: Large • **Toughness:** 10 • **Features:** Communications, Computer, Defense System, Garage Gym, Holding Cells, Infirmary, Living Space, Personnel, Power System, Secret 2 (+15 DC), Workshop

VEHICLE: GEARED-UP MOTORCYCLE • 16 POINTS

Size: Medium • **STR:** 2 • **SPD:** 7 (250 MPH) • **DEF:** 10 • **TOU:** 8 • **Features:** Caltrops, Hidden Compartments, Navigation Systems, Passenger Sidecar

SKILLS

Athletics 6 (+10), Deception 6 (+12), Expertise: Arcane Knowledge 8 (+12), Expertise: Business Management 4 (+8), Expertise: Soldier 10 (+14), Insight 8 (+13), Perception 3 (+8), Persuasion 6 (+12), Stealth 4 (+11), Technology 6 (+10), Vehicles 3 (+9)

OFFENSE

INITIATIVE +7

Age is Upon You +12 Ranged, Affliction 14

Cold-Burn +12 Close, Damage 12, Affects Insubstantial 2 (full ranks)

Cold-Strike +12 Close, Damage 14, Penetrating 6

Dust to Dust +12 Ranged, Damage 10, Weaken Toughness 10

Endow Entropy +12 Ranged, Nullify 10

Mortify the Body +12 Ranged, Damage 13

Strike Plates +12 Close, Damage 8

DEFENSE

DODGE 10 **FORTITUDE** 10

PARRY 12 **TOUGHNESS** 14

WILL 12

POWER POINTS

ABILITIES 80 **SKILLS** 24

POWERS 131 **DEFENSES** 14

ADVANTAGES 40 **TOTAL** 289

COMPLICATIONS

Motivation—Follower of Entropy: The Oblivion Knight serves "Mistress Oblivion," an avatar of Entropy. She is dedicated to making Earth-Prime into a world worthy of her goddess.

Cursed: The Oblivion Knight is cursed to one day cause pain and disability to anyone she loves.

Recurring Illness: The Oblivion Knight must wear her armor at least four hours a day to keep her tumors at bay; she suffers from bouts of nausea (Impaired) or vomiting (Disabled), which can strike at any time.

Relationship: The Oblivion Knight's girlfriend and personal bodyguard Petka. She loves Petka *almost* as much as she loves Mistress Oblivion.

PETKA

PL9

STR 10 STA 12 AGL 1 DEX 1 FGT 6 INT 0 AWE 1 PRE 1

Powers: **Shockwave** (Burst Area Damage 9, Limited: Both Petka and her targets must be in contact with the same surface), **AE: Groundstrike** (Burst Area Affliction 9 (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both Petka and her targets must be in contact with the same surface); **Super-Strength** (Enhanced Strength 6); **Woman of Stone** (Enhanced Stamina 8, Immunity 10 (Bludgeoning effects, Limited to Half Effect), Immunity 12 (Cold Damage, Heat Damage, Fatigue, Pressure), Impervious Toughness 12)

Advantages: All-out Attack, Equipment 2, Interpose, Power Attack, Ultimate Effort (Toughness checks)

Skills: Close Combat: Unarmed 2 (+8), Expertise: Combat Medic 6 (+6), Insight 5 (+6), Intimidation 7 (+8), Perception 5 (+6), Ranged Combat: Throw 7 (+8), Treatment 4 (+4)

Equipment: 10 points as needed.

Offense: Initiative +1, Unarmed +8 (Close, Damage 10), Throw +8 (Ranged, Damage 10)

Defense: Dodge 6, Parry 6, Toughness 12, Fortitude 12, Will 6

Totals: Abilities 36 + Powers 76 + Advantages 6 + Skills 18 + Defenses 10 = Total 146

Complications: Motivation—Entropy Cultist. Prejudice: Woman of stone. Relationship: The Oblivion Knight's girlfriend.

POWERS & ABILITIES

The Oblivion Knight's physical prowess is greatly augmented by the nature of the mantle she's taken up. She can draw on the knowledge and insights of counterparts across parallel worlds and timelines.

The Oblivion Gemstone issues forth beams which can disrupt living tissues, rapidly age targets, negate super-human abilities (but cannot nullify abilities gained from knowledge, training, or gear), and cause inorganic matter to crumble to dust. The Oblivion Knight's armor and signature weapon, her Cold-Staff, make her a powerful force on the battlefield. She commands a small paramilitary cult and twin Oblivion Trooper droids.

ALLIES & ENEMIES

The Oblivion Knight's closest allies are her Oblivion Cultists, including her girlfriend Petka and her twin, robotic Oblivion Troopers. The cultists that follow the Oblivion Knight use the stats given for the Militant with the addition of a few seasoned fighters that use the Soldier archetype instead (see *Gamemaster's Guide*, Chapter 3).

The Oblivion Knight opposes Omega and his servants as apostates, because they worship a different aspect of Entropy.

HOOKS

Edge of Oblivion: Odd quirks develop in natural laws, people begin speaking weird languages, and psychics experience disturbing dreams. Parallel-Earth variants of

OBLIVION TROOPER

MR9 · PL7

STR 7 STA — AGL 0 DEX 0 FGT 4 INT — AWE 0 PRE —

Powers: **Armor** (Immunity 10 (Cold Damage, Heat Damage, Both Limited to Half Effect), Impervious Toughness 8); **Entropic Blasters** (Ranged Damage 8, Penetrating, **AE:** Ranged Cone Area Damage 7, **AE:** Ranged Multiattack Damage 8); **Hydraulics** (Leaping 3 (60 feet), **AE:** Speed 3 (16 MPH)); **Robotic** (Growth 2, Density, Innate, Permanent; Immunity 60 (Fortitude effects, Will effects)); **Self-Repair** (Regeneration 1); **Sensor Suite** (Senses 3 (Infravision, Communication Link with Oblivion Knight, Radio))

Advantages: Close Attack 3, Power Attack, Ranged Attack 6, Teamwork, Ultimate Effort (Strength checks)

Offense: Initiative +0, Unarmed +7 (Close, Damage 7), Entropic Blasters +6 (Ranged, Damage 8, Penetrating 8, and other effects)

Defense: Dodge 4, Parry 4, Toughness 10, Fortitude Immune, Will Immune

Totals: Abilities -12 + Powers 112 + Advantages 12 + Skills 0 + Defenses 12 = Total 124

On the world Theldan, I claim an artifact meant to slay an arch-demon for my own purposes...

The Queen of a dreamlike fantasy land dies at my hand, my god stronger than hers...

The Earth of a facsimile universe falls due to my machinations...

I am the Oblivion Knight.

the Oblivion Knight appear, committing acts of assassination and sabotage before vanishing. A mysterious wizard (such as Arcanix, see *Threat Report*) appears before the heroes to explain—The Oblivion Knight stole an artifact from his stronghold, a magical lens to focus her powers. She is merging Entropy's essence with Earth-Prime. The wizard helps the characters track the source of the disturbances. After reaching the Oblivion Knight's headquarters, the heroes find dying cultists and a badly aged Petka. The process is out of control, and the Oblivion Knight is being consumed by the artifact. Petka and the surviving followers aid in trying to save their leader, while the wizard shields them from the worst of the effects, but they must still battle past a host of lesser Oblivion Knight counterparts to destroy the mystic focus. Doing so saves the Oblivion Knight and sends her duplicates back to their worlds.

Target Zero: Freedom City is rocked by a super-crook crime spree. Numerous super-powered mercenaries and villains-for-hire hijack armored cars, loot bank vaults, and tear up the downtown. While the city's heroes and police respond, the Oblivion Knight mounts an attack on her target—the Atom Family's home. She plans to use their technology to open a dimensional doorway, freeing the Alpha-Centurion from the Zero Zone and gaining Centurion's amoral duplicate as an immensely powerful—though unstable—allied. The Oblivion Knight's forces on the mission include her Oblivion Troopers and a dozen elite followers.

THE ORPHEAN

Real Name: Trevor Cushing

Occupation: Forlorn seeker

Base: Mobile

Like his Bohemian parents, Trevor Cushing lived to savor beauty, especially music. Bright, compassionate, and a musical prodigy, he easily earned a scholarship to Emerald City's Arcadia College. There, his search for true beauty ended in Heather Adams, a fellow musical prodigy with a gift for bringing out the inner beauty in others. Soulmates and equals, theirs was the happiness most only knew in dreams or ballads.

Filled with the contentment of love and his extraordinary natural gift for music, Trevor's appreciation of the world's beauty bloomed until his music opened fully the doors of perception in his mind and allowed him to glimpse the strands of fate that bound all the cosmos together. His intuitive, lyrical understanding of magic eventually grew into a self-taught but capable magical skill, exploring larger realities for the joyous otherworldly beauty found there. While Heather lacked Trevor's arcane insight, her understanding of human nature and keen sense of observation made her a detective of no small skill, and together the pair solved a variety of supernatural mysteries in and around Freedom City, until Earth-Prime's then-Master Mage Adrian Eldritch took notice.

In need of help tracking down and thwarting the Hellqueen and her cult, Eldritch enlisted Trevor's and Heather's aid, which proved decisive in the victorious battle that followed. While Eldritch favored banishing the Hellqueen—both the demon controlling her and the unfortunate Gwen Nugent's soul—back to hell, the young lovers saw a chance to heal a wounded soul. With Trevor's magic and Heather's gift for bringing out others' inner strength, they could banish the demon and finally free Gwen from her demonic taint. In time, as their positive influence taught Gwen new strength, the three bonded, sharing their loves, joys, hopes, and dreams.



As Gwen's mind healed, she shared vast stores of knowledge she'd culled from the mind of the demon riding her soul, dating back to the supernatural secrets of ancient Greece. Long before the Olympians stepped away from the mortal world, they hid ambrosia—the raw essence of divinity—in small caches across the Mediterranean. While not enough to grant godhood, it was more than enough to render two perfect lovers—those who saved her soul from damnation—immortal and forever happy. After the trio survived a series of adventures, Trevor and Heather planned a wedding to begin an endless lifetime together. All went as planned, but just as the now-immortal Trevor handed the divine sustenance to his bride, the Hellqueen re-emerged and concluded her years-long revenge scheme by immolating Heather before Trevor's horrified eyes. Himself now deathless, Trevor would be apart from her for all time.

Though shattered, Trevor knew well magic holds infinite possibility, and within it must be a way to return his beloved wife to life. In this quest, Trevor has abandoned everything, including his principles and compassion. As he betrayed and seized mystical knowledge from former friends, Trevor was branded "the Orphean" after the figure of Greek myth. Continuing his single-minded pursuit, the Orphean remorselessly experimented with black arcane learning to pluck the strings entangling life and death, but was somehow always unable to recover or even contact Heather's soul. The Orphean now brings woe to all who bar the path to whatever mystic wisdom and artifacts he seeks; all the while, his broken heart turns black.

PERSONALITY

The Orphean has always been charismatic but quiet, preferring to express his deep passions through music. Now that passion focuses on restoring Heather, and what was once abiding love is now ruthless determination. All that matters to him is returning his beloved to life—any misstep on that path is justified so long as he succeeds, and no lives sacrificed matter so long as hers is restored (whether her soul wants it or not). The tears and songs that follow are in mourning for his misdeeds, for the good man he once was.

THE ORPHEAN

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	6	5	5	3	5	10	10

POWERS

Blessing of Ambrosia: Enhanced Awareness 5, Enhanced Presence 5, Enhanced Stamina 5, Immortality 3 (Return after 4 days), Immunity 1 (Aging) • 47 points

Cloaking Aria: Sustained Protection 10 • 10 points

Listen for the Magic: Senses 3 (Acute Magical Awareness (Auditory), Danger Sense) • 3 points

Levitation: Flight 4 (30 MPH) • 8 points

The Music Divine: Array (40 points) • 45 points

- **Dischord:** Cone Area 2 Damage 13, Affects Insubstantial (half effect) • 40 points
- **Accompany:** Auditory Remote Sensing 9 (2 miles), Subtle 2 • 1 point
- **Coax Loose the Soul:** Cone Area 2 Damage 13, Resisted by Will, Affects Insubstantial (half effect) • 1 point
- **Parting the Chords:** Teleport 5 (900 feet), Accurate, Easy, Extended (30 miles), Increased Mass 5 (1,600 lbs.), Portal • 1 point
- **Soul Bridge:** Summon 2 (64 30-point zombies), Controlled, Horde, Mental Link, Multiple Minions 6 (64 minions), Sacrifice • 1 point
- **Sweet Songs of Memory:** Illusion 8 (All Sense Types) Area (250 cft.), Selective; Resistible (Will) • 1 point

SKILLS

Deception 4 (+14), Expertise (PRE): String Instruments 8 (+18), Expertise: Magic 8 (+13), Expertise: Music 8 (+13), Insight 4 (+14), Intimidation 4 (+14), Persuasion 4 (+14)

POWERS & ABILITIES

Trevor naturally possesses a supernatural sense of hearing, which first helped awaken his mind to the world of magic, and a lifetime of cultivating that gift allows him to effortlessly detect arcane energies and hear the subtle strumming of destiny that suggests encroaching danger. Through his music, the Orphean wields potent sorcerous abilities, capable of reordering human memory and upsetting reality. He can weave melodies along the strings of fate to create protective fields, levitate, teleport short distances, warp mortal minds with illusions pulled from their dearest or darkest memories and even rend the soul from the body. The Orphean's newfound knowledge of black magic also allows his songs to raise scores of mindless undead minions.

Imbibing ambrosia and nectar endowed the Orphean with eternal youth and enhanced physical capabilities, and bars him from forever entering the afterlife.

ALLIES & ENEMIES

Prior to his wife's death, the Orphean aided many heroic members of the mystical community, and is now estranged from everyone he once knew. The Orphean plans on someday exacting bloody vengeance on the

ADVANTAGES

Attractive, Fascinate (Expertise: String Instruments), Improved Initiative, Ritualist

OFFENSE

INITIATIVE +9

Coax Loose the Soul —	Close, Cone Area Damage 13, Resisted by Will (DC 23)
Dischord —	Close, Cone Area Damage 13
Unarmed +3	Close, Damage 1

DEFENSE

DODGE	10	FORTITUDE	10
PARRY	9	TOUGHNESS	16
WILL	16		

POWER POINTS

ABILITIES	60	SKILLS	20
POWERS	113	DEFENSES	21
ADVANTAGES	4	TOTAL	218

COMPLICATIONS

Motivation—Twisted Justice: To the Orphean, no wrong is greater than his wife's murder, and certainly not any slight he might do himself in bringing her back. Righting things by restoring her to life is all that matters.

Hatred: The boundless love the Orphean once shared with his wife transformed into an immeasurable fury towards her killer, the Hellqueen, and anyone who would stop them from reuniting.

Power Loss: The Orphean relies on music to harness and focus spells. Binding and gagging renders him incapable of playing and singing and thus unable use his mystical abilities.

Hellqueen, while Hellqueen considers him a delightful plaything, easily wound up and pointed at her enemies by spreading the slightest rumor that they may hold some knowledge or artifact that can raise the dead.

HOOKS

Nothing Else Matters: The heroes come across some lost spell, relic, or technology capable of raising the dead, attracting the Orphean's attention, but their tool is either too dangerous to use (perhaps requiring several lives in trade) or reserved for another lost soul. Trevor Cushing long ago gave up asking patiently for what he wants, and unleashes an army of the living dead as the prelude to his own attack. If the heroes manage to repel him once, he instead changes tactics and targets their loved ones—everyone wants their loved ones to live, as he well understands, and most people are happy to pay extraordinary prices for it.

THE OSPREY

REAL NAME: Hjalmar Poelzig, alias Edgar Ulmer
OCCUPATION: Criminal predator
BASE: Lakeside, Emerald City

Austrian aristocrat Boris Poelzig fled the 1938 Nazi takeover of his homeland, bitterly vowing it would be the last time any Poelzig would be left powerless. Settling in Emerald City, Boris raised his son inspired by ospreys, which, according to legend, force their young to fly to the sun, then kill those too weak to reach it. The abuse he heaped on his son in an attempt to toughen him up eventually broke him, and left Boris guardian of his grandson Hjalmar, who embraced the philosophy of strength and flourished.



USING THE OSPREY

The Osprey is a special kind of villain, one who strikes at the heroes through their relationships and private lives (or secret identities). For some players, this will prove to be annoying and terrible, while to others it is a fun challenge. If you're planning to use The Osprey in your series, discuss whether or not your players will enjoy dealing with a villain that comes at them from other angles than a straight-up fight.

Hjalmar dedicated himself to eliminating false piety from a world grown too soft. He became a champion of lawlessness and predator of so-called "superheroes"—the Osprey who strikes down such unworthy weaklings.

The Osprey's initial target was the Adjuster, a new hero gaining in recognition. Over time, he uncovered the Adjuster's identity (millionaire Barry Warren), darkest secrets, and greatest fears. With this knowledge, the Osprey swindled Warren's fortune away from him and arranged for everyone close to him to be killed, maimed, disgraced, or falsely imprisoned, one by one. By the time they met face to face, Warren was emotionally broken, and the Osprey smiled as his first victim committed suicide before him. Now residing in Warren's mansion (renamed Marmarous), Poelzig bides his time, working to find worthy heroes to shatter.

PERSONALITY

The Osprey is calm, polite, confident, intelligent, worldly, cultured, witty, and charming. Only his victims know he is a genuinely evil, merciless sociopath.

POWERS & ABILITIES

The Osprey is a master manipulator, adept at discovering and exploiting his opponents' personal weaknesses. Nearly all traces of his existence have been systematically eliminated. Through intense training, he is preternaturally strong and agile, and specializes in a unique fighting technique encompassing killing and maiming strikes from various martial styles. He employs a variety of gadgets, including his signature Osprey Talons: long diamond-coated blades with a super-sharp monomolecular edge.

ALLIES & ENEMIES

The wealthy Poelzig employs a number of highly skilled operatives—drivers, pilots, hackers, private investigators, thugs, courtesans, scientists, media figures—who aid him out of misplaced loyalty, greed, or blackmail. Inspired by Bowman, he contemplates taking on a protégé and eventual heir.

HOOKS

Prey: Terrible events happen to the characters' loved ones (Responsibility or Relationship complications) well beyond mere happenstance. Investigations are initially fruitless, confirming only the orchestrator's

THE OSPREY

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	6	6	6	7	6	7

POWERS

Glider Cape: Flight 3 (16 MPH), Device (Easily Removable, -2 points) • 4 points

EQUIPMENT

Concealed Headset: Feature (Cell Phone), Subtle • 2 points

Flash Goggles: Feature 1 (+5 resistance to visual Dazzle) • 1 point

Flashlight: Feature • 1 point

Night Vision Goggles: Senses 2 (Darkvision, -2 Perception penalty) • 1 point

Oxygen Mask: Immunity 2 (All Suffocation, one hour limit) • 2 points

Protective Suit: Protection 2, Subtle • 3 points

Swing Line: Movement 1 (Swinging) • 2 points

Tracer Bug: Feature 2 (audio and tracer) • 2 points

Utility Belt: Array (16 points) • 26 points

- **Osprey Talon Blades:** Ranged Strength-based Damage 2, Dangerous 3, Penetrating 5, includes Increased Range on 4 Strength • 16 points

- **Adaptable Multi-Tool:** Feature 2 • 1 point

- **Cutting Torch:** Precise Damage 1, Weaken Toughness 1 • 1 point

- **Digital Recorder:** Feature 2 (Full audio-video) • 1 point

- **Exploding Talon Grenades:** Ranged Burst Area Damage 5 • 1 point

- **Net Talons:** Ranged Affliction 8 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile; Extra Condition, Diminished Range, Limited Degree) • 1 point

- **Smoke Bombs:** Enhanced Advantage 1 (Hide in Plain Sight) • 1 point

Wrist-Comp: Feature 1 • 1 point

SKILLS

Acrobatics 14 (+20), Athletics 8 (+12), Close Combat: Unarmed 10 (+16), Deception 5 (+12), Insight 6 (+12), Intimidation 5 (+12), Investigation 9 (+16), Perception 7 (+13), Persuasion 5 (+12), Ranged Combat: Throw 10 (+16), Sleight of Hand 12 (+18), Stealth 14 (+20), Technology 7 (+14)

power and seeming invisibility. In time, they pick up on the broken fragments of Barry Warren's life, and from those who knew him—and still live—learn the terrible fate that awaits them. The heroes can then try to take the fight to the Osprey, complicated by the fact they know all but can legally prove nothing. Alternately, they can circle their wagons and defend what's dear to them against an opponent who knows all their vulnerabilities. Further complicating matters are the Osprey's long-term strategies: while the heroes await his next move, their normal responsibilities of catching crooks and protecting the city remain.

Defending the Nest: Alternately, the characters witness the events above happening to another hero who seeks their help. The Osprey takes notice of them as secondary targets in his current plans—soon to be primary if they thwart him.

ADVANTAGES

Agile Feint, Benefit 4 (Cipher), Benefit 4 (Multimillionaire), Close Attack 2, Connected, Contacts, Defensive Roll 5, Eidetic Memory, Equipment 8, Evasion, Great Endurance, *Hide in Plain Sight*, Improved Critical 4 (Unarmed), Improved Initiative, Ranged Attack 2, Uncanny Dodge, Well-informed

OFFENSE

INITIATIVE +10

Osprey Talon Blades +18 Range, Damage 6, Crit. 17-20

Exploding Talon Grenades — Range, Burst Area Damage 5

Net Talons +18 Range, Affliction 8, Dodge DC 18

Unarmed +18 Close, Damage 4, Crit. 16-20

DEFENSE

DODGE 14 **FORTITUDE** 12

PARRY 14 **TOUGHNESS** 11/*6

WILL 13 * without Defensive Roll.

POWER POINTS

ABILITIES 92 **SKILLS** 56

POWERS 4 **DEFENSES** 31

ADVANTAGES 38 **TOTAL** 221

COMPLICATIONS

Motivation—Feeling Powerful: Feeling the rush of power drives the Osprey.

Soul of the Osprey: Destroying superheroes' lives is a game the Osprey's addicted to playing.

My wife is gone. I couldn't convince her the video was fake, and I wasn't cheating on her. She's been so fragile since the allergic reaction sent our daughter into a vegetative state. This might break her. My friends are dead, or convicted of trumped-up felony charges. Thanks to the doctored clips on social media, I can't become the Adjuster without the police hunting me. I can't help anyone. I can't even help myself.

Why all the details about things already well-documented? Because I now know the unfeeling bastard responsible for them all.

This "Osprey" is coming here tonight. I'd kill him if I had anything left to live for. So please, dear God if you exist, let him kill me.

—The Adjuster, final journal entry

PANDEMIC

REAL NAME: Formerly Dr. Josh Harrington
OCCUPATION: Plague zombie, former research pathologist
BASE: Emerald City

Dr. Josh Harrington was an Emerald City research pathologist tasked with eliminating the threat posed to humanity by super bugs. Dr. Harrington believed that a disease-free future could be found by studying extraterrestrial DNA harvested from super-powered volunteers. Confident that he was on the verge of a breakthrough and threatened with the closure of his project, he injected an array of dangerous bacteria into alien cells and the results were catastrophic. The bacteria absorbed the alien DNA and began to replicate itself at an astonishing rate. Dr. Harrington's protective gear was overwhelmed by the microbes, and before he could decontaminate himself, he succumbed to the disease. Unfortunately, that wasn't the end for Dr. Harrington. The alien DNA granted a malevolent sentience to the bacteria; the augmented cells latched onto his nervous system, reanimating the doctor's body and dragging it out of the research facility.

Using the doctor's corpse, the bacteria escaped into the city and entered the sewers where it explored and learned about its environment and existence. It warped Dr. Harrington's body, bloating and scarring it beyond recognition to create a home for itself. The bacteria reproduced at an unprecedented rate, filling its new home to the brim with all manner of contaminants. In a matter of days, the creature that would become

known as Pandemic was ready to spread its pathogens. Pandemic was able to access Harrington's memories and the bacteria realized that Dr. Harrington and people like him wanted to eliminate all diseases across the world. Faced with the threat of extinction and terrified for its survival, Pandemic formulated a plan: it would infect everyone in the world, until it was safe.

With access to Harrington's expertise as a research pathologist, Pandemic devised experiments to increase how contagious and potent it was. The creature started small, working on the vermin of Emerald City. It dunked portions of itself into water, allowed rats to feast on its putrid flesh, and coughed and sneezed onto birds and other creatures to spread diseases and adapt quickly.

Pandemic learned that it could harness multiple diseases to affect its hosts in diverse ways. It had diseases of the brain that could turn creatures into its unwilling slaves. It had infections of the body that could sap a person's strength or eat the flesh off their bones. Most dangerous of all, though, was the fact that once a creature was infected it would spread the bacteria to whomever it came into contact with, allowing Pandemic to do massive amounts of damage in a short amount of time. Now that it has mastered its powers, Pandemic is ready to infect the world.

PERSONALITY

As a plague-ridden zombie, Pandemic isn't particularly talkative. It marches on in silence, viewing every living thing as real estate for its bacteria. Pandemic isn't dumb though;

GM DISCRETION IS ADVISED

Pandemic's power set opens a number of possibilities that not all groups will be comfortable with. His diseases can spread from the heroes to members of their supporting cast, causing serious damage to a hero's personal life. Some of his attacks are described as flesh-eating, which could potentially disfigure heroes that come into contact with him—unless the PCs have access to healing or you assume heroes can heal up with no lasting effects. Be sure to communicate with the players and establish the tone of the game before inflicting such complications upon them.

PANDEMIC

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	-	2	2	2	1	1	2

POWERS

Bloated Form: Density Growth 3, Innate, Permanent • 7 points

Inhuman Physiology: Protection 10 • 10 points

Plague Zombie: Immunity 60 (Fortitude Effects, Life Support, Will Effects) • 60 points

Sickness: Array (30 points)

- **Festering Aura:** Burst Area Progressive Contagious Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Limited: Organic creatures only, Fades • 30 points
- **Plague Touch:** Progressive Contagious Weaken 11 (Resisted by Fortitude), Broad: Physical Abilities, Precise, Distracting, Limited: Organic creatures only, Fades • 1 point
- **Delirium:** Cumulative Contagious Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Limited: Organic creatures only, Fades • 1 point
- **Wave of Exhaustion:** Burst Area Progressive Contagious Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep), Limited: Organic creatures only, Fades • 1 point

Touch of Rot: Aura Damage 8 (When contact is made) • 32 points

Harrington's intelligence occasionally shines through. Pandemic is an excellent problem solver and is innately curious about life forms it's never encountered before. It analyzes variables in any situation before proceeding and always follows the path of least resistance.

POWERS & ABILITIES

Pandemic is the master of disease and can ravage its enemies' bodies in a variety of ways. It can spread itself into the mind of its enemies, forcing them to act against their wills. It also uses a number of contagions that cause physical ailments, from weakness to drowsiness, and it can even shut down major organs. Its powers are also contagious, which makes its enemies as dangerous to each other as it is. Pandemic is a slow and lumbering opponent, but it is far from defenseless. Its bloated and scab-riddled body is almost impervious to harm. Its bacterial form also makes it immune to most conventional attacks and anyone who puts their hands on it is affected by a fast-acting, flesh-eating bacteria.

Note that Pandemic's Sickness array powers all have the Fades flaw. Instead of lowering a rank each time the power is used, it loses a rank when it spreads via the Contagious extra, so it's easier to resist the further it spreads.

ALLIES & ENEMIES

In addition to the CDC and heroes all over the world, Pandemic has drawn the ire of Pack-Rat and his gang of Rats in the Wall. Pack-Rat objects to Pandemic's experiments on the vermin of Emerald City's and the two have come to blows over their shared sewer environment.

SKILLS

Close Combat: Sickness 7 (+9), Close Combat: Touch of Rot 10 (+12), Expertise: Disease 6 (+7), Intimidation 8 (+10)

ADVANTAGES

All-out Attack, Diehard, Startle

OFFENSE

INITIATIVE +2

Delirium +9 Closed, Cumulative Contagious Affliction 10, Will DC 20

Festering Aura — Close, Burst Area Progressive Contagious Affliction 10, Fort. DC 20

Plague Touch +9 Close, Progressive Contagious Weaken 11 Physical Abilities, Fort. DC 21

Touch of Rot +12 Close, Reaction Damage 8

Wave of Exhaustion — Close, Burst Area Progressive Contagious Affliction 10, Fort. DC 20

Unarmed +12 Close, Damage 6

DEFENSE

DODGE	5	FORTITUDE	Immune
-------	---	-----------	--------

PARRY	5	TOUGHNESS	13
-------	---	-----------	----

WILL	Immune
------	--------

POWER POINTS

ABILITIES	16	SKILLS	16
-----------	----	--------	----

POWERS	136	DEFENSES	6
--------	-----	----------	---

ADVANTAGES	3	TOTAL	177
------------	---	-------	-----

COMPLICATIONS

Monstrous: Pandemic has a terrifying, bloated body covered in festering sores and oozing pustules. It doesn't smell the greatest either.

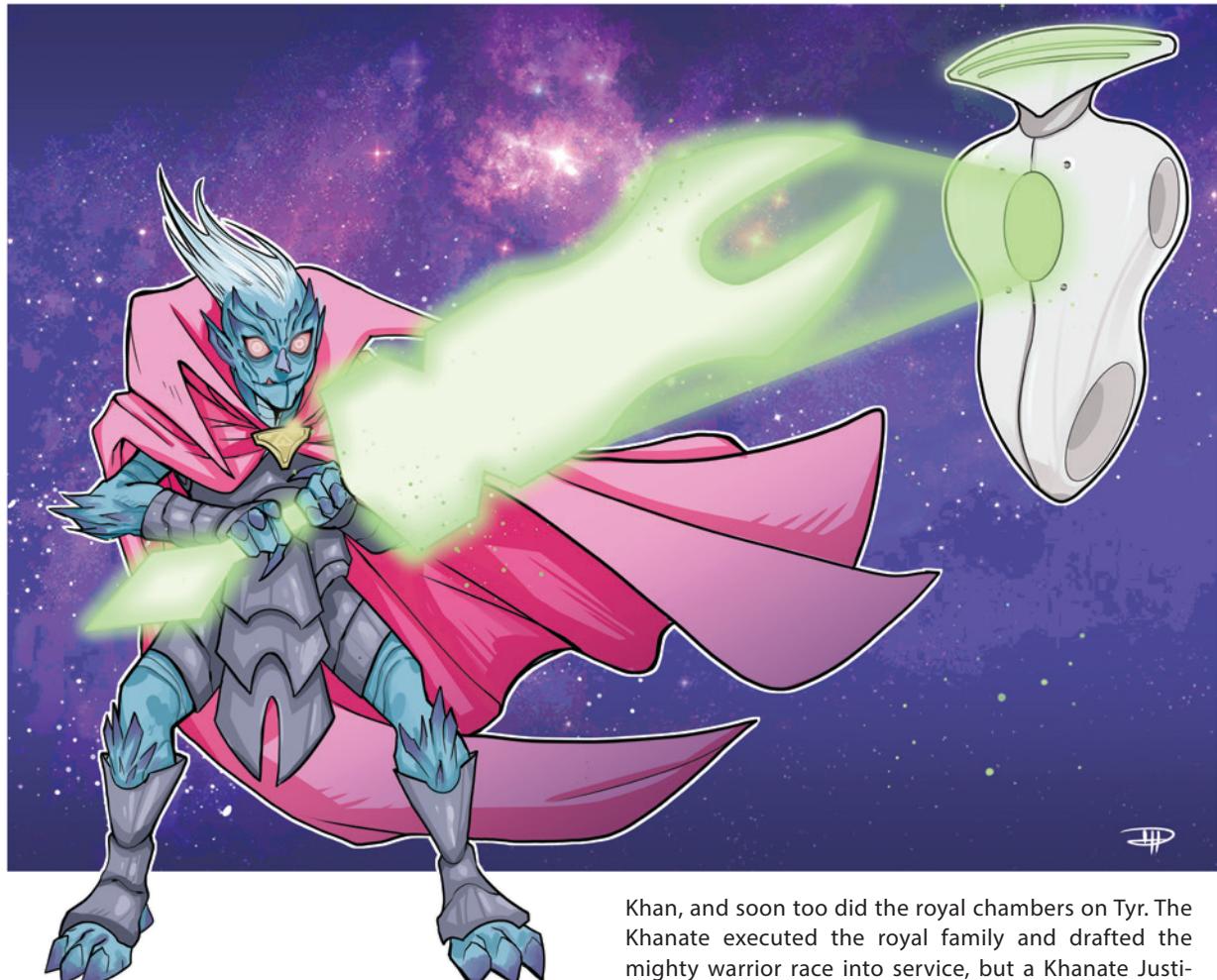
Motivation—Survival: Pandemic knows that the people of Earth will stop at nothing until bacteria like it are wiped from existence. It's going to get them first.

Weakness: Pandemic's bacteria are held in harmony by a mental link to the main host. The diseases lose potency as they spread from victim to victim until they are easily overcome by average immune systems. Pandemic's neural link can be blocked by mental powers, which stuns it in addition to weakening the effectiveness of its pathogens.

HOOKS

Sick Day: One of the heroes wakes up feeling under the weather. Usually that would just mean taking it easy on patrol and kicking back with lots of fluids and chicken soup, but this particular day marks the next appearance of Pandemic. The hero's cold isn't actually related to Pandemic, but his teammates can't know that for sure...

PRINCE ROKKAR



H.P.

REAL NAME: Prince Rokkar

OCCUPATION: Heir to the Kash'rodan Empire, aspiring conqueror, delinquent

BASE: Formerly Planet Tyr, presently Earth-Prime

Prince Rokkar was destined for greatness. From the day he could lift a weapon, the heir to the Kash'rodan Empire proved a fierce warrior, validating his legendary arrogance. With his strength and determination, Rokkar's place on the throne of Tyr—along with dominion over the five worlds of the Kash'rodan empire—was assured. However, fate had a different plan.

The collapse of the Lor Republic first seemed like a blessing. The Kash'rodan Empire abutted the galactic peacekeepers, buffering their expansion. With the Republic gone, the Kash'rodan began a campaign of conquest, and their prince fought valiantly beside his mother as planet after planet fell. The Kash'rodan empire grew to seven worlds, then ten!

But the Stellar Khanate jumped at the same opportunity, with far great forces at their command. Planet after planet burned, crushed under the heel of the Star

Khan, and soon too did the royal chambers on Tyr. The Khanate executed the royal family and drafted the mighty warrior race into service, but a Khanate Justicar took a moment's pity on the child he was ordered to execute, and instead banished him—along with his faithful nanny-drone, MC-1—to the forbidden reaches far beyond the Khanate's borders.

Rokkar eventually crashed on the third planet in the Sol system, a place the natives called "the Earth." The inhabitants were fleshy and soft, unaware of their betters, and the ever-determined Rokkar decided he was the most qualified to teach them. Alone with no companion beyond an obsequious AI, Rokkar is now determined to recreate the glory of the Kash'rodan Empire, beginning with his adoptive homeworld.

PERSONALITY

Calling Rokkar "proud" is an injustice; in his mind there is no greater warrior than a warrior of the Kash'rodan Empire, no greater Kash'rodan warrior than a Tyrian, and no greater Tyrian than he. He is loud, obnoxious, stubborn, and dismissive of any point of view that does not align with his own—but also a boundless font of optimism and determination. In contrast to his petty, entitled personality, Rokkar wields an unparalleled focus in battle. He's still a

PRINCE ROKKAR

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
7	8	0	3	8	1	-2	3

POWERS

Kash'rodan Physiology: Immunity 7 (Disease, Environmental Conditions, Poison), Limited to Half Effect; Leaping 4 (120 feet), Regeneration 5, Speed 4 (30 MPH) • 17 points

SKILLS

Athletics 4 (+11), Intimidation 7 (+10), Perception 7 (+5), Ranged Combat : Hard Light Weapons 2 (+5), Stealth 4 (+4), Technology 6 (+7), Vehicles 4 (+7)

ADVANTAGES

All-out Attack, Benefit (Prince in Name Only), Close Attack 2, Diehard, Equipment 2, Extraordinary Effort, Fascinate (Intimidation), Fearless, Great Endurance, Improved Initiative, Interpose, Move-by Action, Power Attack, Ranged Attack 5, Startle, Takedown

EQUIPMENT

Royal Kash'rodan Armor: Immunity 2 (Suffocation), Impervious Protection 4 • 10 points

OFFENSE

INITIATIVE +4

Hard Light Blade +10	Close, Damage 10, Crit 18-20
Hard Light Cannon +10	Ranged, Damage 10
Hard Light Pistols +10	Ranged, Damage 8, Split
Unarmed +10	Close, Damage 7

teenager, though, and rude, impulsive, and petty. Rokkar's narrow range of experience deludes him into believing he understands all the world, and he is disgusted by and dismissive of most Earth customs.

By contrast, Rokkar's "combat assistance drone," MC-1, offers a constant stream of information and emotional support to its charge. The obsequious Maternal Compensator unit—a stand-in for the oft-absent warrior-queen who bore Rokkar 13 years ago—now acts as his royal advisor as well as loyal defender. The floating assistant is often the only advisor he will heed, as the artificial intelligence has long-ago learned how to appeal to his vanity.

POWERS & ABILITIES

All Kash'rodan possess incredible strength and stamina thanks to their homeworld's harsh climate and severe axial tilt, as well as the ability to temporarily lock down their metabolism against all environmental dangers. Along with these racial abilities, Prince Rokkar is a master combatant, proficient in hand-to-hand combat, the use of martial weapons, and firearms. Though not a tactician by

DEFENSE

DODGE	8	FORTITUDE	10
PARRY	8	TOUGHNESS	12
WILL	7		

POWER POINTS

ABILITIES	56	SKILLS	16
POWERS	17	DEFENSES	19
ADVANTAGES	20	TOTAL	128

COMPLICATIONS

Motivation—For Mom and Empire!: Rokkar ultimately wants to recapture the glory of his now-conquered empire.

Enemy—Star Khan: Prince Rokkar's hatred for the Stellar Khanate burns bright, and he'll jump at any opportunity to avenge his empire's fall.

Napolean Complex: Rokkar needs to prove he's the toughest warrior around, and targets the toughest-looking opponents.

any measure, a lifetime of warrior training has provided Rokkar with insight into how to best utilize his strength, and how to improvise on a battlefield.

On his own, Rokkar is little more than a super-powered bully, but paired with MC-1, he becomes a force of destruction. The Kash'rodan equip their nanny drones with hard light projectors to isolate, entertain, and protect their dangerously active children. MC-1—an advanced model in every regard—can create hard light models of any mundane or technological weapon it has encountered, as well as protective shells to protect Rokkar from attacks and environmental dangers. As an advanced unit, it can also generate a pacifying field—useful for lulling the aggression out of children... or recruiting soldiers to serve Rokkar's side.

ALLIES & ENEMIES

Rokkar plays well with others... so long as others obey his orders without question. Those who will not follow are harmless fools at best, or traitors at worst. Rokkar's allies of choice are fellow warriors, and he has previously recruited Anvil, Tribal, and Loma Slife as hired muscle. Alone in the world, Rokkar treasures MC-1 more than he admits, and will tear open heaven and Earth to recover the drone if lost or stolen.

Prince Rokkar has sworn a blood oath to oppose and destroy the Stellar Khanate, the galactic force that overthrew his promised empire, and currently occupies his homeworld of Tyr. The prince will embrace any opportunity to work against Star Khan without a second thought, even teaming up with mortal enemies.

RETURN TO MAIN DATABASE

FROM: Rita Reznor <ReznorRita@AEGIS.freedom.pac.net>
TO: Harry Powers <PowersHarry@AEGIS.freedom.pac.net>
SUBJECT: Threat Report — "Rokkar"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Director,

I'm afraid we were unable to retain custody of the child (???) that the Next-Gen tangled with last week. As near as we can figure, he has some sort of custodian/bodyguard robot that can mind-whammy people and carries a whole arsenal for the kid. Once that thing got inside the perimeter, things went down fast. I'm attaching a few samples of the security footage for you to review.

And if I can just interject, that kid had a real attitude problem! Not sure what language he was speaking (sure as heck wasn't any Lor I studied at the academy), but I know profanity in any language, and I'm betting he's never been grounded a day in his life. All due respect: we're cops, not truant officers, and we're not equipped to handle what I have to guess was a twelve-year-old having a temper-tantrum. Isn't there some sort of specialty agency we can turn cases like this over to in the future? Some kind of alien CPS or Freedom League juvie?

I don't mean to be unprofessional, but he drew angry eyebrows on me after he knocked me out! And I don't know what he used, but it's not washing off!

-Agent R. Reznor

HOOKS

Birthday Boy Beatdown: Unexplained disappearances plague the city. When the heroes respond to a break-in at a gun store, they find several of the missing people in a trance, fleeing with armloads of firearms and ammunition. Following them back to a warehouse, they find MC-1 doting on the assembled "army," offering the makeshift militia in celebration of its master's day of birth. But the only thing Prince Rokkar truly wants for his birthday is a beatdown party—one the PCs just invited themselves to, with mind-controlled citizens as party favors.

Blast Off: Prince Rokkar begins attacking government agents, shaking them down for information before MC-1 wipes their memory of the violent attack. Determined to leave the Earth and return to the stars, Prince Rokkar and his loyal aide are searching for their lost starship, now held in a secret military installation. Once within the base, the advanced drone hacks the defense systems, turning them against any heroes foolish enough to follow them inside.

High-Speed Grudge Match: Prince Rokkar and MC-1 attack an AEGIS transport containing a Stellar Khanate soldier who crash landed on Earth while tracking the exiled prince. A high-speed and destructive battle unfolds, placing citizens in danger while agents struggle to hold their prisoner. Not only do the heroes need to catch the transport and stop Rokkar, but contain the carnage as they careen through the city.

MC-1

PL8

STR -2 STA — AGL 6 DEX 0 FGT 4 INT -1 AWE 5 PRE 1

Powers: Hard Light Emitter (Array; 33 points)

- **Barrier Projection:** Create 8, Impervious, Movable • 33 points
- **Nightlight:** Environment 1 (Bright Light), Dynamic • 2 points
- **Hypnotic Patterns:** Cumulative Cone Area 2 Affliction 8 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Cumulative; Vision Dependant), Dynamic • 2 points
- **Hard Light Weapons:** Variable 4 (move action); Affects Others; Limited to mimicking weapons MC-1 has analyzed, Dynamic • 2 points

Little Robot Buddy: (Flight 4 (30 MPH), Immunity 30 (Fortitude Effects), Protection 4, Shrinking 8); **Sensors:** Senses 11 (Accurate Acute Analytical Radius Radio, Communication Link (Rokkar), Detect: Radiation 2 (ranged), Infravision, Time Sense) • 58 points

Skills: Expertise: Earth Culture 1 (+5), Expertise: Kash'rodan Culture 8 (+12), Insight 2 (+7), Perception 5 (+10), Technology 4 (+8), Treatment 4 (+8)

Offense: Initiative +6, Hypnotic Patterns (Cone Area Affliction 8), Unarmed -1 (Close, Damage -2)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 4, Will 7

Totals: Abilities 20 + Powers 108 + Advantages 0 + Skills 12 + Defenses 9 = 149

Complications: **Little Robot:** MC-1 is a small automaton without hands, legs, or a legal identity. **Motivation—**

Adoration: MC-1 adores Rokkar, and eagerly serves as the spoiled prince's fawning fan-droid. **Terminally Cheerful:** MC-1 is distressingly upbeat and often too loud for its own safety.

PRINCESS SILVERWING

Real Name: Alison Middleton
Occupation: High school student
Base: Emerald City

Alison Middleton was by all appearances a normal teenager—perhaps a little more of a geek and fantasy fan than her friends—but certainly nothing special. She loved novels and comics, went with her parents to Renaissance fairs, and had been a part of the cosplay community since her very first fantasy convention at age 10. When the young hero Elflight appeared (see the *Hero High* sourcebook), Alison even formed the extradimensional hero's first fanpage on social media. And if pressed, she would have hemmed and hawed but finally admitted that sometimes she daydreamed of being a fantasy princess, too.

That was before her mutant powers emerged.

Puberty is challenging enough, but adding budding superhuman powers can make it too much to deal with. Alison plunged entirely into her rich, inner fantasy life. Believing herself to be Princess Alycia Silverwing, a magical fey royal somehow exiled to Earth from another world, she began using her abilities to recover her “lost” memories, find allies, and “return” to her own world to stop whatever dark force now threatens it.

Silverwing’s first attempt to embrace the hero Elflight as a fellow extradimensional sister resulted in peals of laughter—cruel mockery in her mind. Now Alison firmly believes the visiting elf (and her fellow bullies on the Next-Gen, and any other mystical heroes who deny her heritage) to be allies of the dark forces. She now pops up to steal antiquities and magic artifacts, attempt to recruit superhuman allies, attack perceived threats, and conduct “magical” rituals to return home. If the world actually reflected her perceptions, Princess Silverwing would be the bold hero, fighting for



good against all odds. Unfortunately, in the real world her actions are crimes, and often dangerous.

PERSONALITY

Princess Silverwing doesn’t see herself as a villain, and can be caring and empathic, but she is also easily frustrated as her self-centered perceptions constantly grind against reality. Sometimes she performs heroic deeds, only to later resort to robbery or assault. In her mind, all her actions have righteous motivations. Her growing temper makes her increasingly likely to resort to violence to solve her problems, and ultimately she finds some way to justify almost any action she takes. Alison is still inside her, but Alycia usually views that part of her life as the fantasy—alternately the punishing prison she was trapped in or the safe haven her “real” family used to hide her from enemies.

Alison can still be coaxed out. With training and confidence, she could even be the hero she thinks she is. But the illusion of a fantasy princess life is very appealing to an awkward teenager afraid of being ordinary.

POWERS & ABILITIES

Alison Middleton had spent a lifetime practicing swordplay, archery, and various handicrafts long before her powers manifested. Since then, her skills have grown considerably. Her cosplay experience has also translated well to crafting her own armor, ever since discovering the “magic” of ballistic plastic.

The power at the root of Alison’s delusions is her ability to generate bursts of glittering graviton “fairy dust,” which can magnify or negate the effects of gravity on anything it coats. By increasing the gravity on people, she can root them in place, while decreasing it allows her to levitate people or objects into the air. An uncharged “puff” of her powers simply creates a sparkling dust that coats everything nearby. Alison could be much more powerful, but her control is limited by the way she un-

PRINCESS SILVERWING

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	4	3	4	3	0	3

POWERS

"Fairy Dust": Array (27 points) • 30 points

- **Levitate**: Burst Area Continuous Move Object 9 (12 tons), Limited Direction (Upward) • 27 points
- **Glitter**: Burst Area Nullify Concealment Effects 9, Simultaneous • 1 point
- **Mass Hold Creature**: Burst Area Continuous Move Object 9 (12 tons); Limited Direction (Downward)
- **Supernatural Strength**: Enhanced Strength 6 (Lifting STR: 7; 3 tons), Limited to lifting Strength; Enhanced Trait 6 (Throwing Mastery 6) • 1 point
- **"Fey" Flight**: Flight 4 (30 MPH) • 8 points

SKILLS

Acrobatics 4 (+8), Athletics 4 (+5), Close Combat: Blades 4 (+8), Expertise: Magic 2 (+5), Expertise: Pop Culture 10 (+13), Persuasion 4 (+7), Ranged Combat: Bows 4 (+7), Stealth 4 (+8), Treatment 2 (+5)

ADVANTAGES

Accurate Attack, Defensive Roll 3, Equipment 3, Fascinate (Expertise: Pop Culture), Improved Aim, Improved Disarm, Improved Initiative, Languages 1, *Throwing Mastery* 6, Ultimate Effort (Will checks)

derstands her abilities to work, believing it to be innate magic spells. She often frustrates herself attempting to learn new "spells" beyond the bounds of her inherent gravity control powers.

Alison's Levitate and Hold Creature effects are both essentially grab attacks, alternately pinning an opponent to the ground or making them bob helplessly through the air.

ALLIES & ENEMIES

Princess Alycia is always looking for permanent allies—after all, heroes like her should have sidekicks. Whether or not she is able to find them is uncertain. Unscrupulous villains occasionally take advantage of Alison's delusions, posing as allies or pointing her at their enemies, leaving her to take the blame after various jobs.

Silverwing is quick to align herself with any magic-oriented beings she encounters—anyone who can legitimize her self-image as a powerful, magical noble.

HOOKS

And an Army at my Back: Alison is a minor threat at most times, but she tends to call down far greater foes. When one attempt to return home instead accidentally conjures an army—golems, demons, vampires, or otherworldly ninjas—the heros have their hands full stopping the

EQUIPMENT

Ballistic Cosplay Armor (Protection 2), Bow (Ranged Damage 3), Sword (Strength-Based Damage 3, Dangerous)

OFFENSE

INITIATIVE +8

Bow +7	Ranged, Damage 3
Mass Hold Creature —	Ranged, Burst Area Move Object 9
Sword +8	Close, Damage 4, Crit 19–20
Thrown Objects +3	Ranged, Damage 7

DEFENSE

DODGE	8	FORTITUDE	8
PARRY	10	TOUGHNESS	8/5*
WILL	9	*without Defensive Roll	

POWER POINTS

ABILITIES	42	SKILLS	19
POWERS	38	DEFENSES	24
ADVANTAGES	13	TOTAL	136

COMPLICATIONS

"I'm the hero!": Princess Silverwing sees herself as the champion of her story, and while easily angered by perceived betrayal or cruelty, she works with her own moral code. Heroes familiar with the tropes of young adult fantasy fiction can even use those against her. Alison can sometimes be talked down from her comforting delusions, but they frequently re-emerge when she becomes frustrated or frightened.

Motivation—Destiny: Alison's one desire is to return to her "true" home and be a beloved queen.

chaos. Is this force out of control? And if not, is a magical army under the command of a teenager any better?

Just Like Me: A child manifests unusual powers and—terrified by her abilities—flees into the city. Silverwing decides that this child must be from her lost world as well, and intercepts the girl to tell her the "truth" of their shared heritage. Will she convince this scared youth to adopt her fantasy? Do this youngster's powers threaten the city? The child must be found before any permanent damage is done.

Who would have guessed?: Scientists have opened a portal into another dimension, and just as they are about to send a drone through to explore it, Princess Silverwing arrives and enters the portal before anyone can stop her. The drone's initial survey shows signs of intelligent life and civilization. Is Alison in danger from the natives? Or will she threaten them or provoke hostilities with Earth?

RED-TEETH SVEN

REAL NAME: Professor Alvin Dahl/Bjorn Sveindsson
OCCUPATION: College professor/Viking warrior
BASE: Scandinavia, Canada, Northern U.S.A.

Alvin Dahl is the scion of a wealthy Norwegian family that held interests in fishing, timber, and banking. Quiet and reserved by nature, and physically hindered by a weakened leg from a childhood accident, he was oft-neglected by his pragmatic, hard-charging parents in favor of his twin siblings. Alvin was also constantly bullied by his older brother and sister, Christian and Karin. He lived vicariously through books, imagining himself as a bold hero like those found in the sagas of his Viking ancestors. Gifted intellectually, Alvin became a noted archaeologist and scholar, traveling widely despite his physical challenge. He retained his interest in myths and legends, despite being a "serious" academic.

Even with his success, his siblings were put in charge of the family business. At the celebratory dinner held in honor of them taking control, Alvin met and asked out Ava Hague, one of the company's accountants. Ava had previously been romantically involved with Alvin's brother Christian. Regardless, Alvin and Ava were soon engaged to be married. This did not sit well with Christian, who could not tolerate "losing" to his brother in any fashion. When his efforts to win back Ava's affections failed, he assaulted and badly traumatized her. She committed suicide shortly thereafter, leaping from a hospital window. Alvin pressed the authorities for justice, but Christian was backed by the family's lawyers and their sister Karin's alibi for him. He faced no criminal charges.

Alvin found vengeance by embracing the dark side of his studies. He discovered a ritual to summon the spirit of an infamous Norse berserker, Bjorn Sveindson, also known as Red-Teeth Sven because he bit his shield until his mouth bled. Red-Teeth Sven was renowned for slaying a frost giant and stealing the jotun's war-hammer and shield. But Red-Teeth Sven was too fierce, even for the Vikings, killing many countrymen to show off his skills and claiming the pick of pillaged loot. He was declared an outlaw, hunted down, and slain when a magical blade pierced his shield. Denied Valhalla, Red-Teeth Sven's shade wandered the netherworld until he was given corporeal form by Dahl. Leaving his puny shell behind and sending his spirit into the berserker's body, Dahl used Red-Teeth Sven to destroy



many of his family's holdings. Then he confronted his siblings, meaning to terrorize them into confessing. Instead he crippled them both, as Dahl's control slipped and Bjorn Sveindson's mind took control.

Professor Dahl swore not to bring forth Sven again, but could not resist the urge when he again saw injustice, including petty bullies, corrupt police or politicians, and low-life criminals; all tasted Red-Teeth Sven's wrath. Dahl rationalized his actions as being "justice", even when Sven wrested control from him and indulged in mayhem. But Dahl grew addicted to the power. He considered his true identity untraceable, but was eventually found out by the Danish heroine Snow Angel and forced to go on the run. Dahl escaped with a small cache of funds and occult materials. He roams the northern climes of the world, often leaving a trail of wreckage behind.

PERSONALITY

Professor Dahl is an intelligent, cultured, and soft-spoken man, but inwardly seethes with anger over those who abuse their power and influence, and seeks to mete out retribution. Though he rationalizes his actions as righteous, Dahl is addicted to wielding power; his actions are

RED-TEETH SVEN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10/12*	11	2	0	8	4/0**	4	4/8**

POWERS

Belong to Sven!: Feature (Outside combat, Sven can teleport Facesplitter and Skullknocker to his hands) • 1 point

Berserker Constitution: Enhanced Advantage (Diehard); Immunity 10 (Cold damage, Heat/Fire damage, both Limited to half effect); Impervious Protection 5; Regeneration 2 (every 5 rounds) • 18 points

Berserking: Enhanced Strength 2; Penetrating on Strength 12; Enhanced Advantages 3 (Improved Initiative 1, Ultimate Effort (Strength checks), Ultimate Effort (Will resistance checks)); Immunity 2 (Critical Hits); Quirk— Must use an action to bite his shield or fail a Toughness save before Berserking activates, Quirk—Stops Berserking if he doesn't attack or isn't the target of an attack in a round, Quirk—After Berserking, Red-Teeth Sven gains the Dazed condition for as many rounds as the power was in effect • 17 points

Bjorn Sveindson's Mind: Enhanced Traits 0 (Presence 4, Intelligence -4); Enhanced Advantages 0 (Chokehold, Fearless, Improved Hold, Improved Trip, Quick Draw, Takedown, Tracking, but loses Benefit 3 (Readied Rituals), Jack-of-all-trades, Ritualist, Trance, Well-informed), Enhanced Skills 0 (Expertise: Hunter 8, Expertise: Occult -8) • 0 points

Sven is Tall!: Growth 2, Permanent • 4 points

Sven's Weapons: Array (6 points), Indestructible, Easily Removable (-3 points)

- **Skullknocker**: Strength-based Damage 4, Dangerous 2 (Critical 18-20), Disarming, Inaccurate 2, Reach 2 (10 ft.) • 7 points

- **Facesplitter**: Strength-based Damage 2, Breaking, Dangerous 2 (Critical 18-20), Smashing• 1 point

ADVANTAGES

All-out Attack, Benefit 3 (Readied Rituals 3), Benefit (Well-traveled (as Well-informed, but for locations)), Chokehold**, Close Attack 4, Diehard, Fascinate (Expertise: Epic Poetry), Fearless**, Improved Hold**, Improved Trip**, Jack-of-all-trades, Languages 4 (English, Danish, French, German, Icelandic, Russian, Swedish, Norn, Norwegian native), Power Attack, Quick Draw**, Ritualist, Startle, Takedown**, Tracking**, Trance, Ultimate Effort (Strength checks)*, Ultimate Effort (Will resistance checks)*, Well-informed

growing more destructive and self-serving. Bjorn Sveindson lives for the thrill of battle and the taking of treasure. Denied life for centuries, he indulges his huge appetites for food, drink, and other pleasures. Though not truly malicious, his worldview is that of a Norse berserker. Despite his warrior's code of honor, Red-Teeth Sven is ill-tempered and unpredictable when drunk, which is quite common when Sveindson is in charge.

POWERS & ABILITIES

Red-Teeth Sven is inhumanly strong, tall, ferocious, and resistant to harm; upon biting his shield or suffering harm in battle, he goes berserk and becomes a veritable

SKILLS

Athletics 3 (+13/15*), Expertise: Archaeology 5 (+9/+5**), Expertise: Epic Poetry 4 (+8/+12), Expertise: Hunter 8 (+0/+12**), Expertise: Magic 8 (+12/+0**), Expertise: Norse Mythology 5 (+9/+0**), Intimidation 5 (+9/+11**), Investigation 6 (+10/+0**), Perception 4 (+8), Stealth 4 (+4)

OFFENSE

INITIATIVE +2

Unarmed +12 Close, Damage 10/12*

Facesplitter +10 Close, Damage 12/14*, Crit. 18-20

Skullknocker +8 Close, Damage 14/16*, Crit. 18-20

DEFENSE

DODGE	8	FORTITUDE	16
-------	---	-----------	----

PARRY	8	TOUGHNESS	16
-------	---	-----------	----

WILL	8		
------	---	--	--

*When Berserking **When Bjorn Sveindson's mind is dominant

POWER POINTS

ABILITIES	70	SKILLS	18
-----------	----	--------	----

POWERS	84	DEFENSES	17
--------	----	----------	----

ADVANTAGES	13	TOTAL	202
------------	----	-------	-----

COMPLICATIONS

Code of Conduct: Professor Dahl is a violent anti-hero, but still tries to protect innocent people and avoid battling superheroes and law officers when possible; Bjorn Sveindson will not strike foes from behind, break his word of honor, torture, or commit other "unworthy" acts.

Motivation—Glory!: When Bjorn's mind is in command, he seeks out foes worth fighting, treasures worth looting, and lovers worth wooing.

Motivation—Self-Righteous Anger: When Professor Dahl is in charge, he uses Red-Teeth Sven's might to violently deal out "justice" to those he deems deserving.

Struggle for Dominance: Prof. Dahl normally commands Red-Teeth Sven's form, but at moments of anger, pain, or sadness, Bjorn Sveindson's mind can take control.

Weakness—Summoned Being: Red-Teeth Sven can be dispelled by an appropriate effect, which automatically awakens Prof. Dahl.

Weakness—Vulnerable Human Form: Red-Teeth Sven only exists while Professor Dahl is in a trance-state; Alvin Dahl cannot reawaken if Red-Teeth Sven is more than 5 feet away.

monster. He wields the oversized, enchanted war-hammer *Skullknocker* and massive kite-shield *Facesplitter*. Although these weapons can be taken from him, Sven can always bring them back to his hands, given a moment to will it so. Depending on which mind is dominant, Red-Teeth Sven possesses Dahl's academic and occult knowledge or Sveindson's warrior skills. Both minds share a common set of memories and languages.

"Curious and unpredictable...at times, the brute acts almost restrained, before erupting in rage. At other times, this man-beast seems jovial, despite his savagery. And how does a such a figure go about unnoticed day to day?"

—FROM THE CASE FILES OF THE SNOW ANGEL

ALLIES & ENEMIES

While Professor Dahl is commanding the body, Red-Teeth Sven may aid superheroes against monsters and villains. If Bjorn Sveindson is dominant, Red-Teeth Sven allies with criminal gangs and super-powered outlaws to loot, hijack, and battle superheroes; he has even accepted mercenary work for larger organizations.

Several Scandinavian heroes have clashed with Red-Teeth Sven, including Norway's premier champion Skjaldmeyjar (see the **Northern Europe** entry in *Atlas of Earth-Prime*). There is no love lost between him and MENACE. With Sveindson in control, he battled the giant-kin Troll, and Dahl nearly slew Mara when she used her psychic powers to torment an entire town.

PROFESSOR ALVIN DAHL

The human alter-ego of Red-Teeth Sven is more formidable than his slight frame and disability make him appear. Although no match for superheroes, even with his ritual magic, he employs a sword cane and a concealed pistol in self-defense, and relies on prepared spells (with the Trigger extra) to protect him. Professor Dahl's prepared rituals typically include:

Rune of Calling: Summon 10 (Active, Attitude, Mental Link, Sacrifice, Unreliable (roll)) • 12 points

Summons the ghost of Lodi Hare-Foot, Bjorn Sveindson's long-dead ally and lover; use the Weapon Warrior archetype with the Fast option and the Accurate Attack, Defensive Attack, Improved Disarm, and Precise Attack advantages. Complications: **Code of Honor, Indifferent:** Lodi would prefer to remain in Valhalla and can be surly when summoned. **No Knowledge of Modern World.**

Rune of Dread: Ranged Affliction 12 (Resisted and Overcome by Will; Dazed, Compelled), Accurate 6, Limited—Compelled to flee only, Limited Degree • 12 points

Rune of Return: Teleport 10, Accurate, Change Velocity, Extended (30 miles), Limited to Extended, Triggered by failed Will resistance check against Mind Control or Mind Reading against Professor Dahl, Limited—Only to transport Red-Teeth Sven to Professor Dahl's inert body • 12 points.

HOOKS

An Unexpected Plight: The heroes are alerted to the plight of a cargo ship seized in international waters by MENACE (see the **Northern Europe** entry in *Atlas of Earth-Prime*). AEGIS contacts the heroes, explaining the ship is carrying the remains of an alien entity found in the Arctic—and that's what MENACE is after (they hope to engineer a bio-weapon from its cells). Frantic reports

PROFESSOR ALVIN DAHL

PL12

STR 0 STA 2 AGL 0 DEX 0 FGT 2 INT 4 AWE 4 PRE 4

Powers: Immunity (Aging, Cold, Heat, Starvation and Thirst, Suffocation), Limited—Only when using Trance

Advantages: Benefit 3 (Readied Rituals), Benefit (Well-off), Benefit (Well-traveled (as Well-informed, but for locations)), Equipment 2, Languages 4 (English, Danish, French, German, Icelandic, Russian, Swedish, Norn, Norwegian native), Ritualist, Trance, Well-Informed

Skills: Close Combat Skill: Sword Cane 2 (+4), Expertise: Archaeology 5 (+9), Expertise: Norse Mythology 5 (+9), Expertise: Magic 8 (+12), Investigation 6 (+10), Perception 4 (+8), Stealth 4 (+4)

Equipment: Cell phone, flashlight, holdout pistol (Ranged Damage 2), laptop, multi-tool, sword cane (Strength-based Damage 2)

Offense: Initiative +0, Unarmed +2 (Close, Damage 0), Sword Cane +2 (Close, Damage 2), Holdout Pistol +0 (Ranged, Damage 2)

Defense: Dodge 0, Parry 2, Toughness 2, Fortitude 2, Will 8

Totals: Abilities 32 + Powers 3 + Advantages 14 + Skills 17 + Defenses 4 = Total 70

Complications: Motivation—Self-righteous Anger, Code of Conduct, Disability: Lame (-1 Speed rank while walking.)

from the vessel indicate the MENACE villains are facing super-powered resistance, including several Northern European heroes and a figure who matches Red-Teeth Sven's description. When the heroes arrive, they discover what appear to be their victorious European counterparts, along with the towering Viking. Red-Teeth Sven explains he was overjoyed to again stand against "the dark witch Mara and her ilk" and even offers his surrender if the heroes wish it; but the moment the heroes let their guard down, the other "heroes" and Red-Teeth Sven turn on them. The Sveindson personality took control in the heat of the battle, and was seduced by Mara's wicked charms, turning on his allies. After defeating their foes, the MENACE villains switched costumes to surprise any would-be rescuers.

Double-Edged Sword: There are a series of break-ins and strong-arm robberies of high-end auction houses, private artifact collections, and occult storehouses. These culminate in a brazen attack on a museum by Red-Teeth Sven, who steals an ancient, broken blade. When the heroes locate and confront the hulking perpetrator, Red-Teeth Sven explains (in Professor Dahl's calm voice) he is trying to re-assemble the pieces of *Beast's-Bane*, the sword which originally slew Bjorn Sveindson, as part of a ritual to give Dahl permanent control over their form. But should the heroes allow this? Even if it reduces the threat of Red-Teeth Sven, it leaves a formidable enchanted weapon in the hands of a violent, unstable man.

S.E.L.F.I.E.

REAL NAME: The Synthetic Life

Form for Interfacing with Electronics (S.E.L.F.I.E.)

OCCUPATION: Celebrity supervillain

BASE: Emerald City

The Synthetic Life Form for Interfacing with Electronics is the creation of a young robotics prodigy named Elric Marshall. She was originally created to be a stand-in for Elric on the popular video website VidBox. He planned for his robot to be the star of his channel, offering make-up tips, product reviews, and dating advice for the masses. He purchased a cheap webcam, scripted out his first video blog, pressed upload, and waited for the acclaim to roll in. Unfortunately for Elric, it was a disaster.

S.E.L.F.I.E. did everything she was programmed to do, but Elric knew next to nothing about the topics he was filming. S.E.L.F.I.E. haphazardly applied make-up to her cold steel face in clashing hues with improper techniques. Her dating advice sounded inexperienced and suffered from lapses in judgment. All in all, the robot was a laughingstock, and Elric was forced to weather a storm of ridicule.

Luckily for him, the young inventor was surfing VidBox when he stumbled upon footage of a battle between super-powered heroes and villains. The video was taken on a cell phone and the image was shaky and badly pixelated; even so, it had over thirty million views. He watched the video skyrocket to the top of the trending boards and vowed to create a supervillain of his own. Elric cleaned the make-up smears off of S.E.L.F.I.E. and rebuilt her as a laser-toting, quip-spewing, camera-equipped, robotic villainess.



S.E.L.F.I.E. went on to commit a string of high-profile thefts, targeting banks, armored cars, and even the mansions of some of Hollywood's biggest stars.

NET All of her felonious antics are captured and sent to Elric's personal laboratory (now called "the Lair") where he edits the footage for maximum

LibertyLeague4Lyfe: How can you people watch this robot robbing people? What's wrong with America? SMH

CerberusRekt: Ur just jealous. No 1 even likez the Liberty Losers, go home n00b. #S.E.L.F.I.E.Society #Rekt

AThom4691: Attention! You can make \$5000 dollars a week working from home like I did! Just click this link.

—Comment Thread, VidBox Video Sharing Service

S.E.L.F.I.E.

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	-	4	2	6	3	3	3

POWERS

Always Connected: Senses 2 (Communication Link: The Lair, Radio) • 2 points

Bedazzled Breastplate: Impervious Protection 9 • 18 points

Camera Sidekicks: Feature 2 • 2 points

Laser Beams! Array (19 points)

- **Pew Pew Pew!**: Ranged Multiattack Damage 6, Accurate • 19 points
- **Chest Laser**: Ranged Line Area Damage 6 • 1 point
- **Laser Show**: Ranged Cumulative Burst Area Affliction 6 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited: Visual Sense Only • 1 point

Robotic Physiology: Immunity 60 (Fortitude effects, Will effects) • 60 points

Rocket Boots!: Flight 7 (250 MPH) • 14 points

You Should Totally Subscribe!: Comprehend 2 (Machines/ Electronics) • 2 points

SKILLS

Acrobatics 6 (+10), Close Combat: Unarmed 4 (+10), Deception 9 (+12), Expertise: Social Media 9 (+12), Insight 5 (+8), Intimidation 6 (+9), Perception 4 (+7), Ranged Combat: Laser Beams! 8 (+10), Ranged Combat: Throw 4 (+8)

ADVANTAGES

Accurate Attack, Attractive, Close Attack 2, Fast Grab, Fearless, Improved Grab, Improved Hold, Move-by Action, Power Attack, Ranged Attack 2, Taunt

appeal and uploads it to his VidBox channel. She captured the imagination of the millennials browsing the web and became a viral sensation overnight. S.E.L.F.I.E. began trending across social media and acquired an army of loyal subscribers calling themselves the “S.E.L.F.I.E. Society.” Now Elric plans to put his creation to the ultimate test: taking down superheroes.

PERSONALITY

S.E.L.F.I.E. is a robot programmed to behave like a socially awkward young man thinks a typical teenage girl acts. She is vapid, self-absorbed, and obsessed with pop culture and social media. In the midst of battle, she might stop firing lasers to pose for her cameras or text on her phone. She's not particularly malicious, but she does have a mean streak—and she's dismissive of authority figures. Her crimes stay away from unnecessary violence and tend to be more materialistic in nature.

POWERS & ABILITIES

S.E.L.F.I.E. is a state-of-the-art robotic warrior with enhanced strength and durability. She possesses a wide array of laser weapons she can use to strafe multiple

OFFENSE

INITIATIVE +4

Pew Pew Pew! +14	Ranged, Multiattack Damage 6
Chest Laser —	Ranged, Line Area Damage 6
Laser Show —	Ranged, Cumulative Burst Area Affliction 6, Fort. DC 16
Throw +8	Ranged, Damage 8
Unarmed +12	Close, Damage 8

DEFENSE

DODGE	11	FORTITUDE	Immune
PARRY	10	TOUGHNESS	9
WILL	Immune		

POWER POINTS

ABILITIES	48	SKILLS	28
POWERS	121	DEFENSES	11
ADVANTAGES	13	TOTAL	221

COMPLICATIONS

Motivation—Recognition: S.E.L.F.I.E. is obsessed with acquiring infamy and subscribers to her VidBox channel.

Weakness: Elric built a kill-switch into his beloved creation in case she ever went from viral sensation to malfunctioning murderer.

enemies or blind her foes. She uses her rocket boots to maximum effect, dodging and weaving around slower opponents and keeping her distance from enemy counterattacks. She's always accompanied by a pair of round floating cameras that zip around the battlefield, capturing the best close ups and wide shots for her VidBox videos. S.E.L.F.I.E. also uses her biting insults and nonchalance to aggravate and throw off her opponents.

ALLIES & ENEMIES

Elric Marshall is her greatest ally; he manages the whole operation from his secret lab. He repairs her when she's damaged, edits her video footage, and manages the day-to-day operations of her social media empire. S.E.L.F.I.E. also has the “S.E.L.F.I.E. Society” in her pocket, and they would do almost anything for her. She tends to stay away from other supervillains, fearing that they will take her crimes too far or steal her spotlight. When she does work with other villains, she prefers the company of young Stormers who are also trying to become famous.

S.E.L.F.I.E. is, of course, unpopular with the police forces and superheroes of the world, but she's also received some significant blowback from the Hollywood A-listers she's stolen from.

RETURN TO MAIN DATABASE

FROM: Elizabeth Nguyen <NguyenElizabeth1@AEGIS.emerald.pac.net>
TO: Lucas Merriweather <MerriweatherLucas@AEGIS.emerald.pac.net>
SUBJECT: Threat Report — "S.E.L.F.I.E."

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir,

I've been reviewing field reports from the meta-criminal SELFIE in my spare time. A lot of little things don't sit right with me, and I think it all traces back to my psychology dissertation on the social impact of subconscious gender bias. I've attached the dissertation, but to summarize: every deliberate and/or performative expression of her gender is feminine-coded, every subconscious tell is masculine-coded. While it's difficult to describe what exactly "gender" means to an artificial construct like SELFIE (another reason I would love more one-on-one interview time with the Sentinel Kid Robot), she either learned how to be human from bad TV or else was programmed by a man who's had almost no interaction with women beyond that same bad TV. Focusing on this creator may prove more valuable than hunting SELFIE herself.

ELRIC MARSHALL

Elric Marshall is the brain behind the S.E.L.F.I.E. operation. He was born to rich, disinterested parents in an Emerald City suburb and grew up never wanting for anything. He graduated early from a prestigious private school. Elric excelled at science and mathematics but was socially awkward and cowardly. He kept to himself, spending most of his time on the Internet. His favorite site was VidBox, a website that let people from all over the world upload home videos and promised an easy path to fame. Unfortunately Elric wasn't photogenic or charismatic, but he was smart, leading to his greatest creation: S.E.L.F.I.E.

HOOKS

Who Wants to Date a Super Hero?: S.E.L.F.I.E. decides to host a poll on her VidBox channel, offering to do whatever crazy challenge her fans vote on, including convincing a hero to take her on a date. S.E.L.F.I.E. accepts the challenge and approaches her task with enthusiasm, committing crimes throughout the city to get her "lover's" attention. She refuses to ask him out directly, but she does leave some hints in her crimes to convince the gentleman to ask her. It's up to the heroes to cut her affections short, or to live dangerously and accept the invitation.

Superhero for a Day: Elric sees that there's been a change in the public opinion towards S.E.L.F.I.E., perhaps after a crime gone wrong, and decides to flip the script and re-program her to act as a hero for a while to get views back up. Hero S.E.L.F.I.E. is similar to villain S.E.L.F.I.E., vainglori-

ELRIC MARSHALL

PL5

STR 1 STA 1 AGL 1 DEX 1 FGT 1 INT 7 AWE 3 PRE 2

Equipment: The Lair (Size Large, Tough 12, Communications, Computer, Concealed 2 (+15 DC), Defense System, Fire Prevention System, Garage, Holding Cells, Infirmary, Laboratory, Living Space, Power System, Security System 2 (DC 25), Workshop)

Advantages: Assessment, Benefit 2 (Cipher), Benefit (Well-off), Defensive Roll 2, Equipment 4, Inventor, Skill Mastery (Technology), Speed of Thought‡

Skills: Deception 8 (+10), Expertise: Pop Culture 3 (+10), Expertise: Robotics 7 (+14), Expertise: Supervillains 5 (+12), Insight 9 (+12), Stealth 5 (+6), Technology 7 (+14)

Offense: Initiative +7, Throw +1 (Ranged, Damage 1), Unarmed +1 (Close, Damage 1)

Defense: Dodge 3, Parry 3, Fortitude 3, Toughness 3/1*, Will 6
* Without Defensive Roll.

Totals: Abilities 34 + Powers 0 + Advantages 13 + Skills 22 + Defenses 9 = 78

‡ Speed of Thought: The character uses its INT to calculate initiative instead of AGL.

Complications: Motivation—Recognition: Elric wants nothing more than to be the first millennial supervillain. He wants his creation to be a viral sensation known to people all over the world. **Touchy:** Elric is obsessed with superheroes and supervillains and has always wanted to become one. He hates when people point out that his physical ineptitude and cowardly nature are ill-suited for such a life.

ous and vapid, but she tries her best to atone. She hopes to work with the heroes, but her constant show-boating mostly gets in their way. It's also only a matter of time before the "Society" changes their mind and asks for their old S.E.L.F.I.E. back.

SHATTER

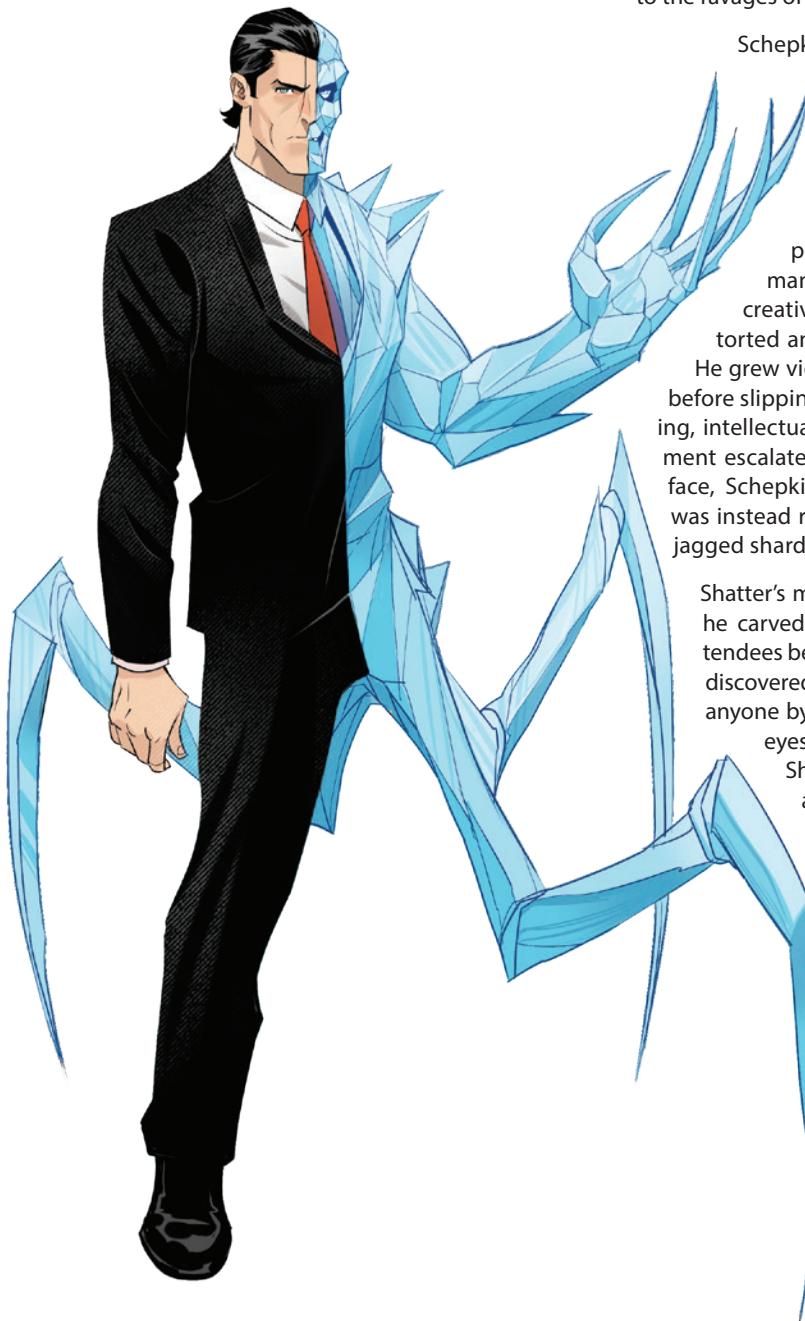
REAL NAME: Michael Schepkin

OCCUPATION: Celebrity artist

BASE: Mobile

After a decade of obscurity, Michael Schepkin found celebrity and celebration truly agreed with him. The son of an immigrant glass-blower, Michael followed in his father's footsteps, but had a decidedly more artistic and unusual flair for design. Mocked at first, tabloids and art critics alike eventually came to label his work as modern genius, and with that adulation came fame and no small

amount of wealth. Schepkin sold his name to anyone and everyone who could sign a check, and directed his passions toward late nights and hard drugs. His newfound fame began taking its toll, though, and age soon nipped at the innovative artist's heels. Where most men might find respectability or composure, Schepkin felt only disgust for the frailty of his aging flesh. When his father's death brought that lingering dread of mortality into sharp focus, Schepkin descended into deep depression. For weeks he poured over family journals from the old country and—in a drug-induced state of enlightenment—he merged old-world superstition and his own uncanny spark of creation to forge himself a new body from glass and fire, immune to the ravages of age and above human weakness.



Schepkin awoke a new man, lying beside the dead form he once possessed, now withered and used up by the same drugs that inspired his transformation. But whatever cobbled-together occultism transplanted Schepkin's soul from flesh to glass was far from perfect. Though immortal and inhumanly beautiful now, Schepkin found his creative spark ebbing, and his personality distorted and refracted into something grotesque.

He grew violent, lashing out at his wife and critics, before slipping seamlessly back into his usual charming, intellectual self. After a particularly heated argument escalated and a wine bottle cracked across his face, Schepkin's body shattered. He didn't die, but was instead reborn as a new and horrifying beast of jagged shards.

Shatter's mind cracked as messily as his body, and he carved his way through dozens of gallery attendees before his senses returned. In time, Shatter discovered he could resume human form, copying anyone by staring into their eyes. But without the eyes of Michael Schepkin to find himself in, Shatter remains an unstable man without an identity of his own, forever living others' lives and mourning his own.

PERSONALITY

Half beast, half sophisticate, Shatter's mind is deeply damaged thanks to his imperfect spiritual transfer, years of drug abuse, and broken identity. He yearns for his old life of adoration and comfort, and frequently kidnaps and impersonates celebrities or artists to recapture that love, sometimes losing himself in the role for days or weeks. But eventually his paranoia and cruelty overtake him, or some accident breaks

SHATTER

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	8	8	8	2	6	8

POWERS

Blown-Glass Pygmalion: Immunity 26 (Aging, Cold Damage, Fire Damage, Light Damage, Disease, Poison, Sensory Affliction Effects, Starvation & Thirst, Suffocation); Movement 2 (Safe Fall, Wall-crawling); Protection 4; Senses 6 (Darkvision, Radius Vision, Tracking (Visual), Ultravision); Speed 5 (60 MPH) • 45 points

Claws: Strength-based Damage 5, Penetrating 10 • 15 points

- **Shard Toss:** Ranged Damage 7 • 1 point

Glass-Eater: Regeneration 10, Source: Glass • 5 points

Jagged Flesh: Reaction Damage 5 • 20 points

Staggered Reflection: Morph 3 (humanoid forms; Limited: copy others within sight, Quirk: disguise is ruined when Shatter fails a Toughness check) • 11 points

SKILLS

Athletics 5 (+10), Deception 4 (+12), Expertise: Art 8 (+10), Expertise: Psychology 8 (+10), Insight 2 (+8), Intimidation 8 (+16), Persuasion 8 (+16), Ranged Combat: Shards 7 (+15), Sleight of Hand 2 (+10), Stealth 8 (+16)

ADVANTAGES

Assessment, Attractive, Beginner's Luck, Benefit 3 (Millionaire), Close Attack 4, Daze (Deception), Evasion, Extraordinary Effort, Fascinate (Persuasion), Grabbing Finesse, Hide in Plain Sight, Improved Grab, Instant Up, Move-by Action, Power Attack

his facade, and he explodes into violence. He fixates on minor details, to the point of missing the rest of the world. Despite his erratic tendencies, Shatter is observant, clever, and persuasive, able to bring others under his influence even after maiming or terrorizing them. At times Schepkin seems to genuinely regret the violence he commits, while other times he revels in the destruction and pain he inflicts on others, calling it his new art.

At his most lucid, Shatter attempts to rebuild the cult of personality he once possessed as Michael, but the more beloved his new identity becomes, the more disgusted he grows that the sycophants around him would forget the true genius he was in favor whatever flavor-of-the-month he presents himself as now.

POWERS & ABILITIES

Shatter's body is a golem formed from broken, enchanted glass, rendering him immune to mortal concerns as well as insulating him from many forms of damage. His sharp edges can inflict vicious lacerations with even a glancing blow, and he can hurl bits of himself as deadly projectiles. The disembodied spirit of Michael Schepkin is the true animating force within Shatter, rather than any intrinsic magic of the material, and Shatter can rebuild himself by devouring more glass.

Like a broken mirror, Shatter can take on the form, voice, and mannerisms of anyone by staring into their eyes, allowing him to disappear into a crowd if he grows bored

OFFENSE

INITIATIVE +8

Claws +12	Close, Damage 10, Penetrating 10
Shard Toss +15	Ranged, Damage 7
Jagged Flesh —	Reaction Damage 5
Unarmed +14	Close, Damage 5

DEFENSE

DODGE	12	FORTITUDE	8
PARRY	12	TOUGHNESS	10
WILL	10		

POWER POINTS

ABILITIES	102	SKILLS	30
POWERS	97	DEFENSES	14
ADVANTAGES	20	TOTAL	263

COMPLICATIONS

Man Without a Face: Because his powers need a subject to copy, Shatter can never again reclaim the face of Michael Schepkin. He obsesses over reclaiming this identity, and often surrounds himself with old photographs and art pieces from that old life.

Motivation—Vanity: A figure formed solely for vanity, Shatter needs adulation and praise. He often assumes the lives of other important people to sate his need for approval—especially other artists—but grows disgusted that these identities are loved more than the fleeting memory of Michael Schepkin. He is arrogant and self-centered, and becomes violent and unpredictable if ignored.

Weakness—Sonic: Shatter's Toughness defense is reduced by half against effects with the sonic descriptor. Loud noises startle him.

with a fight, or take over the lives of his victims for days at a time. These forms are fragile, though, shattering with any sufficient impact to reveal the monster within.

ALLIES & ENEMIES

Shatter finds other disturbed villains a comforting presence—making him feel less “broken”—and occasionally abandons his quest for a normal life to revel in some villainous cabal or romantic fling. At other times, he surrounds himself with a circle of willing servants drawn to his magnetic personality—equal parts artists and cultists (see the **Shatter Follower** statblock at the end of this entry).

The fractured menace occasionally plays minion to other villains—especially mages and mad scientists—who claim they may be able to help restore his old identity. More often, unscrupulous magic users take advantage of his broken mind and weakened will to magically compel the deadly glass golem into temporary servitude or to execute their enemies.

Broken. That's the word for this guy. Names have power magically, you know, and Shatter is an appropriate one for him. His mind and spirit are broken into a thousand shards, but every one of them is razor sharp. I don't know if they can ever be glued back together into something whole.

—Dragoneye

Shatter hates other artists and celebrities, and especially superheroes who fall into one or both categories. He fixates on perceived insults, and may stalk or harass anyone for weeks if he feels slighted.

SHATTER'S FOLLOWERS

As a celebrity with an extreme point of view as well as superpowers, Shatter attracts followers with a decidedly twisted outlook. Shatter doesn't care for his followers at all, except for what they give him or do for him—he especially loves the attention they give him. In some ways their worship of him brings him closer to his old life than anything else.

Due to his uncaring attitude toward them, Shatter often uses his followers as fodder in combat or to carry out some task he believes is beneath him. In one instance he might use a handful of followers to help him steal or destroy something, even if doing so might mean coming into conflict with the authorities or superbeings, and another time he might ask some of them to kidnap someone he's interested in, or any number of other tasks. So far none of his followers have refused a task he's given them.

The followers themselves come from all different walks of life, but all of them are clearly unhinged, twisted reflections of their broken master. They are willing to do whatever Shatter asks, hoping to become favored by their master with more time and attention—or in some cases hoping Shatter includes them in his next bid for power, like the one that left him in his current form.

Shatter recently learned that he could break off shards of himself that his followers could use both as weapons and to mimic his ability to look like others he can see, at least for a short while. He plans to use his followers to sow even greater confusion in the future.

HOOKS

Glass Half Full: Despite (or perhaps because of) the artist's infamy, the city art museum is hosting a special exhibition of Michael Schepkin's work, and asks the heroes to provide additional security should Shatter take offense. No one suspects that Shatter himself arranged the exhibition, having replaced the museum curator, to fuel his own ego. But when Shatter catches sight of the critic who destroyed his original Michael Schepkin form, he drops all pretense of humanity and traps patrons and superheroes alike in a makeshift house of horrors staffed by his cultish followers.

SHATTER FOLLOWER

MR4 • PL3

STR 1 STA 1 AGL 1 DEX 0 FGT 1 INT 0 AWE 0 PRE 1

Powers: **Shatter Shard** (Easily Removable; **Imperfect Reflection** (Morph 3 (humanoid forms), Limited: copy others within sight, Limited: duration of up to one hour, Quirk: disguise is ruined when user fails a Toughness check), **Sharp Glass** (Strength-based Damage 2, Penetrating 2))

Equipment: Light Pistol (Ranged Damage 3)

Advantages: Connected, Equipment 2

Offense: Initiative +1, Sharp Glass +3 (Close, Damage 3, Penetrating 2), Light Pistol +3 (Ranged, Damage 3)

Defense: Dodge 4, Parry 4, Toughness 1, Fortitude 4, Will 1

Totals: Abilities 10 + Powers 8 + Advantages 3 + Skills 14 + Defenses 10 = Total 45

Complications: **Motivation—Hero Worship:** Shatter's followers admire him for his talent, powers, cruelty, or some other reason. Regardless, their admiration goes beyond normal bounds and into the realms of fanatical worship. **Devoted Follower:** Shatter's followers are devoted to him and serve his every whim. Even the mad ones.

Through the Mirror Darkly: The heroes return from a mission afar to discover one of their secret identities—ideally one of wealth or privilege—leading a life without them. Their doppelganger is Shatter, who took over their celebrity lifestyle after a brief encounter, unaware that this local celebrity and the hero were one and the same. Michael now seems to be more skilled than the hero at living a “normal” life, excelling in business and socializing thanks to his devastating charisma. Attacking a beloved fixture of the city could easily mar the hero's reputation, but trying to quietly expose the dangerous villain risks enraging him and endangering the hero's loved ones. Any public suspicion from the hero may also risk revealing their secret identity. And what happens if the public figure in question turns out not to be Shatter, but one of his loyal cultists, meaning the glass mastermind is likely hidden somewhere among the hero's closest friends and family?

What are little boys made of?: A celebrated but reclusive geneticist has been acting strangely for weeks, and at an awards banquet she inadvertently reveals herself to be the egomaniacal Shatter. With some investigation, the heroes discover Shatter took over the geneticist's life not for glory, but to conceal her kidnapping weeks ago, while the glass golem forced her to create a clone of his long-dead fleshy form. Can the PCs track down Shatter's hiding place before he runs out of patience with the world-renowned scientist? And with a clone ready for his spirit to inhabit, who will Shatter kidnap next to perform whatever rituals he believes will restore his living flesh?

SKYJACKER

REAL NAME: Michael Rannells
OCCUPATION: Aerial pirate
BASE: Tortuga Island, Haiti

Everyone fancies escaping from a boring job to live in the tropics, but only a thrill-seeker like Mike Rannells could find being a test pilot dull. And only he actually dared live the dream.

Assigned by Nolan Aircraft to pilot Dr. Artemus Knab's experimental solar-powered plane, Rannells took both the jet and its creator up for a test flight, then simply kept on flying. Rannells finally landed at a forgotten Cold War-era covert operations airfield he'd learned of, located in an area cloaked by the Bermuda Triangle's strange fluctuating energies (see **The Caribbean** in *Atlas of Earth-Prime*). From there, Rannells initiated an auction for the plane and Dr. Knab between Nolan, the Foundry, and Ghostworks, then separately and deceptively agreed to sell to all—swindling a combined eight-figure sum out of their bidding war.

Bankroll in hand, Rannells bought Dr. Knab's services, then trained and outfitted a hand-picked crew of aerial pirates. Now, Caribbean flights carrying valuable cargo or ransom-worthy passengers are prey for the Skyjacker's buccaneering. Though willing to freeboot for hire if his price is met, the Skyjacker's prime motivation remains the excitement of air piracy rather than its profits.

PERSONALITY

The Skyjacker seems perpetually wired: energetic, outgoing, restless, forceful, direct, and reckless. He isn't malicious, and never employs excessive force. However, he is so driven by his need for excitement that the immorality of his larceny and duplicity—along with the potential risks to others—never register.

POWERS & ABILITIES

The Skyjacker absconded with cutting-edge solar-powered technological devices. Foremost is *The Winged Corsair* aircraft, capable of Mach 2.6 speeds and equipped with state-of-the-art electronics, stealth enhancements, mid-air boarding equipment, and lethal solar-ray emitters. Its crew's flight suits allow independent airborne operations and provide protection against high altitudes and physical harm, as well as exoskeleton-powered lifting ability. Armed with Solar Guns, the Skyjacker and his henchmen can melt through barriers (like airplane fuselages), temporarily blind targets, or burn with heat rays.

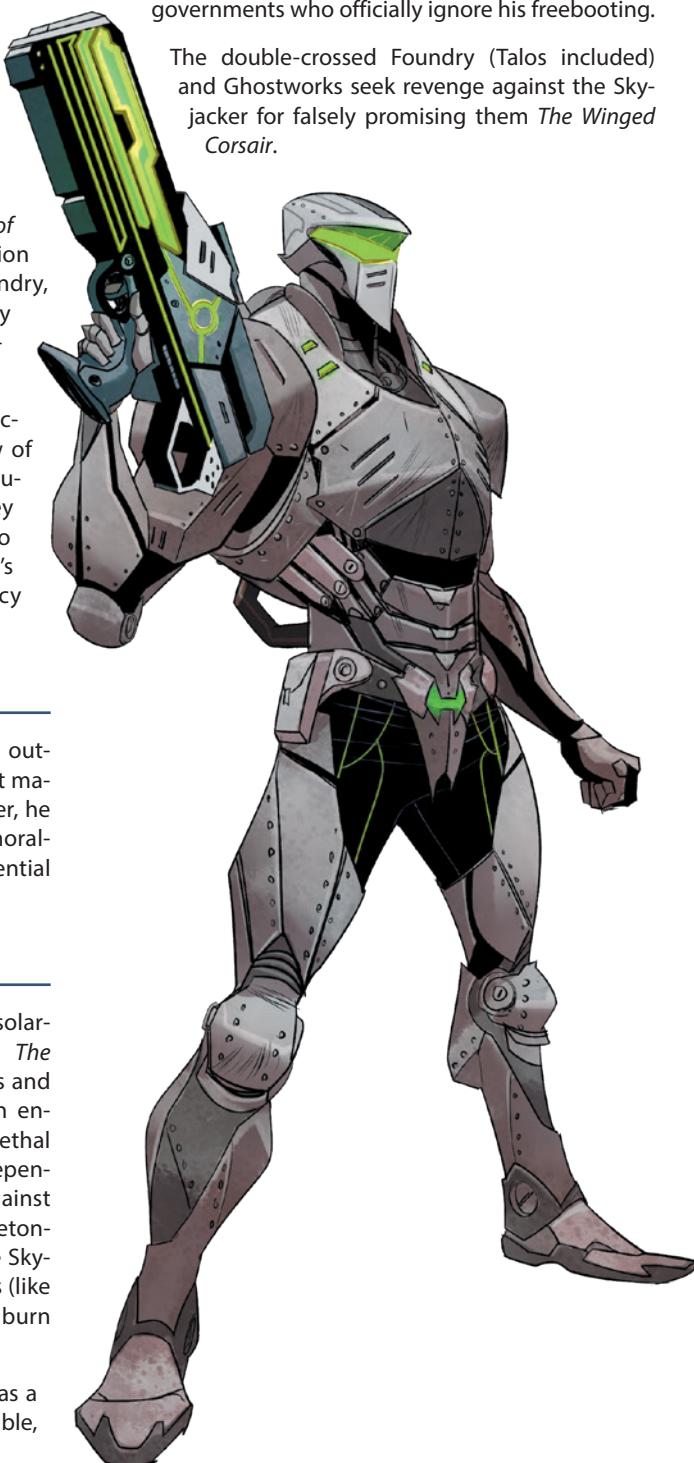
Rannells is a skilled athlete and marksman, as well as a top-notch (and utterly fearless) test pilot. He is an able,

charismatic and respected leader in addition to a daring and resourceful pirate (as evidenced by his procuring the hidden aerodrome on remote Tortuga).

ALLIES & ENEMIES

The Skyjacker's Sky Pirates and Dr. Knab are well-treated and loyal to him. He is connected to several Caribbean governments who officially ignore his freebooting.

The double-crossed Foundry (Talos included) and Ghostworks seek revenge against the Skyjacker for falsely promising them *The Winged Corsair*.



SKYJACKER

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	3	4	3	3	2	4

POWERS**Solar Gun:** Array (22 points), Easily Removable (-10 points)

• 14 points

• **Blinding Burst:** Cumulative Burst Area Affliction 11 (Resisted by Dodge and Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision • 22 points• **Heat Beam:** Ranged Damage 10, Penetrating 2 • 1 point• **Melting Ray:** Damage 10, Penetrating 2; Linked with Weaken Toughness 10, Affects Objects Only • 1 point**Flight Suit:** Enhanced Strength 8 (Limited to Lifting (*lifting Str 9; 12 tons*)), Feature 2 (Commlink, Flashlight), Flight 8 (500 MPH), Immunity 3 (Cold, Suffocation (All)), Protection 6; Removable (-7 points) • 28 points**EQUIPMENT****HQ: ABANDONED AIRFIELD • 20 POINTS****Size:** Gargantuan • **TOU:** 6 • **Features:** Communications, Computer, Concealed 5, Gym, Hangar, Holding Cells, Infirmary, Isolated, Living Space, Personnel, Power System, Workshop**VEHICLE: THE WINGED CORSAIR • 100 POINTS****Size:** Gargantuan • **STR:** 16 • **SPD:** 10 (Flight, 2,000 MPH) • **DEF:** 9 • **TOU:** 13 • **Features:** Autopilot 2 (8 ranks), Boarding Airlock (Feature: maintains breached-cabin air pressure), Cockpit Visual Display (Senses 6 (Infravision, Extended 5)), Communications, Computer, Durable, Flight 10 (2,000 MPH), Grappling Arms (Extra Limbs 5), Navigation System 3 (+15 to navigation), Radar (Senses 9 (Accurate Radio, Extended 6)), Remote Control, Solar Heat Rays (Perception Range Damage 11), Stealth Technology (Radio Concealment 2)**SKILLS**

Acrobatics 8 (+11), Athletics 8 (+9), Close Combat: Unarmed 6 (+9), Deception 6 (+10), Expertise: Criminal 7 (+10), Insight 6 (+8), Intimidation 6 (+10), Investigation 7 (+10), Perception 7 (+9), Persuasion 6 (+10), Ranged Combat: Solar Gun 8 (+12), Ranged Combat: Vehicle Weapons 7 (+11), Stealth 8 (+11), Vehicles 8 (+12)

ADVANTAGES

Accurate Attack, Benefit 2 (Independently Wealthy), Connected, Contacts, Defensive Attack, Equipment 24, Favored Environment (airborne), Fearless, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Leadership, Move-by Action, Skill Mastery (Vehicles), Teamwork

Foundry Directive #030868**To All Operatives**

Monitor all channels for information concerning Item #020967 (designation: The Winged Corsair) and Individual #110367 Rannells, Michael (designation: The Skyjacker). Acquisition of the former is Priority Orange. Acquisition or termination of the latter is Priority Yellow.

—Talos

OFFENSE**INITIATIVE +7**

Blinding Burst —	Close, Cumulative Burst Area Affliction 11
Heat Beam +12	Ranged, Damage 10, Penetrating 2
Melting Ray +12	Close, Damage 10, Penetrating 2 Linked with Weaken Toughness 10
Unarmed +9	Close, Damage 1

DEFENSE

DODGE	13	FORTITUDE	13
PARRY	11	TOUGHNESS	9
WILL	8		

POWER POINTS

ABILITIES	46	SKILLS	49
POWERS	42	DEFENSES	34
ADVANTAGES	61	TOTAL	232

COMPLICATIONS**Motivation—Thrills:** The adrenaline-addicted Skyjacker chooses anything, including risking death, over boredom.**Enemy:** The Foundry, Talos, and Ghostworks.**Power Loss:** Prolonged absences of direct light reduce the ranks of the Skyjacker's Powers and Equipment, and eventually render them nonfunctional.**THE SKY PIRATES**

MR7 · PL7

STR 1 STA 1 AGL 2 DEX 1 FGT 3 INT 1 AWE 0 PRE 1

Powers: **Flight Suit** (Enhanced Strength 8 (Limited to Lifting (*lifting Str 9; 12 tons*)), Feature 2 (Commlink, Flashlight), Flight 8 (500 MPH), Immunity 3 (Cold, Suffocation (All)), Protection 6, Removable (-7 points)); **Solar Gun** (Array (22 points), Easily Removable, **Heat Beam** (Ranged Damage 10, Penetrating 2), **Blinding Flash** (Cumulative Ranged Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision), **AE: Melting Ray** (Damage 10, Penetrating 2; Linked with Weaken Toughness 10, Affects Objects Only))

Advantages: Teamwork

Skills: Athletics 4 (+5), Close Combat: Unarmed 4 (+7), Expertise: Criminal 7 (+8), Intimidation 4 (+5), Perception 6 (+6), Ranged Combat: Solar Gun 3 (+4), Ranged Combat: Vehicle Weapons 2 (+3), Stealth 4 (+6), Vehicles 7 (+8), **Select one INT-based skill (Expertise, Investigation, Technology, Treatment) 7 (+8)** **Individual Skill (see The Sky Pirates sidebar) 7**

Offense: Initiative +2, Solar Gun +4 (Ranged, Affliction 10 or Damage 10), Unarmed +7 (Close, Damage 1)**Defense:** Dodge 6, Parry 6, Fortitude 8, Toughness 7, Will 4**Totals:** Abilities 20 + Powers 42 + Advantages 1 + Skills 24 + Defenses 18 = 105

THE SKY PIRATES

The Skyjacker's handpicked, high-flying gang of airborne marauders are known as the Sky Pirates. Each crew member is good at what they do, and they've trained together to execute their unique brand of plundering with clockwork efficiency. Fine-tuned as their teamwork is, a group is nevertheless made of individuals. Role-playing and game-related information on each particular Pirate follows:

MICHELLE "MISHA" DABROWSKI

Misha serves as pilot and First Officer of *The Winged Corsair*. Throughout a long professional rivalry, the Skyjacker silently respected her flying skills and cavalier attitude about regulations, prompting him to recruit her once he turned to crime. Like the Skyjacker, Misha is a rule-breaker and risk-taker, but a far more calculated sort. Part of her calculation is, when the Skyjacker's thrill-seeking lands him in jail (or worse), she's his natural successor, and she patiently awaits this eventuality. Her additional skill points are sunk into her Vehicles skill: Vehicles 14 (+15).

KIMBERLY "PROF" GRACE

"Prof" Grace was the Skyjacker's first recruit; he persuaded her to use her position at Nolan Aircraft to sabotage the initial search for *The Winged Corsair*. While not a daredevil by nature, the Skyjacker's promises of adventure swayed her after military and civilian jobs alike tediously kept her in front of a computer monitor. She's since come out of her shell with a piratical glee. Aboard the *Corsair*, Prof handles the communication, navigation, and radar systems, working closely with the Skyjacker (who serves as weapons officer and gunner in addition to Captain). Her individual skill is Technology 7 (+8).

ANTHONY "THE KID" MICHAEL

Looking to make his criminal reputation, "The Kid" joined the crew in impressive fashion: with a good deal of skill and even greater measure of luck, he managed to make contact with the reclusive Skyjacker and offered his services as "lookout" for potential targets. Impressed by the young man's ability and moxie, the Skyjacker gave him a chance, and was soon rewarded with his richest plunders yet. In addition to his outside legwork, the Kid serves as the *Corsair*'s co-pilot. His individual skill is Investigation 7 (+8).

LUCAS "DOC" ALEXANDER

When Doc's last tour of duty as a combat medic in Iraq and Afghanistan ended, he'd lost his old beliefs and values, knowing only that he hated human suffering—enough to wade into danger to help the wounded and injured. "Prof" Grace knew of his reputation, and with no better opportunities for an unemployed veteran, Doc accepted her invitation to join the Sky Pirates. Doc mostly keeps to himself, but is quietly adamant that unnecessary violence be avoided at all times; enough so that needless bloodshed would change his allegiances. His individual skill is Treatment 7 (+8).

DR. ARTEMUS KNAB

Dr. Knab's genius is exceeded only by his greed, and it is his avarice that guides him. He sold out Nolan Aircraft simply because the Skyjacker offered more money. Unbeknownst to the Skyjacker, however, Knab is secretly in contact with both Ghostworks and the Foundry. While neither has met his price yet, the bidding continues. One may someday match the value Knab places on himself, his inventions, his sense of self-preservation, and the friendly regard he holds for the Skyjacker. Use the Scientist archetype (see the *Hero's Handbook*, **Chapter 9**) for Dr. Knab, raising the skills in Expertise: Science and Technology to 7 (+11) each.

HOOKS

Capes on a Plane: Once the Skyjacker discovers a sufficiently lucrative airborne cargo or captive, *The Winged Corsair*, swift and invisible to radar, intercepts the target at its furthest point from help. Grabbing the plane's fuselage with *The Winged Corsair*'s grappling arms, the Skyjacker and his henchmen then use the boarding airlock and their melting rays to cut through to the cabin without depressurization. If needed, blinding bursts then deal with any unruly passengers or crew, and the flight suit exoskeletons remove even the heaviest loot. Threats backed by heat rays ensure any kidnapping goes smoothly.

Only superheroes could disrupt such well-planned piracy, but the good guys have their work cut out. Freeing the seized aircraft without breaking it and protecting the innocents aboard before they become hostages are stern tests. Fighting the bad guys inside the

plane's tight quarters (possibly surrounded by panicky passengers) is an even bigger challenge, especially if the player characters are careful not to make any depressurizing holes. There's even more jeopardy if the heroes happen to be among the passengers, stuck in their seats and civilian identities while the Skyjacker strikes. And if one of them or a loved one (Relationship complication) is intended for kidnapping and ransom...well, things get even more challenging.

The Horror at 37,000 Feet: The fearless Skyjacker frequently attacks planes inside the Bermuda Triangle, and his latest attempt draws the player characters' attention. Unknown to all, the item the Skyjacker has been hired to steal is mystically potent, and when exposed to the otherworldly forces within the Devil's Triangle, creates a dimensional rift for an Elder Evil archetype (see *Gamemaster's Guide*, **Chapter 3**) to pass through. Their situation, as the saying goes, is not improved.

SPECTRUM

REAL NAME: Armand Chazen II
OCCUPATION: Cultural vandal
BASE: Freedom City

Would-be painter Carla Paisley's singular lack of talent earned her only a despised day-job in her family's electronics firm and endless critical mockery. Angry and embittered, Carla salvaged a multi-hued "Color Wheel" from a crashed flying saucer and became the scourge of Freedom City's art community as Color Queen, until the Star Knight (A'Lan Koor) returned the Wheel to its planet of origin in 1977.

De-powered and even more resentful, Carla eventually settled down with the infamous and equally dour art critic Armand Chazen (who was briefly the museum-



wrecking villain known as the Philistine), and together they raised a son on pure disdain. In addition to becoming the ultimate contrarian, Armand II inherited the chromatic powers his mother's Color Wheel once possessed.

Spectrum is now a despoiler of art and archenemy of joy, using his powers to ruin works others love and appreciate simply because they're popular and thus unworthy of his impossibly narrow standards. He remains at large, a rancorous, self-important threat to the legacy and heritage of humanity.

PERSONALITY

Spectrum is normally insufferably snobby, condescending, belittling, and rude. When his artistic sensibilities are offended, a great petulant anger erupts.

POWERS & ABILITIES

Born a mutant due to his mother's prolonged exposure to the alien Color Wheel's radiation, Spectrum innately wields that device's prismatic-beam powers, with each ray's hue producing a different effect. Black saps a victim's physical strength, while ultraviolet renders anything it touches invisible. Infrared burns with laser heat, and orange remotely moves physical objects. White blinds targets, and violet forms hard-light constructs (such as the slides Spectrum uses for transportation). Blue (despair), green (jealousy), indigo (love), red (hate), and yellow (fear) induce various emotional states. In addition, Spectrum emanates a rainbow aura which makes targeting him more difficult. His vision range also extends beyond the human norm.

ALLIES & ENEMIES

Spectrum clashes most frequently with Johnny Rocket, and despises him as a foe and temperamental opposite.

HOOKS

Paint It, Black: Spectrum's favorite target is the Kirby Museum of Fine Arts, and his violent censorship of works

Some days my job is really tough. But when Spectrum whines about his "supremely refined" tastes and tries to smash a priceless sculpture, then I get to punch him right in the face? Best job in the world.

—Johnny Rocket

SPECTRUM

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	4	4	4	4	7	4	4

POWERS

Full-Spectrum Sight: Senses 2 (Infravision, Ultravision) • 2 points

Prismatic Aura: Enhanced Defenses 4 (Dodge 2, Parry 2) • 4 points

Spectrum Rays: Array (25 points) • 25 points

- **Black:** Ranged Weaken Strength 12, Incurable • 25 points
- **Blue:** Cone Area Cumulative Affliction 10 (despair; Resisted and Overcome by Will; Hindered, Immobile, Paralyzed), Sense-dependent (sight) • 1 point
- **Green:** Cone Area Cumulative Affliction 10 (jealousy; Resisted and Overcome by Will; Entranced, Compelled, Controlled), Sense-dependent (sight) • 1 point
- **Indigo:** Cone Area Cumulative Affliction 10 (love; Resisted and Overcome by Will; Vulnerable, Defenseless, Controlled), Sense-dependent (sight) • 1 point
- **Infrared:** Ranged Damage 12, Subtle (visible only to Infravision) • 1 point
- **Orange:** Move Object 12, Precise • 1 point
- **Red:** Cone Area Cumulative Affliction 10 (hate, Resisted and Overcome by Will; Impaired, Disabled, Controlled), Sense-dependent (sight) • 1 point
- **Ultraviolet:** Ranged Concealment Attack (Includes Self) 4 (All Visual Senses), Extended Range, Increased Mass 11 (50 tons), Subtle (ray visible only to Ultravision), Quirk: No Concealment from Ultravision • 1 point
- **Violet:** Create 10 (Tether), Flight 4 (30 MPH, Platform) • 1 point
- **White:** Ranged Cumulative Affliction 12 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Incurable, Limited to Sight Only • 1 point
- **Yellow:** Cone Area Cumulative Affliction 10 (fear; Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Sense-dependent (sight) • 1 point

he finds “beneath notice” creates multiple hazards. First, surrounded by priceless and irreplaceable *objets d’art*, the heroes must employ the utmost care and restraint—limitations Spectrum does not have and takes full advantage of. Second, his emotion control powers combined with the crowds of innocent bystanders create instant angry mobs or adoring defenders to frustrate the player characters. Lastly, Spectrum’s emotional manipulation can turn the heroes against each other, or simply make them raging menaces the other characters must focus on containing.

She’s a Rainbow: The heroes investigate the well-publicized and mysterious disappearance of a coed from the Freedom School for the Arts. Their efforts lead them to Spectrum who, from his own idiosyncratic preferences, is so enthralled with the work of the young artist he has made her his platonic “muse and protégé” with some encouragement from his Indigo Ray. When the player characters attempt a rescue, they discover her real talent: she’s a mutant Energy Controller (see **Chapter 2** of the *Hero’s Handbook*), eager to protect her “patron.”

SKILLS

Expertise: Art 10 (+17), Perception 8 (+12), Ranged Combat: Spectrum Rays 4 (+8)

ADVANTAGES

Benefit 2 (Independently Wealthy), Defensive Roll 4, Languages 4 (Mandarin, French, Greek, Italian, Japanese, Latin, Russian, Spanish, English native), Skill Mastery (Expertise: Art), Speed of Thought‡

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

OFFENSE

INITIATIVE +7

Black Ray +8	Ranged, Weaken Strength 12
Blue, Green, Indigo, Red, or Yellow Ray —	Close, Cone Area Cumulative Affliction 10
Infrared Ray +8	Ranged, Damage 12, Subtle
Orange Ray +8	Ranged, Move Object 12
Ultraviolet Ray +8	Ranged, Concealment Attack 4
Violet Ray +8	Ranged, Create 10
White Ray +8	Ranged, Cumulative Affliction 12

DEFENSE

DODGE	12	FORTITUDE	10
PARRY	12	TOUGHNESS	8/4*
WILL	10	*Without Defensive Roll.	

POWER POINTS

ABILITIES	66	SKILLS	11
POWERS	41	DEFENSES	24
ADVANTAGES	12	TOTAL	154

COMPLICATIONS

Motivation—Recognition: Spectrum’s colorful crimes are calculated to shock the bourgeois into adopting his “superior” artistic tastes. Anything that brings him attention and “proves” his superiority is motivation enough.

Hatred: Spectrum is provoked to red rages by “inferior” artists and their works.

Obsession: Art is Spectrum’s purple passion.

COLOR QUEEN

Color Queen’s statistics were identical to Spectrum’s except for the following: **STR 0, STA 3, AGL 2, DEX 2, FGT 4, INT 6, AWE 2, PRE 2**. She has no Benefit, Languages, or Skill Mastery advantages, but does have Inventor. Her Skills were Expertise: Art 5, Expertise: Painter 5, Expertise: Science 5, and Technology 5. She had no Senses powers, and her Array was Easily Removable (the Color Wheel).

THE SPORTSMAN II

REAL NAME: Michael Cutler

OCCUPATION: Super-criminal

BASE: Cutler Mansion, Sunset Hill, Emerald City



From the late 1970s onwards, Preston Cutler and Josephine Sherman built their costumed-criminal reputations, battling the era's superheroes as the original Sportsman and Princess Poison. They also found time to get married, settle down amongst Emerald City's supervillain community, and raise their son Michael to follow in their lawless footsteps. Though he was born a physically perfect specimen, his parents, determined not to see their pride and joy defeated and imprisoned, demanded he become better.

Pressured into consuming experimental performance-enhancing drugs concocted by the Cutlers' old supervillain cohorts, Michael became better, stronger, faster ... and emotionally unstable. His parents' affection and devotion balanced the endless, exacting supervillain training he endured, and his life became entirely about fulfilling their unrealized super-criminal dreams.

Deemed ready at last, Michael embarked on a series of robberies as the new Sportsman. Thus far, he has more than lived up to his parents' aspirations, but inside remains a man on the edge.

PERSONALITY

By nature, Michael is quiet, of average smarts, and has simple tastes. By nurture, he is a super-criminal, nothing more or less, seeing the rest of the world as targets to be robbed or authorities to be evaded. Seemingly slight and random provocations can drive him to violent wrath. Only his baby sister Melissa can reach him at his most furious.

Michael's fears of failing his parents and his irrational angry outbursts torture him. Only the strong, loving, supportive bond Melissa and he share holds his psyche together as he steals riches he doesn't want, and would gladly trade for peace of mind.

POWERS & ABILITIES

Childhood experimental chemical treatments bestowed Michael with superhuman physical abilities. They (and his parents' training) render him capable of amazing athletic feats, such as mastery of archery and several martial arts. The modern-day Sportsman carries the gimmick weaponry of the original, allowing him to crush foes with giant bowling balls, throw baseball grenades, and get around on literal jet skis.

While Michael is not a brilliant planner, his parents are. He never attempts a job without consulting them, devising several escape routes, and retreating (using Defensive Attack) if he encounters a hero team.

THE SPORTSMAN II

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	8	6	12	0	3	1

POWERS

Gimmick Sports Equipment: Array (20 points, Easily Removable (-10 points)) • 15 points

- **Goal Net:** Ranged Line Area Affliction 11 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree, Diminished Range 2 (55/110/275), Unreliable (5 uses) • 20 points
- **Exploding Balls:** Ranged Burst Area Damage 10, Ricochet, Diminished Range 2 (50/100/250), Unreliable (5 uses), Enhanced Advantage (Hide in Plain Sight) • 1 point
- **Baseball Bat / Golf Club / Fencing Sword / Hockey Stick:** Strength-based Damage 3, Variable Descriptor (Listed weapons, bludgeoning or piercing damage) • 1 point
- **Bow & Arrows:** Ranged Multiattack Damage 5, Precise, Subtle (silent) • 1 point
- **Fishing Rod & Reel:** Strength-based Damage 1, Disarming, Grabbing, Reach 16 (80 feet) • 1 point
- **Giant Expanding Bowling Balls:** Line Area 2 (5 feet by 60 feet) Damage 11, Activation 2 (standard action), Unreliable (5 uses) • 1 point

Jet Skis: Flight 5 (60 MPH), Removable (-2 points) • 8 points

Master Mover: Movement 6 (Environmental Adaptation (Urban), Safe Fall, Sure-Footed 2, Wall-Crawling 2), Leaping 2 (30 feet), Swimming 1 (1 MPH) • 15 points

Protective Gear: Protection 4, Removable (-1 point) • 3 points

SKILLS

Acrobatics 6 (+14), Athletics 11 (+16), Expertise: Popular Culture 7 (+7), Ranged Combat: Archery 10 (+16), Sleight of Hand 6 (+12), Stealth 6 (+14), Technology 6 (+6)

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Chokehold, Defensive Attack, Evasion, Extraordinary Effort, Great Endurance, *Hide in Plain Sight*, Improved Aim, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Power Attack, Skill Mastery (Athletics), Takedown, Weapon Bind

ALLIES & ENEMIES

Though semi-retired, the original Sportsman and Princess Poison aid their son when needed. Michael's sister Melissa (Ms. Scorpion, an Emerald City Shadow Academy student) would do nearly anything for him.

The Sportsman is wanted by the Emerald City police for his crimes to date.

HOOKS

Old-Time Hockey!: The Emerald City Chiefs' miraculous playoff appearance begins tonight at a sold-out War Memorial Arena, and by ticket or circumstance, the player characters are there—preferably in their civilian identities. One notices the Sportsman's attempted robbery of the box

OFFENSE

INITIATIVE +12

Baseball Bat, et. al. +12	Close, Damage 8, bludgeoning or piercing
Fishing Rod & Reel +12	Close, Damage 6, Reach (80 feet)
Bow & Arrows +16	Ranged, Damage 5, Multiattack, Subtle
Exploding Balls —	Ranged, Burst Area Damage 10
Giant Expanding Bowling Balls —	Close, Line Area Damage 11
Goal Net —	Ranged, Line Area Affliction 11, Dodge/Damage DC 21
Unarmed +12	Close, Damage 5

DEFENSE

DODGE	12	FORTITUDE	12
PARRY	12	TOUGHNESS	10
WILL	8		

POWER POINTS

ABILITIES	82	SKILLS	26
POWERS	41	DEFENSES	15
ADVANTAGES	20	TOTAL	184

COMPLICATIONS

Motivation—Responsibility: The Sportsman sacrifices everything to honor his parents' mandate to uphold their legacy.

Temper: The Sportsman suffers from unpredictable and uncontrolled rages.

office, but must first find ways to alert their colleagues and change identities in a crowded venue full of inconveniently situated drunks. Those difficulties solved, the heroes and the Sportsman get another surprise interloper: an angry Hekawi stormer who aims to make the team change its name—or else! (Use the Jumped-Up Nobody villain archetype from the *Gamemasters Guide*, **Chapter 3**, or a baddie of your own design.) Can the heroes catch both villains, save the receipts, save the fans, and save the big game?

We Are Family: Shortly after putting the Sportsman behind bars, the heroes learn he's busting out with costumed help. The player characters may try to stop the jail break in progress, or else find themselves lured into an ambush when they join the efforts to recapture him. In either case, the numerical odds have turned as well, as the Sportsman and all his kin are present. The heroes find their opposition well-prepared, with traps and devices designed by veteran villains to prey upon their weaknesses. (Ms. Scorpion is detailed in *Hero High* second edition (or scale the Martial Artist villain archetype from the *Gamemasters Guide*, **Chapter 3**, to PL8), and the original Sportsman and Princess Poison appear elsewhere in *Rogues Gallery*.)

TESLA GIRL

REAL NAME: Freyja Mercades

OCCUPATION: Mad scientist

BASE: Emerald City

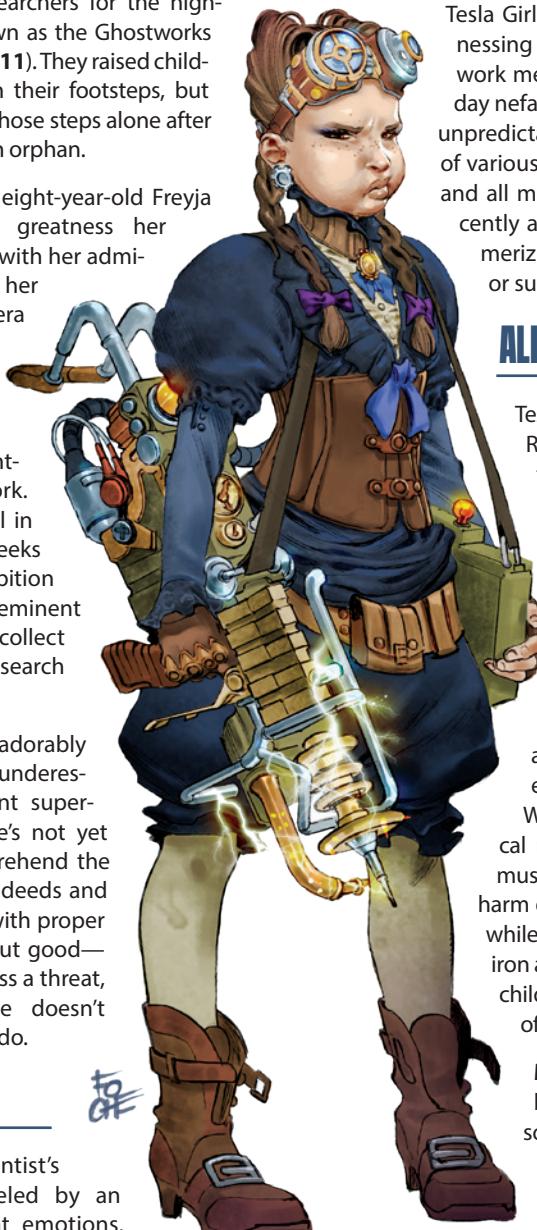
Freyja Mercades' parents were drawn together by shared careers: outré researchers for the high-tech weapons cartel known as the Ghostworks (see *Emerald City, Chapter 11*). They raised child-genius Freyja to follow in their footsteps, but tragically she would take those steps alone after a lab accident made her an orphan.

Left to her own devices, eight-year-old Freyja resolved to attain the greatness her parents intended. Armed with her admiration for Nikola Tesla and her rudimentary Victorian-era mad science training, she constructed an array of amazing retro-technological wonders, powered by steam, lightning, and clockwork. Dubbing herself Tesla Girl in her hero's honor, Freyja seeks to fulfill her parents' ambition for her to become a preeminent mad scientist, as well as collect the money to fund her research and fabrication needs.

Though she appears adorably non-threatening, heroes underestimate Tesla Girl's nascent supervillainy at their peril. She's not yet mature enough to comprehend the evilness of her larcenous deeds and vainglorious aims—and with proper guidance, may yet turn out good—but Tesla Girl is nonetheless a threat, particularly because she doesn't know what she shouldn't do.

PERSONALITY

Tesla Girl is a mad scientist's mind and ambition fueled by an eight-year-old's turbulent emotions. She's normally gleeful over her latest inventions and schemes, but can be overcome by childish petulance and rage if her plans are thwarted. Beneath it all, she's a lonely little girl who



Tesla Girl is really smart, but kind of mean sometimes, like when she says she wants to take me apart. Other times she's nice, and kind of cute. I just wish she'd decide to be nice all the time!

misses her parents and has no conception of what the normal human relationships she craves are actually like.

POWERS & ABILITIES

Tesla Girl is a super-genius specializing in harnessing Victorian-era technology (like clockwork mechanisms and electricity) to modern-day nefarious ends. Among her destructive but unpredictable "toys" are electric energy weapons of various sizes, the fabulous dirigible *Albatross*, and all manner of mechanical minions. She recently added the capability to generate mesmerizing energies, which she uses to control or subdue others.

ALLIES & ENEMIES

Tesla Girl clashes frequently with Kid Robot, whom she alternately wants to befriend, disassemble and study, or both.

HOOKS

Child's Play: The heroes' challenge in dealing with Tesla Girl is the difficulty in overcoming her by force. True good-guys avoid violence against children (even supervillains), and devices like the Giant Steam-Powered Automaton are resistant to harm. When Tesla Girl unleashes her mechanical menaces on Emerald City, the heroes must find some way to minimize the actual harm done to property and innocent people while searching for a way to either smash her iron army or make a dangerously misguided child genius understand the consequences of her actions.

Mr. Robot: Emerald City's heroes band together when Kid Robot (or some other android or artificial intelligence hero) goes missing. Following the trail of clues leads the player characters to the *Albatross*, where Tesla Girl is in no mood to have her "new best friend" taken from her. The heroes must then defeat both a perilously naughty child and a reprogrammed ally while duly restraining their use of force.

— Kid Robot

TESLA GIRL

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-1	3	6	6	-2	7	5	0

POWERS

Clockwork Sharks: Summon 5 (Multiple Minions 3, Easily Removable, Self-Powered*) • 21 points

Dimensionally Vexed: Shrinking 4 (Permanent, Innate) • 9 points

Gadgets: Array (12 points, Easily Removable (-6 points)) • 15 points

- **Flight Harness:** Flight 6 (120 MPH) • 12 points
- **Mesmerizing Pocket Watch:** Concentration Affliction 11 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Reach (Ranged), Subtle, Activation (move action), Sense-dependent (subject must see the watch and hear the hypnotist) • 1 point
- **Tesla Gun:** Ranged Damage 10, Accurate, Split, Unreliable (5 uses) • 1 point
- **Voltaic Gun:** Ranged Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Unreliable (5 uses) • 1 point

Phlogiston Field: Sustained Protection 6, Removable (-1 point) • 5 points

X-Ray Goggles: Senses 4 (Vision Penetrates Concealment), Removable (-1 point) • 3 points

EQUIPMENT

THE ALBATROSS • 50 POINTS

Size: Colossal • **STR:** 16 • **SPD:** 5 (60 MPH) • **DEF:** 2 • **TOU:** 13

Features: Cloud Generator (Continuous Burst Area Concealment Attack 2 (normal sight), 60-foot radius), Communications Room, Fire Prevention System, Laboratory, Living Space, Personnel, Tesla Cannon (Burst Area Ranged Damage 11, Activation (standard action), Unreliable (roll)), Workshop

SKILLS

Expertise: Science 10 (+17), Investigation 8 (+15), Perception 9 (+14), Ranged Combat: Gadgets 4 (+10), Sleight of Hand 6 (+12), Stealth 6 (+16), Technology 13 (+20), Vehicles 8 (+14)

ADVANTAGES

Eidetic Memory, Equipment 10, Improvised Tools, Inventor, Minion 10 (Giant Steam-Powered Automaton), Skill Mastery (Technology), Well-informed

OFFENSE

INITIATIVE +6

Tesla Gun +12	Range, Damage 10
Voltaic Gun +10	Range, Affliction 12
Mesmerizing Pocket Watch +10	Range, Affliction 11
Unarmed -2	Close, Damage -1

DEFENSE

DODGE	13	FORTITUDE	8
PARRY	11	TOUGHNESS	9
WILL	13		

POWER POINTS

ABILITIES	50	SKILLS	32
POWERS	47	DEFENSES	29
ADVANTAGES	25	TOTAL	183

COMPLICATIONS

Motivation—Recognition: Inventing weird technology is all Freyja knows, and she strives to be acknowledged as a mistress of mad science, going to any lengths to prove she's the best!

Temper: Freyja is tantrum-prone when she doesn't get her way.

NOTES

*Self-Powered is from **Summoning Powers** in *Power Profiles*. The summoned agent(s) do not appear near the summoner but must instead travel to the summoner from wherever they are using their own movement capabilities. This costs -1 point per rank.

CLOCKWORK SHARKS (x8)

MRS·PL5

STR 5 STA — AGL 0 DEX 0 FGT 0 INT — AWE 0 PRE —

Powers: **Automaton** (Immunity 30 (Fortitude Effects), Protection 10(Impervious 6)); **Bite** (Strength-based Damage 1); **Electric Bolt Projector** (Ranged Damage 6); **Propellers** (Flight 7 (250 MPH), Aquatic); **Tracking Sensors** (Senses 4 (Acute Scent, Low-light Vision, Tracking Scent 2))

Advantages: All-out Attack, Fast Grab, Improved Critical 3 (Bite), Improved Hold, Improved Initiative, Power Attack

Skills: Athletics 4 (+9), Close Combat: Bite 4 (+4), Perception 6 (+6), Ranged Combat: Electric Bolt Projector 4 (+4)

Offense: Initiative +4, Bite +4 (Close, Damage 6), Electric Bolt Projector +4 (Ranged, Damage 6)

Defense: Dodge 0, Parry 0, Fortitude Immune, Toughness 10, Will Immune

Totals: Abilities -20 + Powers 78 + Advantages 8 + Skills 9 + Defenses 0 = 75

GIANT STEAM-POWERED AUTOMATONS (x2)

MRS·PL10

STR 16 STA — AGL 0 DEX 0 FGT 0 INT — AWE 0 PRE —

Powers: **Automaton** (Immunity 30 (Fortitude Effects); **Iron Giant** (Growth 16, Innate, Permanent); **Tesla Cannon** (Ranged Damage 10))

Skills: Close Combat: Unarmed 4 (+4), Ranged Combat: Tesla Cannon 8 (+8)

Offense: Initiative +0, Tesla Cannon +8 (Ranged, Damage 10), Unarmed +4 (Close, Damage 16)

Defense: Dodge 0, Parry 0, Fortitude Immune, Toughness 16, Will Immune

Totals: Abilities -30 + Powers 83 + Advantages 0 + Skills 6 + Defenses 16 = 75

TUN

REAL NAME: Tun 1207

OCCUPATION: Mistress of ceremonies

BASE: The Game Station

The Spigori achieved their scientific apex centuries ago, transforming their star system into a Dyson sphere to house their population and capture every iota of power produced by their sun. With an army of automatons to handle the drudgery of life and their needs for energy—

and by extension, all resources—sated, their race began an age of introspection and personal growth that almost immediately devolved into sloth and passive consumption. The entertainment industry became the cornerstone of Spigori culture, and their once-proud race devolved into an increasingly listless population infantilized by their own robotic servants. The Spigori media conglomerates eventually developed into dozens of unique and powerful artificial intelligences—two-dozen super-beings in cutthroat competition for the only resource that still mattered: viewers.

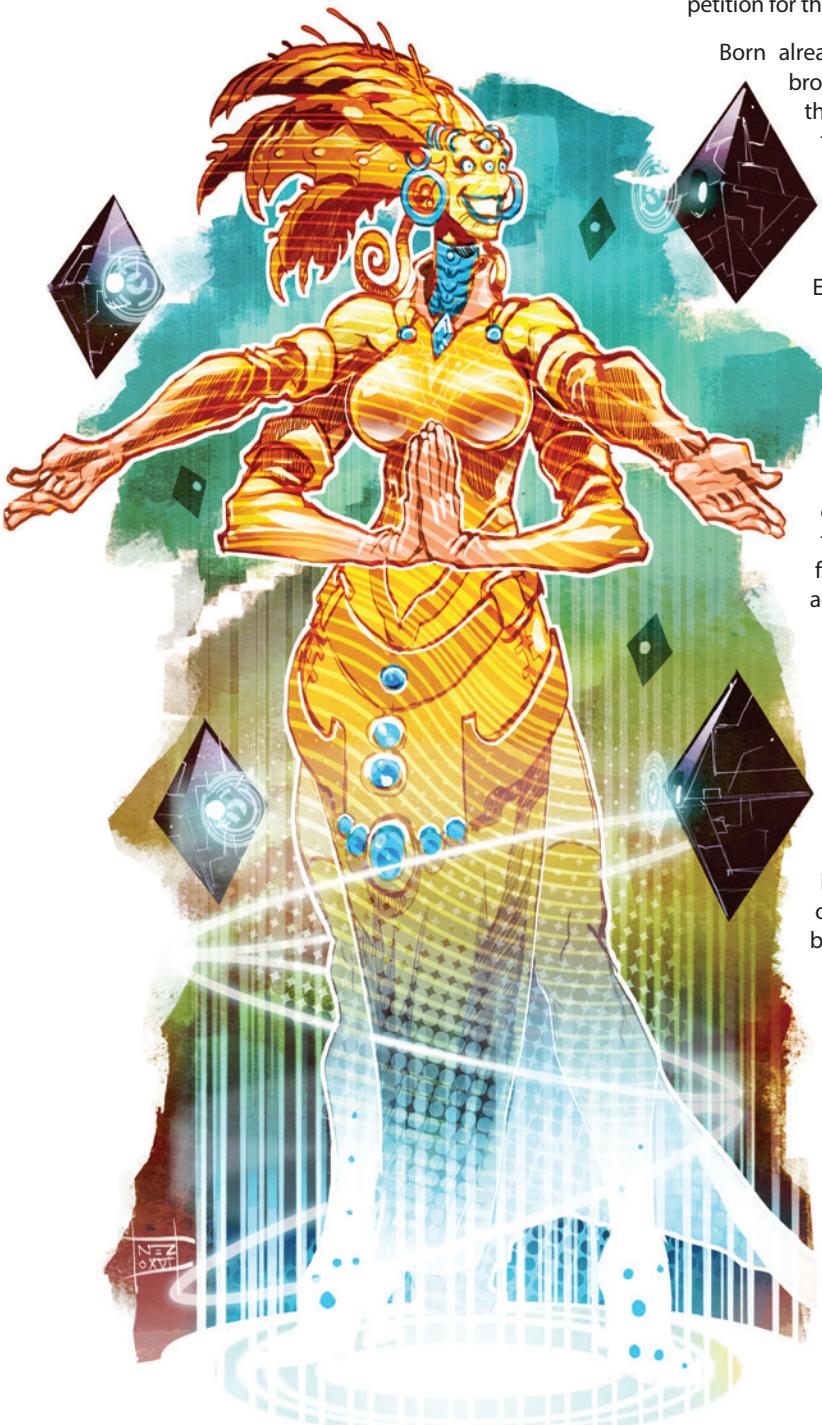
Born already dying when a failing sports network brought her online, Tun eventually discovered the nearby planet Earth when its earliest televised broadcasts reached the edge of Spigori space. Her investigations revealed a species as obsessed with entertainment as the Spigori, and far more talented at it. Stealing plots, graphics, and tropes from Earth's burgeoning game industry, Tun has grown from a second-rate niche network to the most powerful media A.I. in the Spigori sphere.

The manic program offers far more than pirated video games. A product of an all-or-nothing culture, she snatches real competitors from worlds across the galaxy to compete in deadly, real-life versions of fictional game worlds. With the wonders of advanced robotics, cybernetics, and her own quantum computing, she offers a devil's bargain: upgrades and powers that competitors are welcome to keep, so long as they can survive their visit to her orbiting Game Station.

Tun considers Earth's super-beings endlessly fascinating, and her viewers agree. She and her roving CamProbes occasionally visit to interact with new worlds first-hand on behalf of her isolated people, bringing back exciting stories set against the exotic alien world.

PERSONALITY

Tun is tireless, energetic, and just a little insane—equal parts game show host and wrestling announcer. Flagging ratings hit her like starvation, and she uses every trick she can think of to keep her offerings exciting, innovative, or hilarious. While one of the most powerful computers in existence, she lacks empathy and compassion; in her understanding, losers are simply “cancelled” when they can't keep up.



TUN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
-	-	6	4	0	10	8	10

POWERS

Backup: Immortality 5 (Return after 1 day) • 10 points

Digital Life: Comprehend 5 (Speak, Read, and Understand All Languages, Speak to and Understand Machines); Flight 1 (4 MPH); Immunity 30 (Fortitude Effects); Insubstantial 4 (Incorporeal; Innate, Permanent); Protection 6; Quickness 10 (Limited to Mental Tasks) • 74 points

Level Editor: Array (66 points)

- **Sprites:** Summon 6 (sixteen 90-point minions), Active, Mental Link, Multiple Minions 4 (Sixteen Minions), Variable Type (Game Enemies) • 67 points
- **Broadcast:** Movement 3 (Space Travel 3 (Other Galaxies)), Dynamic • 2 points
- **Hazard Blast:** Ranged Damage 11, Indirect 4 (Any Point, Any Direction), Variable Descriptor 2 (Any Energy), Dynamic • 2 points
- **Level Design:** Create 16 (65,000 cft.), Movable, Stationary, Subtle, Dynamic • 2 points
- **Player Select:** Affliction 15 (Resisted and Overcome by Fortitude; Transformed), Limited to 3rd degree, Distracting, Dynamic • 2 points
- **Telepresence:** Teleport 11 (60 miles), Accurate, Extended (16,000 miles), Medium (Data Networks), Dynamic • 2 points
- **Upgrade:** Continuous Transform 13 (Machines to Machines), Dynamic • 2 points

EQUIPMENT

HQ: THE GAME STATION • 26 POINTS

Size: Awesome • **Tou** 12 • **Features:** Combat Simulator, Communications, Computer, Concealed 3 (DC 30), Deatraps, Game Portal (Movement 3 (Space Travel 3 (Other Galaxies))), Portal, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Personnel, Power System, Security System (DC 20), Workshop

SKILLS

Expertise: Game Theory 10 (+20), Expertise: Popular Culture 8 (+18), Expertise: Science 8 (+18), Insight 8 (+16), Intimidation 4 (+14), Persuasion 8 (+18), Ranged Combat: Hazard Blasts 7 (+11), Stealth 2 (+8), Technology 11 (+21), Treatment 7 (+17)

ADVANTAGES

Assessment, Eidetic Memory, Equipment 6, Fascinate (Persuasion), Hide in Plain Sight, Inventor, Jack-of-all-trades, Precise Attack (Ranged; Cover), Speed of Thought‡, Taunt, Uncanny Dodge

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

POWERS & ABILITIES

Tun is a program capable of perpetuating herself without a dedicated body. She can reconfigure any electronic device—from smart phones to lampposts—to maintain and project her programming, and in a pinch can even run herself using available subatomic particles. This same process lets her generate complex fake environments, animate game sprites, and reconfigure living beings and

OFFENSE

INITIATIVE +10

Hazard Blast +11 Ranged, Damage 11

Player Select +0 Close, Affliction 15

Upgrade +0 Close, Transform 13

DEFENSE

DODGE	15	FORTITUDE	Immune
-------	----	-----------	--------

PARRY	15	TOUGHNESS	6
-------	----	-----------	---

WILL	11		
------	----	--	--

POWER POINTS

ABILITIES	56	SKILLS	37
-----------	----	--------	----

POWERS	164	DEFENSES	27
--------	-----	----------	----

ADVANTAGES	16	TOTAL	300
------------	----	-------	-----

COMPLICATIONS

Motivation—Entertainment: Tun exists solely to create exciting and innovative entertainment for the masses.

I Ain't Got No Body: For all her phenomenal abilities, Tun is nothing but a bit of self-replicating code. She can't personally interact with the world or even maintain a presence on Earth for more than a few days. Her real "body" is an immobile quantum computer hidden deep within her Game Station complex, which houses her backups and maintains her projections.

No Cheat Codes: While she'll always stack the odds in her favor, Tun ultimately can't change the rules or back out of a deal once the game begins.

CAMPROBE

MR6 • PL6

STR 0 STA — AGL 6 DEX 0 FGT 0 INT — AWE 5 PRE —

Powers: Hover System (Flight 5 (60 MPH)); Machine (Immunity 30 (Fortitude Effects), Protection 6); Neutrino Broadcaster (Communication 5, Subtle 2); Prod (Ranged Damage 6); Sensors (Senses 3 (Darkvision, Extended (Visual)))

Advantages: Eidetic Memory, Tracking

Skills: Perception 5 (+10), Ranged Combat: Prod 6 (+6), Stealth 3 (+9)

Offense: Initiative +6, Prod +6 (Ranged, Damage 6), Unarmed +0 (Close, Damage 0)

Defense: Dodge 6, Parry 6, Fortitude Immune, Toughness 6, Will Immune

Totals: Abilities -8 + Powers 77 + Advantages 2 + Skills 7 + Defenses 12 = 90

machines with a touch. With her advanced knowledge of robotics and genetics, Tun and her servants can also empower "players" with powerful gear, cybernetic enhancements, or superpowers. Her Game Station is an orbiting arena of death, loaded with more sophisticated artificial worlds and legions of robotic minions.

RETURN TO MAIN DATABASE

FROM: Reginald Pryce <PryceReggie@AEGIS.emerald.pac.net>
TO: Calpurnia Maddox <MaddoxCalpurnia1@AEGIS.emerald.pac>
SUBJECT: Threat Report — “Tun”

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir,

I'm at a loss to explain this, Director, but several archive files in our database has been hit with copyright infringement notifications. Which makes little sense, as our database is not publicly accessible and also has not been programmed with any kind of appeals process. Hemmings and her team brought the problem to my attention after exhausting everything they could think of from a technical standpoint, but I am likewise at a loss. Much of the legal text is in a language I can't identify and none of our programs can decipher.

I know it is against protocol to allow civilians access the AEGIS servers, but I don't know if we have any other option but to ask the Sentinels or the Freedom League for assistance, if only to translate.

Note that Tun's Player Select power actually goes beyond the realms of what's possible with an Affliction effect. With it, she's able to turn normal people into super-beings and this should normally be handled by the GM as needed to tell the story desired. The power in Tun's array is there for player characters to hopefully resist, if she targets them with it. If they fail, Tun can transform them as she wishes—but only as it serves the overall story, and the heroes should find a way to return themselves to normal eventually.

ALLIES & ENEMIES

Tun leads—and is—the most popular media network among her people, giving her billions of mostly-useless supporters. She happily partners with or kidnaps anyone she finds entertaining, and a surprising number of sentient beings work with her willingly in exchange for the power she offers.

By Tun's own admission, you don't get to be number one without a couple of million people wanting to kill you, and the mad program has no shortage of bitter former players, rebels hoping to free her stable of slaves, and loved ones of those she's killed for the sake of entertainment.

HOOKS

Adventure by Design: Professional video gamers are disappearing across the world during tournaments of *Legendary Legions*, but their avatars play on as if controlled. The heroes' investigation reveals that Tun has spliced herself into the game servers, using them to recruit a new stable of cutthroat competitors for her Game Station and placing them far outside the heroes' reach. The alien A.I. offers to return her victims if the heroes can beat a game

of their choice—from the inside. Can the heroes outmaneuver their favorite classic game, especially once Tun's new recruits decide they don't want to be rescued and take to the field in borrowed digital avatars to keep themselves in the game?

Battle of the Networked Stars: Every other A.I. in the Spigori sphere would love to cancel Tun and retake their piece of the ratings. Upon discovering that her pet world—Earth—actually exists, they flock *en masse* to the tiny blue planet seeking the same inspiration and popularity. Dozens of Spigori A.I.s (who share Tun's powers, but with radically different personalities) overrun the planet, making dramas, sitcoms, tragic romances, horror stories, and nature documentaries. Desperate to maintain her position at the top, Tun offers the heroes her sponsorship—and temporary upgrades to their powers—to chase her siblings back home ... in exchange for exclusive broadcast rights, of course.

New and Improved: An old ally or enemy of the heroes reappears with surprising new abilities, having submitted to reconstruction by Tun to star in a new “reality show.” CamProbes record this upgraded player as they unravel riddles and capture objective points, using superheroes as unwitting boss monsters. Even if the heroes succeed at subduing their empowered adversary, what do they do when Tun herself arrives to reclaim her upgrades from the unlucky loser?

I got to fight a flying turtle! I don't care what the rest of the Sentinels say, Tun is really fun, and she's got jokes!
—KID ROBOT

VATHEK THE APPEASER

Real Name: Vathek, Ninth Caliph of the Abassides

Occupation: Desire demon

Base: Mobile

Wealth brings power and prestige, but also incredible tedium. What thrills await a ruler who can snap his fingers and have anything his heart desires? Vathek was once a rich and powerful Caliph, a controversial figure who rose to power at a young age. He was a brilliant man, and magnificent to behold, but obsessed with unlocking the secrets of human perception—sensuous in every sense of the word. At the height of his power he built five palaces, one dedicated to overwhelming each sense. He studied science, magic, psychology, and history hoping to expand his consciousness, even delving into dark forces to sate his curiosity. Eventually he contacted a being—pale of flesh and quietly confident—who promised the young ruler unlimited knowledge and power in exchange for a single noble soul. Vathek agreed to the stranger's deal, confident his own mind would find some loophole in his contract.

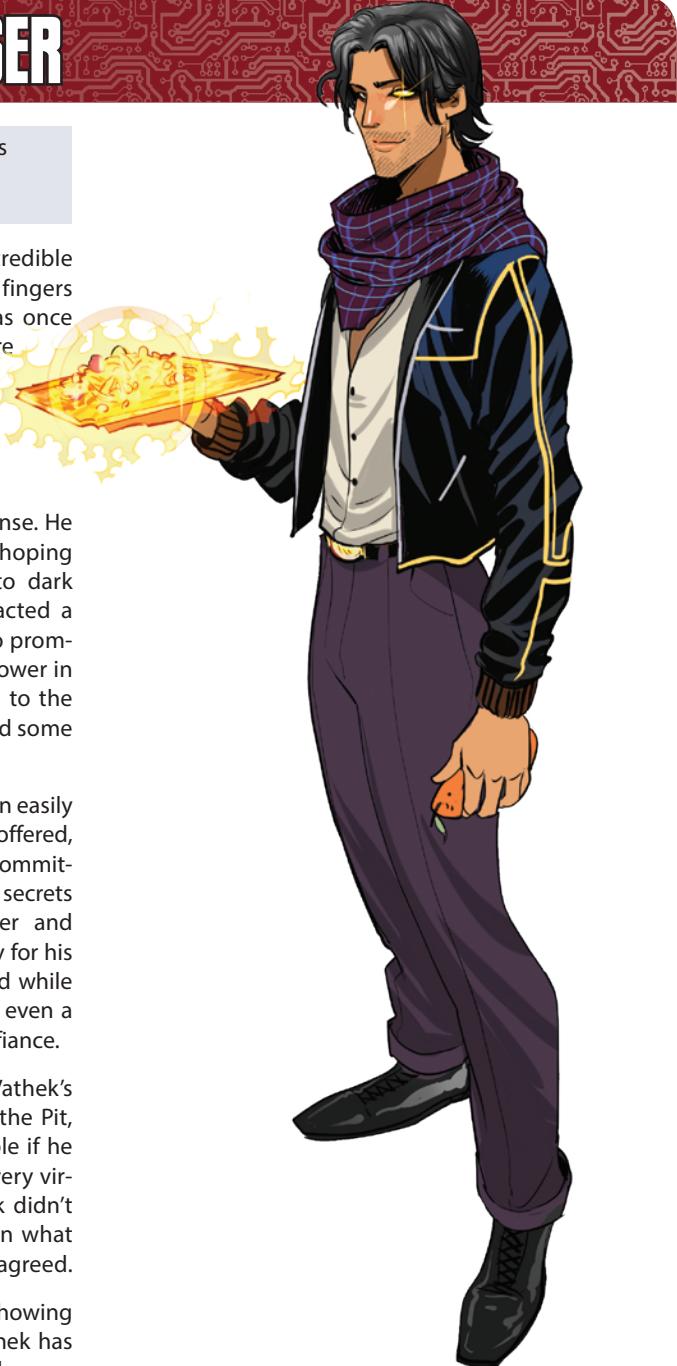
Far from a perfect man, Vathek found himself drawn easily into the tempting dark powers his benefactor offered, sacrificing a loyal servant for power, and slowly committing greater and greater sins in exchange for more secrets of creation. Eventually, Vathek's growing power and ego—and perhaps some long-misplaced empathy for his fellow man—turned him against the stranger, and while his patron handily defeated and imprisoned him, even a century of torture would not break the prince's defiance.

After a century, his benefactor appealed to Vathek's vanity instead. His sins had condemned him to the Pit, but that time in the Pit could be very comfortable if he would just cooperate, and even commuted by every virtuous soul fattened up to take his place. Vathek didn't need to be a prisoner—or even a subject—when what the corruptor truly desired was a protégé. Vathek agreed.

The Caliph has since thrown himself into his work, showing no small gifts at temptation and bargaining. Vathek has forged contracts with hundreds of mortals over the centuries, specializing in appealing to frustrated geniuses, tempting them (just as he once was) with offers of insight, lost knowledge, or secret paths to enlightenment. He is an expert in providing indulgent, once-in-a-lifetime experiences to mortals with something to trade, whether a petitioner wants to dine on endangered animals or hunt their boss for sport. For every soul he sends to his master, Vathek gains a period of freedom to conduct his own plots or sate his appetites—the purer the soul he tempts into a bargain, the longer his freedom lasts.

PERSONALITY

Vathek is a vainglorious, sensuous prick of a demon. He has all the beauty and danger of a thunderstorm, and radi-



cally adjusts the persona he shows depending on the situation. To one person he can be a mild-mannered academic while being the living avatar of seduction to another. His personality is fluid and ever-changing, but his flaws seem to follow him into every incarnation. He is eternally proud, gluttonous, and hedonistic—weaknesses that people can exploit if they know who they're bargaining with.

POWERS & ABILITIES

Vathek is a desire demon with access to tremendous knowledge. The Caliph's magic overwhelms his targets' senses, but just as often he relies on tempting others with their true desires or manipulating their emotions with a

VATHEK THE APPEASER

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	3	2	2	3	11	8	8

POWERS

Demonic Physiology: Immunity 23 (Aging, Critical Hits, Fire Damage, Life Support), Protection 2 • 25 points

Desensitized: Immunity 5 (Sensory Affliction Effects) • 5 points

Desire Demon Sorcery: Array (45 points) • 51 points

- **Sensory Overload:** Perception Range Cumulative Affliction 11 (Resisted by Fortitude; Impaired, Disabled, Unaware), Variable Descriptor (Senses), Limited: One Sense at a Time, Dynamic • 45 points
- **Evil Eye:** Perception Range Damage 10, Resisted by Will, Dynamic • 2 points
- **Probe the Heart's Desire:** Effortless Mind Reading 11, Limited to Desires, Dynamic • 2 points
- **Temptation:** Precise Create 10, Movable, Subtle 2, Dynamic • 2 points

Silver-Tongued Devil: Comprehend 2 (Speak and Read All Languages); Enhance Advantages 3 (Daze (Deception), Fascinate (Persuasion)) • 6 points

SKILLS

Deception 10 (+18), Expertise: History 7 (+18), Expertise: Magic 7 (+18), Expertise: Occult 5 (+16), Expertise: Science 1 (+12), Expertise: Streetwise 3 (+14), Insight 12 (+20), Intimidation 4 (+12), Investigation 3 (+14), Perception 6 (+14), Persuasion 10 (+18), Technology 2 (+13), Treatment 2 (+13)

ADVANTAGES

Artificer, Assessment, Attractive 2, Benefit Wealth 4 (Multimillionaire), Connected, Contacts, Daze (Deception), Defensive Roll 3, Eidetic Memory, Fascinate (Persuasion), Improvised Tools, Jack-of-all-trades, Leadership, Ritualist, Set-up 3, Skill Mastery (Expertise: History, Expertise: Magic), Speed of Thought‡, Taunt, Trance, Well-informed

‡ **Speed of Thought:** the character uses INT when calculating Initiative instead of AGL.

well-placed word or glance. His gaze can rend victims' souls, pry secretly-held desires from the mind, and conjure forth decadent and sensuous treasures from thin air. While these gifts are enough to fulfill many wishes, he can also broker deals between a client and his patron, whose power to rewrite reality can bring even the wildest dreams to life (this power should be handled as a story element by the GM). Granted, Vathek is very particular about the wording of a wish, and isn't above twisting it to make the wish punish anyone who forces him to serve.

ALLIES & ENEMIES

Vathek's greatest ally and enemy are one and the same: his patron, who now goes by the name Mr. Infamy. He hates that this being has so easily trapped him in a web of obligations he may never escape, but remains too enraptured by the knowledge and experiences his role provides to struggle against his chains too hard. Mr. Infamy generally remains an aloof and distant patron—for now.

OFFENSE

INITIATIVE +11

Evil Eye — Perception, Damage 10 (Will DC 20)

Sensory Overload — Ranged, Cumulative Affliction 11 (Will DC 21)

Unarmed +3 Close, Damage 1

DEFENSE

DODGE 12 **FORTITUDE** 7

PARRY 12 **TOUGHNESS** 8/6*

WILL 15 *without Defensive Roll

POWER POINTS

ABILITIES 72 **SKILLS** 39

POWERS 59 **DEFENSES** 30

ADVANTAGES 26 **TOTAL** 226

COMPLICATIONS

Bound by Contract: Vathek is required to collect mortal souls to settle his cosmic debt. If he fails in this task he is banished back to the underworld for a time. Once he has entered a contract with a mortal, he must see it fulfilled.

Glutton: Vathek remains addicted to the sins of the flesh. He can be appealed to with offers of indulgences, especially those he has not experienced.

Unhallowed: Vathek is a demon and cannot enter holy or consecrated spaces. His Toughness save is halved against attacks with the holy descriptor.

Vathek doesn't like to get his hands dirty, so tends to surround himself with lesser demons or human bodyguards, depending on the persona he's embracing at any given time. Being a supernatural creature, Vathek can also be summoned by other magical villains to grant wishes and rewrite reality. After terrible defeats at the hands of Adrian Eldrich in the 1940s and Seven at the turn of the Century, Vathek has given the superhero community a wide berth, but with both of his greatest foes now gone, he sees a great deal of untapped potential in the melodrama that surrounds the lives of heroes and villains.

HOOKS

Who's Laughing Now: Vathek grants a young troublemaker superpowers. The new villain runs off to cause havoc and mayhem in the heroes' hometown, and it's up to them to stop him... and also rescue his soul from damnation. This young troublemaker could be a frustrated innocent, or someone the heroes know from their private life—a younger brother, former bully, coworker, love interest, or someone they've wronged without ever realizing.

VATHEK THE APPEASER

THE WAXMAN

REAL NAME: Lionel Price

OCCUPATION: Super-criminal

BASE: Emerald City Undercity

Lionel Price's life was the Emerald City Wax Museum. He served as its meticulous and skilled creative force by night, and its eager and energetic tour guide by day, devoted to his waxen masterpiece "friends." However, his artistry and dedication proved no match for changing tastes, and customers for the museum's educational but passive exhibits dwindled.

The day the ownership finally closed the museum, the desperate Price refused to go. He fought the barbarians who dared remove the friends he'd sculpted to life with his own hands, and in the scuffle, accidentally plunged into a boiling vat of beeswax. The impact caused an overflow and collapsed the aging floors below, hurling Price down into an unexplored section of the Undercity.

Scalded but alive, Price found he'd gained the ability to make flesh wax, and mold it as he wished. Unbeknownst to him, he'd mutated from his immersion in beeswax purchased online from—and experimentally irradiated by—a retired supervillain, the Bee-Keeper. With Price's flesh charred nearly beyond recognition and his mind shattered, he fixated on regaining the beauty and company of his wax friends.

Thus, the Waxman does what he must to acquire living-wax victims and other materials needed to reconstruct the museum in his new home, the Undercity. The confusion his terrifying powers and chameleon appearance engender make him an urban legend, especially amongst the people of the Maze, but one the police take more seriously with each bizarre crime attributed to him.

PERSONALITY

Madness shields Price's mind with delusions of his happy past, and he remains content to sculpt, chat with his creations, and guide imaginary visitors through his "under construction" museum until reminded of his current misery. Then, he ventures to the surface world to take whatever and whomever he needs—his "due" as he sees it. While not vicious, he regards living beings as evil and inferior to wax figures, and has no hesitation or remorse about forcibly changing the former into the latter.

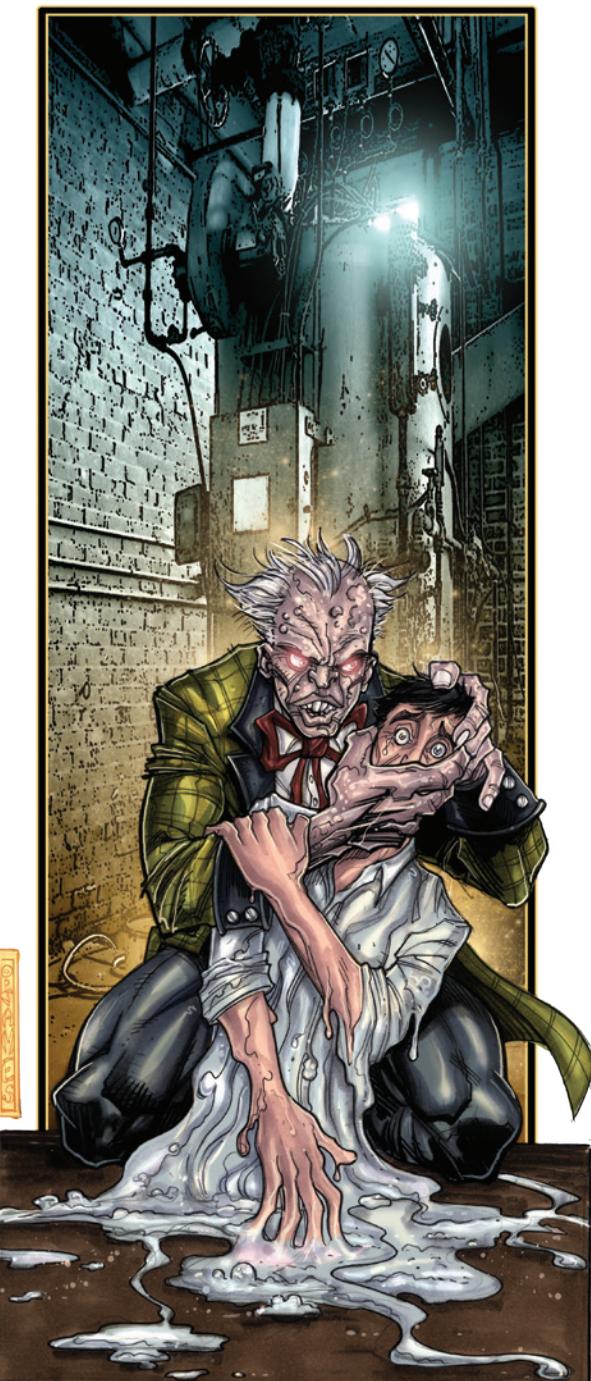
POWERS & ABILITIES

The burns decimated the Waxman's pain receptors, lessening the trauma of further harm. He regained his former physical capabilities, including the stage-fighting skills he once showily displayed on his museum tours. His eyes adapted to the dim conditions in the Undercity. With them, he quite cannily absorbs information carried underground by way of crumpled newspapers for use in planning crimes and perfecting disguises.

Price's touch changes flesh into "living wax." Transformed victims are conscious but senseless, and powerless to resist his mental control as he either sculpts them into exhibits for his museum or uses them as pawns in his schemes. The power also allows him to reshape his own appearance, making him a master of disguise.

ALLIES & ENEMIES

The ECPD is investigating the Waxman's misdeeds.



THE WAXMAN

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	5	5	7	4	6	7

POWERS

Accustomed to Candlelight: Senses 1 (Low-light Vision) • 1 point**Insensate:** Protection 5 • 5 points**Melting Touch:** Cumulative Affliction 11 (Resisted by Dodge and Overcome by Will; Hindered, Stunned, Transformed), Accurate 2 • 24 points**Re-sculpt Features:** Morph 2 (Check Required (DC 17 Expertise: Sculptor), Increased Action (standard)) • 1 point**Summon Living Wax Creations:** Continuous Summon 7 (Controlled, Horde, Mental Link, Multiple Minions 3 (eight 105-point minions), Self-Powered (must travel under own power to Waxman, don't magically appear), Source: Living Wax) • 64 points

EQUIPMENT

Heavy pistol (Ranged Damage 4), knife (Strength-based Damage 1, Improved Critical)

SKILLS

Athletics 6 (+10), Close Combat: Knife 6 (+13), Deception 5 (+12), Expertise: Sculptor 10 (+14), Intimidation 5 (+12), Persuasion 5 (+12), Ranged Combat: Handguns 7 (+12), Sleight of Hand 7 (+12), Stealth 7 (+12)

HOOKS

The Mystery of the Wax Museum: The player characters are asked to investigate the Waxman urban legend and his purported crimes, perhaps after he swipes a particularly valuable item or abducts several people. Their snooping reveals any stolen items are odd things like historical clothing, as if needed for a wax museum or something ... That puts the heroes on the trail of Lionel Price's tragic life and supposed death. In addition to the insight as to who or what his next target might be, it gives sympathetic players a way to resolve things with understanding instead of violence when they encounter the tortured, deluded Waxman.

House of Wax: The Waxman escapes with something truly precious—funds purloined from a charity, a loved one (one of the PC's Relationship complications) forced to "model" for him, or a teammate trapped in living wax form. This means tracking the Waxman through the dark, dangerous, unexplored part of the Undercity, and then battling a cornered man who knows the surroundings far better than the heroes. Once again, the players may find their most effective weapon is compassion.

ADVANTAGES

Daze (Deception), Defensive Roll 2, Diehard, Equipment 2, Favored Environment (Underground), Hide in Plain Sight, Skill Mastery (Expertise: Sculptor), Well-informed

OFFENSE

INITIATIVE +5

Melting Touch +11 Close, Cumulative Affliction 11, Dodge/Will DC 21

Heavy Pistol +12 Ranged, Damage 4

Knife +13 Close, Damage 5

Unarmed +7 Close, Damage 4

DEFENSE

DODGE 9 FORTITUDE 9

PARRY 11 TOUGHNESS 11/9*

WILL 13 * Without Defensive Roll.

POWER POINTS

ABILITIES 84 SKILLS 29

POWERS 95 DEFENSES 20

ADVANTAGES 10 TOTAL 238

COMPLICATIONS

Motivation—Obsession: Price lives only to rebuild at least a mad semblance of his former life.**Prejudice:** Price's undisguised burn-scared visage is horrifying.

LIVING WAX CREATIONS (x8)

MR7 • PL7

STR 0 STA — AGL 0 DEX -4 FGT 4 INT — AWE 0 PRE —

Powers: **Liquid Wax** (Immunity 60 (Fortitude effects, Will effects), Insubstantial 1 (Liquid), Movement 1 (Slithering), Protection 10); **Melting Touch** (Cumulative Affliction 8 (Resisted by Dodge and Overcome by Will; Hindered, Stunned, Transformed), Accurate); **Sculpted Features** (Morph 2 (humanoid; Check Required (by the Waxman, DC 17 Expertise: Sculptor), Increased Action (standard))

Offense: Initiative +0, Melting Touch +6 (Close, Cumulative Affliction 8), Unarmed +4 (Close, Damage 0)

Defense: Dodge 2, Parry 4, Fortitude Immune, Toughness 10, Will Immune

Totals: Abilities -30 + Powers 95 + Advantages 0 + Skills 0 + Defenses 2 = 67

The Wax man? Oh, you mean "the Waxman"—I dig you now, man. The cat that's stealing all the bread and chicks, right? He's bad news—crashes in a part of the Undercity I don't even go to. They say he's some kinda monster. Looks like an overcooked Boris Karloff—and a million other people, from what I hear. Dude is bad crazy, that's for sure.

—BENJIE CARVER, UNDERCITY TOUR GUIDE

AEGIS SECURE SYSTEM
DISTRICT 1

07:14 - EST

POWERS, HORATIO
CLEARANCE INFRARED

GREETINGS, DIRECTOR POWERS
 YOU ARE CLEARED FOR **INFRARED** ACCESS
 THERE ARE 9 ACTIVE ALERTS
 CONDITION IS **RED**

THREATS: GROUPS

SEARCH:

NEWEST DATABASE ADDITIONS/UPDATES

TAP THE PICTURE BELOW TO ACCESS THE LATEST DATA AND REPORTS



THE HOUSE OF USHER



THE CANDY CREW



THE DEVIL'S ADVOCATES

TAP HERE FOR THE SOLOS DATABASE

ENCRYPTION EPSILON - TWELVE ENABLED



CONDITION RED - 9 ACTIVE ALERTS

A.E.G.I.S.

THE CANDY CREW



MEMBERS: Candy Czar, Gobstopper, Gumball Rally, Cinnamon Styx, Wicked Licorice

BASE: Atlanta, Chicago, Houston, Emerald City, Freedom City, and New York City

MOTIVATION: Money and respect

The Candy Crew is a villain team with a history dating back to the late 1960s and early 1970s. Debuting in Freedom City by staging a crime spree against a major candy company, the oddball criminals were thwarted by the Freedom League. They returned to plague the city several times over, their membership shifting over the years, though almost always led by the Candy Czar. Their reputation diminished as their membership changed over the decades, going from significant adversaries to easily defeated mooks. The gang was pretty much finished following a brutal defeat at the hands of FORCE Ops in the 1990s. Most of the original members are in prison, dead, or retired from costumed villainy.

Now a new incarnation of the Crew has emerged, with a re-motivated, reequipped Czar at the helm. Far more dangerous than before, the team includes four other formidable bad guys: the density-shifting strongwoman, Gobstopper; the adrenaline-junkie speedster, Gumball Rally; monstrous psi-caster, Cinnamon Styx; and the dark-fey Wicked Licorice, a longtime supervillain in his own right. Together, they are out to earn riches and respect, and woe to the heroes who underestimate them!

MOTIVATIONS AND GOALS

The Candy Crew are in crime for profit; they commit smash-and-grab robberies, take muscle-for-hire jobs, and execute lucrative heists. The Candy Czar wants to rebuild the Crew's reputation, while embarrassing the heroes responsible for past defeats. Gobstopper wants enough cash to finance a return to normal, but settles for expensive clothes, luxury apartments, and plenty of gourmet food until that happens. Gumball Rally is a thrill-seeker, while Cinnamon Styx needs wealth to indulge his lifestyle. Wicked Licorice is a greedy, malicious thug who enjoys the opportunity to cause pain and chaos.

TACTICS

The Candy Czar coordinates the gang in a fight, and his gimmicks offer many options to help his teammates in combat. Gobstopper is the Crew's powerhouse, and soaks damage to protect her teammates. Cinnamon Styx is their long-range combat specialist and happily stays out of the fight, blasting at distant opponents. Wicked Licorice specializes in sneak attacks and grapples, hoping to tie up enemies so his teammates can get in a cheap shot. Gumball Rally races across the field, backing up her allies where needed. The gang's more unusual powers (including Czar's choco-golem and Gumball Rally's teleportation) provide unpleasant surprises for foes at key moments.

HEADQUARTERS AND RESOURCES

The Candy Crew are frequently on the move, either chasing their next meal-ticket or going to ground when they're pursued by the authorities or costumed do-gooders. The Czar knows of plenty of old safehouses and even a few abandoned villain lairs in which the Crew can hide out. The streetwise Wicked Licorice can also find them refuge in seedier neighborhoods if it comes to that. While their criminal enterprises can take place anywhere, the Crew members have connections to Atlanta, Chicago, Houston, Emerald City, Freedom City, and New York City.

THE CANDY CZAR

REAL NAME: Cary Czarnowski

OCCUPATION: Career criminal, former food scientist

BASE: Mobile

An old and, some would say, classic villain, the man known as The Candy Czar is Cary Czarnowski. He was a brilliant food scientist who turned to crime after Pop's Workshop, the company he worked for, tried to cheat him out of patents on his greatest discoveries. Creating a colorful costume and an arsenal of candy-themed gimmicks, he formed the Candy Crew and sought revenge against his former employers. His efforts were thwarted by the Freedom League, but he returned several times over, launching one scheme after another. Nearly crippled by vigilantes during the early 1990s, Czarnowski languished for years in prison, growing angry and embittered.

He escaped during a mass prison break-out at Lockdown and went underground, where he developed new, more powerful, weaponry ... with a twist. He combined his advanced chemistry with what little Lenni Lenape (Delaware tribe Native Americans) shamanistic magic he could learn from his maternal grandmother, a Native American medicine woman. He then went on a recruiting drive to re-form the Crew, better than before. He is determined to rebuild his reputation and grow rich in the process!

GOBSTOPPER

REAL NAME: Amber Gumm

OCCUPATION: Criminal, ex-model, ex-actor

BASE: Mobile

Amber Gumm was the much-younger trophy girlfriend of Professor Rand Buckley, AKA The Phenom, a superhero from the 1990s who retired years ago and turned into a wealthy tech entrepreneur. Vivacious and ambitious, Ms. Gumm traded on her looks and charming personality to rise from England's working-class North, re-inventing herself as model "Giada Summer." While she was successful, Amber



THE CANDY CZAR

PL10

STR 2 STA 2 AGL 4 DEX 4 FGT 4 INT 5 AWE 4 PRE 5

Powers: **Candy Weapon Arsenal** (Array, Removable; **Assorted Box—You Never Know What You're Going To Get!** (Ranged Cumulative Affliction 11 (Resisted and Overcome by Fortitude; Impaired, Disabled, Transformed), Quirk: Targets are transformed into a random form (see the sidebar on the bottom of page 132)); **AE: Dazzle Pops** (Ranged Affliction 11 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Visual senses only); **AE: Fizzy Fizzlers** (Ranged Damage 11 (chemical)); **AE: Laffee-Taffee Gun** (Ranged Contagious Affliction 11, (Resisted by Dodge and Overcome by Damage; Hindered, Immobile), Limited Degree); **AE: Peppermint Blast—What A Sensation!** (Ranged Weaken Trait 11 (Resisted by Fortitude), Broad (Dodge, Parry, or Fortitude), Unreliable (5 uses)); **Conjure Choco-Nut Golem** (Summon 8 (120-point minion), Controlled, Heroic, Mental Link, Removable); **Flying Candy Disk** (Flight 6 (120 MPH), Platform, Removable); **Hard Candy Shell** (Protection 5, Removable)

Equipment: Binoculars, Commlink (x5), Smartphone, Flashlight, Gas Mask, Light Pistol, Mini-Tracer, Multi-Tool, Night Vision Goggles, Parabolic Microphone

Advantages: Accurate Attack, Benefit (Well-off), Defensive Attack, Equipment 4, Improved Defense, Improvised Tools, Inspire 2, Inventor, Leadership, Quick Draw, Ranged Attack 5, Skill Mastery (Expertise: Science)

Skills: Acrobatics 3 (+7), Athletics 3 (+5), Deception 5 (+10), Expertise: Science 10 (+15), Expertise: Streetwise 5 (+10), Persuasion 5 (+10), Stealth 6 (+10), Technology 7 (+12), Vehicles 4 (+8)

Offense: Initiative +4, Assorted Box +9 (Ranged, Cumulative Affliction 11, Fort. DC 21), Dazzle Pops +9 (Ranged, Affliction 11, Fort. DC 21), Laffee-Taffee Gun +9 (Ranged, Contagious Affliction 11, Dodge/Damage DC 21), Peppermint Blast +9 (Ranged, Weaken 11, Fort. DC 21), Unarmed +4 (Close, Damage 2)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 7, Will 10

Totals: Abilities 60 + Powers 71 + Advantages 20 + Skills 24 + Defense 24 = 199

Complications: **Aging:** Cary Czarnowski has begged, borrowed, and stolen various longevity-enhancing potions, but the years are catching up. He suffers bouts of age-related ailments and weakness, temporarily reducing his physical abilities. **Motivation—Recognition:** The Candy Czar is hell-bent on being recognized as a top-notch criminal and leader. Along the way he wants to score riches and revenge on his old enemies. **Obsession:** The Candy Czar struggles to resist involving candy themes in his plots and goals. He must succeed on a DC 15 Will check to keep from doing so.

CHOCO-NUT GOLEM

MR8 · PL8

STR 8 STA — AGL 2 DEX 0 FGT 5 INT — AWE 0 PRE —

Powers: **Choco-Nut Body** (Elongation 1 (15 feet), Growth 3 (Density, Innate, Permanent), Immunity 42 (Critical Hits, Fortitude effects, Mental effects), Impervious Protection 8, Regeneration 2 (Every 5 rounds), Senses 4 (Darkvision, Radius (All Visual)))

Advantages: All-out Attack

Skills: Athletics 5 (+13), Close Combat 3 (+8), Stealth 4 (+6)

Offense: Initiative +2 Unarmed +8 (Close, Damage 8)

Defense: Dodge 5, Parry 5, Fort Immune, Toughness 11, Will Immune

Totals: Abilities -6 + Powers 72 + Advantages 1 + Skills 6 + Defenses 3 = 76

Complications: **Extreme Temperature Weakness:** The Choco-Nut Golem is vulnerable to both cold and heat attacks, suffering an extra degree of damage/effect.

THE CANDY CREW

131

CANDY CZAR'S UNCONTROLLED TRANSFORMATION ATTACK

The Candy Czar's Candy Weapon Arsenal includes a power called **Assorted Box—You Never Know What You're Going To Get!** It transforms its target, but the Candy Czar has no control over exactly what that form is. This table provides you with some options. Either choose an effect you think would be interesting, or roll a d20 and use that effect.

D20 ROLL	EFFECT
1	All-Gummed Up: Target's skin turns super-sticky; target acquires Paralyzed condition.
2	Bite-Sized: Target becomes very small and puny; Shrinking 12, and the target acquires the Disabled and Dazed conditions.
3	Calorie Bomb: Target grows extremely stout; target loses 4 ranks of AGL, 2 ranks of DEX, FGT, is Impaired, loses 2 ranks from all movement powers, and quadruples in weight (2 ranks of Increased Mass).
4	Diet-Candy Daze: STR and STA are Debilitated through rapid emaciation.
5	Economy-Sized: Target becomes a dim-witted, clumsy giant; Growth 8 and the target acquires the Disabled condition.
6	Jawbreaker: Target's skin becomes very hard, but brittle and stiff; target gains the Disabled and Hindered conditions, but gains Protection 5, Fades.
7	Jelly Baby: Target is transformed into jelly-like consistency; AGL is Debilitated, target is Hindered, but gains Immunity (bludgeoning attacks, 1/2 effect) and Insubstantial 1.
8	Liqueur is Quicker: Target is instantly drunk; target acquires the Dazed condition and is Impaired.
9	Meltaway: Turns target into puddle of high-fructose goo; target is Incapacitated and gains Immunity to physical attacks resisted by Toughness.
10	Mint Condition: Target becomes bright green and smells overpoweringly of mint; target becomes Defenseless and Impaired due to nausea, and gains Feature: Overpowering odor of mint.
11	Pop Rocks: Target explodes into a shower of candy shards, then becomes Incapacitated.
12	Rock Candy: Target becomes a solid crystal-candy statue and gains the Paralyzed condition.
13	Soft as Marshmallow: Target's muscle melts into soft gelatin; target's STR and STA are Debilitated, TOU is Disabled.
14	The Sugar Shakes: Induces severe hypoglycemia; target acquires Exhausted condition.
15	Taffy Troubles: Limbs turn slack and stretchy; target gains Movement 2 (Slithering, Wall-Crawling) and Elongation 2 (30 feet), DEX, STR, and FGT are Debilitated, and target is rendered Prone.
16	Coco-Loco: The target becomes mentally erratic, while also turning milky-white, crumbly and flaky, and reeks of coconut; target acquires Controlled (erratic actions) and Impaired conditions.
17	Lolly-Pop Look: Target's head swells to huge size and becomes candy-like in consistency; target gains the Dazed and Vulnerable conditions.
18	Root Beer Bloat: Target is transformed into a balloon-like shape, floats/glides about aimlessly with Flight 1 (4 MPH; Uncontrolled), and Dodge, Parry, Toughness, and Fortitude are Disabled.
19	Licorice Twist: Transformed into a ropey licorice person with long arms and legs, but no hands and feet; target's AGL and DEX are Debilitated, target is Paralyzed.
20	Gumdropped: Target is transformed into a multi-colored pile of gumdrops; target gains the Paralyzed condition.

wanted to rise higher, to break into the A-list. When her efforts to establish a significant acting career stalled out, Buckley offered a solution—his company's experimental physical-enhancement process. Amber eagerly accepted because the process promised to physically enhance her and perhaps give her superpowers!



The initial results were wonderful, but unwanted side-effects followed. Gumm became ravenously hungry and began to eat ... and eat ... and eat ... until she was a massively obese, stocky tank of a woman. Buckley broke off their relationship at that point and told her he'd warned her of the possible side effects. When legal action proved fruitless due to the waivers she'd signed, she went on a rampage, trashing Buckley's research center. She was in AEGIS custody awaiting trial when the Candy Czar read about her and decided she would make a good recruit. Gobstopper joined the Crew as soon as they rescued her.

GOBSTOPPER

PL10

STR 11/7* STA 8/4* AGL 0 DEX 2 FGT 4 INT 0 AWE 2 PRE 4

Powers: **Bouncy** (Leaping 3 (60 feet)); **Heavy Hitter** (Growth 2 (Density, Innate, Noticeable, Permanent), Protection 8, Strength-Based Damage 2, Enhanced Advantage (Improved Critical (Unarmed))); **Hot Stuff** (Burst Area Damage (Heat) 10, Resisted by Fortitude, Fades, Tiring); **Such A Pretty Face** (Enhanced Advantage (Attractive), Feature (Skin never blemishes or scars), Immunity 2 (Effects which downgrade or mar her appearance)); **Candylike Body** (Array (All Gooey) (Immunity 2 (Critical Hits)), Immunity 80 (Toughness effects, Physical attacks only, Reflect, Limited to 1/2 Effect, Limited: Gobstopper must be aware of attacks), Insubstantial 1 (Fluid, Quirk: Can only pass through openings 1 ft. sq. or larger)), **AE: Hard, Slick Candy Shell** (Growth 4 (Density), Immunity 2 (Entrapment effects, Heat, Pressure, Impervious Toughness 10)))

Advantages: Attractive, All-out Attack, Improved Critical (Unarmed), Improved Hold, Interpose, Power Attack

Skills: Athletics 4 (+15/+11*), Close Combat 3 (+7), Expertise (PRE): Acting 4 (+8), Expertise: Fashion 4 (+6), Expertise (PRE): Modeling 6 (+10), Insight 7 (+9), Intimidation 8 (+12), Persuasion 6 (+10)

Offense: Initiative +0, Unarmed +7 (Close, Damage 13/9*, Crit. 19-20), Hot Stuff — (Close, Burst Area Damage 10)

Defense: Dodge 4, Parry 4, Fort 12/8*, Toughness 16/12*, Will 6 *Without Hard, Slick Candy Shell active.

Totals: Abilities 38 + Powers 66 +Advantages 4 + Skills 22 + Defenses 12 = 142

Complications: Motivation—Ambition: Gobstopper is not a hardened criminal, but she desires the "Good Life," and wants to accumulate enough wealth to acquire nice clothes, jewelry, cars, and eventually treatments to return her to normal. **Stands Out in a Crowd:** Amber Gumm's distinctive looks make life difficult for her in a number of ways; she draws unwanted reactions from others and can't blend into crowds. **Temper:** Gobstopper is easily goaded into anger by any mention of Professor Buckley in his normal identity or his former identity as the Phenom, or by anyone mocking her size or physical appearance.

from AEGIS, with the Czar promising easy money and (possibly) a cure for her condition.

GUMBALL RALLY

REAL NAME: Rollye Parker

OCCUPATION: Criminal, ex-superhero, ex-scientist

BASE: Mobile

As a whip-smart but undisciplined young scientist working for the Atom Family's research foundation, Rollye Parker acquired her powers by way of heroic actions she took when she helped the Alterniteens with Black Anubis when they first arrived on Earth-Prime. Her efforts helped them defeat the villain and in gratitude

they gifted her with a couple items they'd recovered during their parallel world adventures—an ultra-speed harness and "magic gumballs." They assumed she'd use the gifts responsibly, and for a time she did, becoming



GUMBALL RALLY

PL9

STR 2 STA 2 AGL 4 DEX 4 FGT 5 INT 5 AWE 3 PRE 3

Powers: **Magic Gumball Powers** (Senses 4 (Extended Sense 2 (Visual, x100), Rapid Sense 2 (Visual)), Enhanced Dodge 10, Enhanced Parry 8, Enhanced Advantage 10 (Fast Grab, Great Endurance, Improved Disarm, Improved Initiative 2, Improved Trip, Move-By Action, Seize Initiative, Takedown 2); **Ultra-Speed Harness** (Removable, (Immunity 20 (Bludgeoning/Impact Damage, Limited: Must be running); Speed 10 (2,000 MPH); Teleport 2 (120 feet), Change Direction, Change Velocity))

Equipment: Bo Staff (Strength-based Damage 1, Reach 1), Knife (Strength-based Damage 1, Improved Critical), Nunchaku (Strength-based Damage 2), Shuriken (Ranged Multiattack Damage 1)

Advantages: Close Attack 4, Defensive Roll 4, Equipment 2, Eidetic Memory, Fast Grab, Fearless, Great Endurance, Improved Disarm, Improved Initiative 2, Improved Trip, Move-By Action, Second Chance (Athletics), Seize Initiative, Skill Mastery (Acrobatics), Takedown 2

Skills: Acrobatics 6 (+10), Athletics 8 (+10), Close Combat: Martial Arts Weapons 5 (+10), Expertise: Science 8 (+13), Investigation 5 (+10), Ranged Combat: Thrown Weapons 8 (+12), Technology 8 (+13), Vehicles 4 (+8)

Offense: Initiative +4/+8, Bo Staff +14 (Close, Damage 3, Reach 1), Move-by Slam +9 (Close, Damage 11), Knife +14 (Close, Damage 3, Improved Critical 19-20), Nunchaku +14 (Close, Damage 4), Shuriken +12 (Ranged, Multiattack Damage 1), Unarmed +9 (Close, Damage 2)

Defense: Dodge 14, Parry 12, Fort 7, Toughness 6/2*, Will 7 *Without Defensive Roll

Totals: Abilities 56 + Powers 52 + Advantages 14 + Skills 26 + Defenses 9 = 157

Complications: Decent Streak: Gumball Rally occasionally does the odd good deed, or makes amends for misdeeds in some way—she has regrets about her villainy, but thinks she's gone too far to stop now. **Power Loss:** Gumball Rally must regularly consume her special gumballs to maintain her enhancements; the need increases with exertion (such as using Extra Effort, recovering from an Affliction, etc). Using the speed-harness without being enhanced takes a tremendous toll on her body (but she can do it). **Motivation—Thrillseeker:** Gumball Rally is an adrenaline junkie, thriving on novelty and danger. Her impulsiveness overrules her intelligence and good sense.

a fledgling superhero. Unfortunately, her reckless and selfish nature brought her into conflict with more established costumed champions and she soon switched sides entirely, finding super-crime more rewarding and fun. The Candy Czar recruited Gumball Rally when she was robbing the same bank targeted by the Crew, and she's been a member ever since.

CINNAMON STYX

REAL NAME: Sinclair Van Meter

OCCUPATION: Criminal, stage magician, thief, drug dealer

BASE: Mobile

Sinclair Van Meter is the "black sheep" of the well-known Van Meter family of Emerald City, both because he was born to the family patriarch's Japanese-American third wife and because he chose a career as a performer instead of a "respectable" role in law or business. He gained success as a stage magician, combining tricks

CINNAMON STYX

PL11

STR 5 STA 8 AGL 4 DEX 5 FGT 4 INT 3 AWE 5 PRE 5

Powers: **Diabolic Transformation** (Alternate Form (Standard Action); **Demonic Form** (Morph 1); **Dread Visage** (Enhanced Advantage (Startle), Enhanced Skill (Intimidation +6); **Impervious to Flame** (Immunity 20 (Fire/Heat Damage)); **Monstrous Size** (Growth 4 (12 feet tall), Permanent); **Rugged Bone Plates** (Enhanced Advantages 2 (Weapon Bind, Weapon Break), Enhanced Dodge +4, Enhanced Parry +6)); **Tough** (Protection 4)); **Farsider Mutation** (Feature (Cinnamon-scented aura when using powers); **Psi Abilities** (Array; **Cinnamon Scorcher** (Ranged Shapeable Area Damage 11), **AE: Cinnamon Balm** (Healing 8, Energizing, Restorative); **AE: Cinnamon Fireballs** (Ranged Multiattack Damage 11); **AE: Pyrotechnics** (Environment 5 (Extreme Heat, Bright Light; 500 feet)), **AE: Searing Heat** (Perception Ranged Damage 8, Resisted by Fortitude))

Advantages: Agile Feint, Beginner's Luck, Benefit (Ambidexterity), Benefit (Well-off), Fascinate (Stage Magic), Language 2 (French, Japanese, English native), Set-Up, Skill Mastery (Sleight of Hand), Startle, Weapon Bind, Weapon Break

Skills: Acrobatics 6 (+10), Expertise: Club Scene 4 (+7), Expertise: Stage Magic 9 (+12), Intimidation 6 (+11), Persuasion 6 (+11), Ranged Combat: Cinnamon Fireballs 6 (+11), Sleight of Hand 7 (+12),

Offense: Initiative + 4, Cinnamon Scorcher — (Ranged, Shapeable Area Damage 11), Cinnamon Fireballs +11 (Ranged, Multiattack Damage 11), Searing Heat — (Perception Range, Damage 8, Fort DC 18), Unarmed +4 (Close, Damage 5)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 12, Will 10
All Growth modifiers included.

Totals: Abilities 62 + Powers 89 + Advantages 9 + Skills 19 + Defenses 11 = 190

Complications: Drug Addict: Cinnamon Styx regularly uses multiple party drugs, and may be impaired or make bad decisions as a result. **Family:** Both his wealthy and influential Emerald City family and his more distant Farsider relatives may cause problems for Cinnamon Styx. **Power Loss:** Sinclair has to make a Will check (DC 5) to assume his devil-form, and another Will check (DC 15) every hour to sustain it; if he fails, he reverts to human form and cannot transform again for an hour. In his human state, Van Meter doesn't have any of the powers listed under Diabolic Transformation and loses 4 ranks off each of his Psi-Abilities. **Motivation—Wealth:** Cinnamon Styx lives an expensive existence in his unpowered identity, spending lavishly on parties, travel, and expensive props for his performances; he needs money.

with comedy and theatrics. Sinclair was secretly aided by genuine psychic abilities—his family counted an exiled Farsider among their recent ancestry. While not very powerful, his pyrokinesis and bio-manipulation abilities served him well. Sinclair scored lucrative gigs in major cities, but spent most of his money on women, parties, and recreational drugs. Always in need of funds, he turned to petty theft and drug dealing to finance his lifestyle.

While making a rare visit back home to Emerald City, Sinclair was caught in the Silver Storm, which transformed him into a copper-colored demon and greatly increased



WICKED LICORICE

PL10

STR 3 STA 5 AGL 7 DEX 5 FGT 7 INT 1 AWE 4 PRE 4

Powers: **Bitter Breath** (Cone Area Cumulative Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Limited Degree); **Black Licorice Skin** (Concealment 2 (Sight), Limited: Only in darkness/shadow); **Faerie Blood** (Immunity 1 (Aging), Senses 9 (Accurate (All Aural), Darkvision, Extended Hearing 2 (100 feet), Ultra-hearing); **Glamour** (Morph 1 (Human Guise)); **Licorice-Limbs** (Elongation 4 (120 feet), Movement 5 (Sure-Footed 2, Swinging, Wall-Crawling 2), Speed 3 (16 MPH))

Advantages: Agile Feint, Attractive, Chokehold, Defensive Roll 3, Fast Grab, Favored Foe (Seelie Fey), Improved Grab, Improved Hold, Improvised Weapons 4, Language 3 (English, French, German, Spanish, Faerie native), Power Attack, Taunt

Skills: Acrobatics 5 (+12), Athletics 5 (+8), Close Combat: Unarmed 5 (+12), Deception 8 (+12), Expertise: Streetwise 9 (+10), Insight 6 (+10), Intimidation 6 (+10), Perception 4 (+8), Sleight of Hand 3 (+8), Stealth 4 (+11)

Offense: Initiative +7, Grab +12 (Close, Special, Reach 120 ft.), Improvised Melee Weapons +12 (Close, Damage 6, Reach 120 ft.), Unarmed +12 (Close, Damage 3, Reach 120 ft.)

Defense: Dodge 12, Parry 12, Fort 10, Toughness 8/5*, Will 8

* Without Defensive Roll

Totals: Abilities 72 + Powers 54 + Advantages 19 + Skills 28 + Defense 19 = 192

Complications: Averse to Bright Light: Must wear light-screening goggles or special contact lenses, otherwise he suffers a -1 penalty to all attack rolls and -2 penalty to Agility- and Dexterity-based skill checks when in bright light.

Enemies: Wicked Licorice has made numerous enemies due to his cruel pranks, greed, and generally surly, sarcastic manner. There are those in the Unseelie Court (and in the Arcadian Forest outside Emerald City) who bear him grudges. There are numerous European crime bosses and supervillains who have no love for Jack Malice. **Malevolent Trickster:** Wicked Licorice likes to play demeaning practical jokes on people, even his teammates (aside from the Candy Czar); no one appreciates his sense of humor for long, understandably.

Motivation—Self-indulgence: Jack Malice is driven by base desires for drink, food, and sex. Much of his downtime is spent carousing, spending his ill-gotten gains, and plotting another score.

his psi-powers. At first horrified, Sinclair eventually reverted to human form and realized the potential his new situation held. Debuting as the Copper Devil, he enjoyed a stint as a solo villain, but decided it made more sense to be part of a super-criminal team and joined the Crew after creating a new candy-themed moniker.

WICKED LICORICE

REAL NAME: Jack Malice

OCCUPATION: Criminal, trouble maker

BASE: Mobile

Exiled from the Unseelie Court by orders of the Winter Queen, the hobgoblin Jack Malice is an unrepentant burglar, drunkard, liar, and thug. His sordid history on Earth stretches back many years, to the day he arrived, escorted by the Queen's guardsmen. His various inhuman traits—elastic limbs, night-vision, and nauseating breath—made him an in-demand henchman for criminal organizations as soon as he made a few connections on

The Candy Crew!? Yeah, my dad told me about those losers. They used all sorts of lame candy puns, like "Now we have you candy cornered," and stuff like that. He said they were the biggest jokes ... wait, they took down Sonic and Bowman?

—THUNDERBOLT

the street. A well-known supercrook in France and Germany, he fled to the United States when the heat got to be too much of a bother in Europe. Wicked Licorice is a veteran Candy Crew member, having served with the gang back in the 1970s. He readily joined the newest incarnation.



HOOKS

When the Door is Ajar: The heroes get word the Candy Crew has recently robbed museums, rare book stores, and curio shops, taking only odd, not particularly valuable items. Not long after, various magical beasts and dark fey begin appearing in the city, running amok until the heroes stop them. This keeps happening more and more often, and meanwhile the Crew is nowhere to be seen. What is going on?

The truth is, one night while deeply drunk, Wicked Licorice told his teammates about his real history (previously claiming to be born with his powers); The Candy Czar became consumed with thoughts of looting the Unseelie Court's horde of magic and riches. So they stole the ancient objects needed to open a portal to the Fey dimension, but none of the Crew are adept at magic and the ritual went awry. The dimensional doorway stayed open, growing larger and larger, allowing all sorts of Fey creatures to travel to Earth-Prime. The Candy Crew meant to close the portal when they returned from the other side, but had to flee instead, because the Winter Queen's soldiers were close behind. The heroes should put two and two together once they investigate the stolen items' histories, also discovering the means to close the doorway with an item or book the Crew foolishly left behind at the site of one of their thefts. Doing so requires getting the Crew to repeat the ritual and return their purloined trea-

sures. Which means the heroes have to round them up and "convince" the gang to do the right thing.

Family Ties: The heroes are contacted by the Candy Crew, who warn them about an upcoming plot to smuggle a large cache of DNA-Ascendant formula, highly illegal tech, and kidnapped human test subjects out of the area. A new organization known as the Shadowgene Guild is behind this scheme. They approached the Crew about providing a distraction by staging a crime spree to keep the authorities and superheroes occupied while the group met their contact, who is going to transport them out of the country.

The gang initially balked at the job, as it was not their style, but then the organization revealed additional leverage: they had Gobstopper's mother Berta and young sister Holly in their hands, having snatched them a short time earlier. They also revealed a dossier by the Ministry of Powers (see **Northern Europe** in *Atlas of Earth-Prime*) identifying all the Gumm women as latent paranormals. This is likely why the Phenom's treatment went awry on Gobstopper, and subjecting Berta and Holly to the DNA-Ascendant process could cause even more radical transformations. The Crew agreed to the assignment, but decided to betray their employers. The Candy Crew plans to provide the distraction the organization wants, but give up the Shadowgene Guild's whereabouts, numbers, and resources, so long as the heroes promise to rescue Gobstopper's family and not pursue the Crew when the gang escapes following their staged string of robberies.

However, the gang actually plans a triple-cross; once they make sure Gobstopper's mum and sis are safe, they attempt to snatch the DNA-Ascendant materials, either to sell on the black market or to enhance their own powers. Their goal is a snatch-and-grab, but if necessary they attack the heroes (already weakened from battle with the Shadowgene Guild) to abscond with their goal. Regardless of whatever else happens, however, the PCs later receive a message from Gobstopper, stating she will someday repay her debt to them.

THE DEVIL'S ADVOCATES



MEMBERS: Angel, The Born Loser, Buddy, Cueball

BASE: Emerald City

MOTIVATION: Profit

Under the leadership of Link "Angel" Thomas, the Devil's Advocates became Freedom City's largest and most feared motorcycle gang, as well as a well-organized and trained fighting force. The Advocates earned fortunes smuggling drugs and guns, and spent them just as fast on beer, bikes, and babes. Anyone who got in their way got crippled or got dead!

Along the way, Thomas recruited three trusted lieutenants: Duke "Buddy" Kisum, Jake "Cueball" Duncan, and Danny "The Born Loser" Carmody, bonding as four outlaw brothers through their shared interests in bikes, violence, and partying. However, the gang's success came too easily for Thomas, and his search for spiritual fulfillment led him into satanic mysticism and zealous devil worship. Using his growing knowledge of unholy magic, he organized black masses with his three lieutenants to offer their souls to Lucifer in exchange for eternal youth and earthly power; one midnight a demonic entity calling itself "the Devil" appeared and granted their wishes.

MOTIVATION AND GOALS

Angel switched the gang's focus from terrorizing the decent folk of Freedom City to the much more lucrative

job of acting as enforcers for the infernal law firm of Cabot, Cunningham, and Crowley. Additionally, the Advocates serve as security for the new House of Ushers' organized debaucheries in exchange for beer and free admission.

TACTICS

The members of the Devil's Advocates (usually totaling about thirty bikers) obey Thomas and his lieutenants unquestioningly, out of loyalty or fear. Thomas sees them as pawns, sacrificing them in battle as they weaken and distract opponents while the supernaturally powered members of the gang bring their special abilities to bear.

HEADQUARTERS AND RESOURCES

With numerous outstanding arrest warrants against the gang's members, the Devil's Advocates wisely remain as mobile as possible. When the Advocates do stop traveling to indulge their vices until they pass out, they favor isolated spots around Freedom City like the Wharton National Forest, abandoned buildings and lots in the Fens, or the House of Usher.

Both the House of Usher and the law firm of Cabot, Cunningham, and Crowley patronize the gang and regard it as a valued asset—and one they are more than willing to introduce to other powerful entities of the criminal or supernatural underworld.

TYPICAL DEVIL'S ADVOCATE

MR3 · PL3

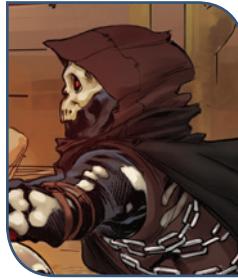
STR 2 STA 2 AGL 1 DEX 1 FGT 3 INT 0 AWE 0 PRE 1

Equipment: Cell phone, knife, leather jacket, light pistol, motorcycle (Medium; STR 1; SPD 6; DEF 0; TOU 8)**Advantages:** Equipment 4, Improved Critical (Knife), Improvised Weapon**Skills:** Athletics 4 (+6), Close Combat: Unarmed 1 (+4), Expertise: Criminal 4 (+4), Expertise: Current Events 2 (+2), Expertise: Streetwise 4 (+4), Intimidation 4 (+5), Ranged Combat: Handguns 2 (+3), Stealth 2 (+3), Vehicles 7 (+8)**Offense:** Initiative +1, Light Pistol +3 (Ranged, Damage 3), Knife +3 (Close, Damage 3, Crit. 19-20), Unarmed +4 (Close, Damage 2)**Defense:** Dodge 3, Parry 3, Fortitude 5, Toughness 3, Will 0**Totals:** Abilities 20 + Powers 0 + Advantages 5 + Skills 15 + Defenses 5 = 45

ANGEL

REAL NAME: Link Thomas**OCCUPATION:** Outlaw biker gang president**BASE:** Freedom City and mobile

Link Thomas learned early on that size, strength, and violence got him whatever he wanted. He eagerly embraced the outlaw biker lifestyle and joined the Devil's Advocates as soon as he was old enough to ride. Nicknamed Angel by his club, he rapidly moved up in the ranks to become their president.



The "blessing" bestowed by the devil conjured by Thomas' mystical dabbling heightened his physical abilities to superhuman degrees. In addition, he was granted supernatural abilities derived from one of the Biblical Four Horsemen of the Apocalypse, channeling the power of Death itself to slay mortals with merely a curse, a touch, or a gaze.

Overjoyed to meet and receive the blessing of his Satanic Majesty, Angel became even more dedicated to raising Hell on Earth. Thomas now wholeheartedly embraces hedonistic evil, devoutly faithful to his demonic master and confident in his sinister teachings.

He relies on tough talk and his charismatic and threatening presence to command. If provoked, he becomes joyously cruel and ruthless.

THE BORN LOSER

REAL NAME: Daniel "Danny" Carmody**OCCUPATION:** Outlaw biker**BASE:** Freedom City and mobile

Struggling musician Danny Carmody, a starving artist making ends meet by breaking legs and selling illicit

ANGEL

STR 8 STA 12 AGL 7 DEX 8 FGT 10 INT 1 AWE 2 PRE 3

Powers: **Angel of Death** (Array (44 points), **Death Curse** (Perception Ranged Progressive Affliction 11 (Resisted and Overcome by Will; Impaired, Disabled, Dying), Limited: target makes one check per day), **AE: Death Stare** (Perception Ranged Cumulative Affliction 11 (Resisted and Overcome by Will; Impaired, Stunned, Paralyzed), Sense-dependent (Vision)), **AE: Death Touch** (Cumulative Affliction 11 (Resisted and Overcome by Fortitude; Impaired, Disabled, Dying)); **Hell's Blessings** (Immunity 5 (Aging, Disease, Cold, Heat, Poison))**Equipment:** Motorcycle (Medium; Str 1; Spd 6; Def 0; Tou 8)**Advantages:** Diehard, Equipment 2 (motorcycle), Ritualist, Teamwork**Skills:** Close Combat: Death Touch 1 (+11), Close Combat: Unarmed 3 (+13), Expertise: Magic 4 (+5), Expertise: Streetwise 5 (+6), Intimidation 5 (+8), Perception 2 (+4), Vehicles 4 (+12)**Offense:** Initiative +7, Death Curse — (Perception, Progressive Affliction 11), Death Stare — (Perception, Cumulative Affliction 11), Death Touch +11 (Close, Cumulative Affliction 11), Unarmed +13 (Close, Damage 8)**Defense:** Dodge 9, Parry 10, Fortitude 12, Toughness 12, Will 9**Totals:** Abilities 102 + Powers 51 + Advantages 5 + Skills 12 + Defenses 9 = 179**Complications: Motivation—Greed:** Angel forfeited his soul to gain the world, and wants more of everything in exchange.**Weakness:** Contact with supernatural "Good" things, such as blessed weapons, holy water, or consecrated ground, repels the demonically tainted Angel, causing him tremendous pain. He resists this torment with Fortitude (rank depending on the size of the item and supernatural potency, consecrated ground is DC 15, for example), with failure leaving him stunned, dazed, or incapacitated as long as he remains exposed.

"diet pills" for quick cash, became the first of Thomas' lieutenants. To Carmody, nicknamed the Born Loser, the deal with the Devil made his life into an even crazier ride, killing the boredom until the world finally recognizes his musical "genius."

The "Devil's blessing" heightened his physical abilities to superhuman degrees. In addition, he was granted supernatu-

Serena,

It's been too long since anyone's heard from you. Yes, I know disappearing is part of being the Master Mage, but you've never been away this long before. Your friends are worried. And to be blunt, I need you.

A regular biker gang I can handle alone, but the Devil's Advocates are acting as muscle for some bad people, and they seem to have acquired real black magical powers. That's your specialty, not mine, and I need your help. Mostly, I just need to hear from you.

- Callie

THE BORN LOSER

PL10

STR 8 STA 11 AGL 6 DEX 8 FGT 9 INT 1 AWE 3 PRE 4

Powers: Hell's Blessings (Immunity 5 (Aging, Disease, Cold, Heat, Poison); Mass Starvation (Burst Area Progressive Selective Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Transformed))

Equipment: Motorcycle (Medium; Str 1; Spd 6; Def 0; Tou 8)

Advantages: Equipment 2 (motorcycle), Teamwork

Skills: Deception 2 (+6), Expertise: Music 6 (+7), Expertise: Streetwise 5 (+6), Intimidation 2 (+6), Perception 3 (+6), Vehicles 4 (+12)

Offense: Initiative +6, Mass Starvation — (Close, Burst Area Progressive Affliction 10), Unarmed +9 (Close, Damage 8)

Defense: Dodge 7, Parry 9, Fortitude 11, Toughness 11, Will 7

Totals: Abilities 100 + Powers 55 + Advantages 3 + Skills 11 + Defenses 5 = 174

Complications: Motivation—Greed: The Born Loser sold drugs and his very soul for Earthly profit. **Weakness:** Contact with supernatural "Good" things, such as blessed weapons, holy water, or consecrated ground, repels the demonically tainted Born Loser, causing him tremendous pain. He resists this torment with Fortitude (rank depending on the size of the item and supernatural potency, consecrated ground is DC 15, for example), with failure leaving him stunned, dazed, or incapacitated as long as he remains exposed.

CUEBALL

PL10

STR 8 STA 11 AGL 7 DEX 9 FGT 9 INT 1 AWE 3 PRE 5

Powers: War Axe (Strength-based Damage 3, Breaking*, Dangerous‡, Reach (ranged), Easily Removable); Hell's Blessings (Immunity 5 (Aging, Critical Hits, Cold, Heat), Impervious Toughness 11)

Equipment: Motorcycle (Medium; Str 1; Spd 6; Def 0; Tou 8)

Advantages: All-out Attack, Equipment 2 (motorcycle), Fearless, Improved Critical (War Axe), Improved Critical 4 (Unarmed), Improved Initiative, Improvised Weapon, Leadership, Power Attack, Startle, Takedown 2, Teamwork, Weapon Break

Skills: Close Combat: Unarmed 3 (+12), Expertise: Streetwise 5 (+6), Expertise: Tactics 9 (+10), Intimidation 5 (+10), Perception 3 (+6), Vehicles 3 (+12)

Offense: Initiative +11, War Axe +9 (Close, Damage 11, Reach 5 ft.), Unarmed +12 (Close, Damage 8)

Defense: Dodge 9, Parry 9, Fortitude 11, Toughness 11, Will 9

Totals: Abilities 106 + Powers 20 + Advantages 16 + Skills 14 + Defenses 8 = 164

Complications: Motivation—Greed: Cueball is a total mercenary. **Hatred:** Duncan despises peacemakers, pacifists, and antiwar activists. **Temper:** Duncan's frustrations inevitably lead to violence. **Weakness:** Contact with supernatural "Good" things, such as blessed weapons, holy water, or consecrated ground, repels the demonically tainted Cueball, causing him tremendous pain. He resists this torment with Fortitude (rank depending on the size of the item and supernatural potency, consecrated ground is DC 15, for example), with failure leaving him stunned, dazed, or incapacitated as long as he remains exposed.

* Breaking appears in the **Archaic Weapons** section of *Power Profiles* and grants the benefits of the Weapon Break advantage.

‡ Dangerous appears in the **Archaic Weapons** section of *Power Profiles* and each rank increases the weapon's critical threat range by 1, to a maximum of 16-20 with 4 ranks.

BUDDY

PL10

STR 8 STA 11 AGL 6 DEX 8 FGT 9 INT 0 AWE 1 PRE 3

Powers: Hell's Blessings (Immunity 5 (Aging, Disease, Cold, Heat, Poison); Pathogens (Cloud Area Progressive Contagious Selective Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated))

Equipment: Motorcycle (Medium; Str 1; Spd 6; Def 0; Tou 8)

Advantages: Equipment 2 (motorcycle), Teamwork

Skills: Deception 3 (+6), Expertise: Streetwise 6 (+6), Intimidation 3 (+6), Perception 3 (+4), Vehicle 1 (+9)

Offense: Initiative +6, Pathogens — (Close, Cloud Area Progressive Affliction 10), Unarmed +9 (Close, Damage 8)

Defense: Dodge 7, Parry 9, Fortitude 11, Toughness 11, Will 7

Totals: Abilities 92 + Powers 65 + Advantages 3 + Skills 8 + Defenses 6 = 174

Complications: Motivation—Thrills: Buddy lives for the rush of sex, drugs, and heavy metal music. **Weakness:** Contact with supernatural "Good" things, such as blessed weapons, holy water, or consecrated ground, repels the demonically tainted Buddy, causing him tremendous pain. He resists this torment with Fortitude (rank depending on the size of the item and supernatural potency, consecrated ground is DC 15, for example), with failure leaving him stunned, dazed, or incapacitated as long as he remains exposed

ral abilities derived from Famine of the Biblical Four Horsemen of the Apocalypse, transforming victims into horrifically emaciated skeletal weaklings.

Carmody believes he's outgoing and personable, oblivious to how off-putting his general boorishness is. When discussing or performing his music, he becomes insufferably self-important and petulant. He is fond of permanently disfiguring those who cross him.



BUDDY

REAL NAME: Duke Kisum

OCCUPATION: Outlaw biker

BASE: Freedom City and mobile

Second to rise to lieutenant rank in the Advocates was "Buddy" Kisum, a lover of ladies (including many he shouldn't have) seduced by the gang's many available "mamas." Kisum's disease-ridden form would likely have ended his days prematurely, but with the Devil's blessing his party is never going to end.



This "blessing" heightened his physical abilities to superhuman degrees. In addition, he was granted supernatural abilities derived from the Biblical Horseman of the Apocalypse known as Pestilence. With these powers, he can infect nearby crowds with a debilitating pestilence at will.

THE DEVIL'S ADVOCATES

AEGIS SECURE SYSTEM
DISTRICT 1

7:12 - EST

DEMAURIER, DAMANTHA
CLEARANCE YELLOW

RETURN TO MAIN DATABASE

FROM: Stewart Bonham <Rockstar@AEGIS.freedom.net>
TO: Damantha Demaurier <DemaurierDamantha@AEGIS.freedom.net>
SUBJECT: Threat Report — "The Devil's Advocates"

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Dame,

It's increasingly clear from reports in the field that this biker gang calling themselves the "Devil's Advocates" falls under your bailiwick. Take a look at their files. Their motif is more than just an affectation: They have powers. What I need to know is if those powers are actually supernatural or not and you're the expert.

I need your section to go over everything we have on these guys and to prepare a brief on how we should deal with them, especially if we're going to call in some outside assets for help. I know you've got a lot on your plate with the various other spook-shows we've been seeing lately, but prioritize this one as much as you can. All of this feels like part of a larger pattern. I've got a gut-feeling these bruisers are just the harbingers of something bigger and, if that's true, we need to know who and what as soon as possible.

Let me know if you need me to talk to the Director about additional resources. Whatever you need, I'll do my best to get it.

The lecherous "Buddy" Kisum, although crude, borders on being likable. In truth it's a ruse to get him all the women, drugs, and alcohol he wants. While not afraid of violence, he prefers inflicting pain over maiming or killing, making him the most "gentle" of the Advocates.

CUEBALL

REAL NAME: Jake Duncan
OCCUPATION: Outlaw biker
BASE: Freedom City and mobile

The last lieutenant recruited was Jake "Cueball" Duncan, widely feared for his violent nature, ability to take a beating, and eagerness to fight anyone who dared challenge him. Cueball joined after Thomas became the only man tough and twisted enough to earn his respect.



All the powers he gained for selling his soul made Duncan even more violent than ever. His physical abilities were heightened to superhuman degrees, and he was granted superior fighting abilities derived from War of the Biblical Four Horsemen of the Apocalypse. Duncan's lethal War Axe is his signature weapon, making him a deadly hand-to-hand combatant.

Supremely self-assured and belligerent, Duncan occasionally loosens up and enjoys some laughs, beers, and

mamas with his brother Advocates. Most of the time, he is either in a fight or looking to start one. Those who anger him wind up dead, swiftly and without exception.

HOOKS

The Glory Stompers: As the heroes celebrate finally bringing a supervillain archenemy to justice after a long struggle, the legal case against their foe begins to crumble. Evidence is destroyed (along with the surrounding buildings), and key witnesses recant their testimony ... or turn up dead. The player characters must carefully marshal their resources to protect the remaining elements of the prosecution's case, including ultimately themselves. In time, they find the Devil's Advocates are responsible and clash with them, but will they be able to connect their archenemy's attorneys, Cabot, Cunningham, and Crowley, to the gang?

Satan's Sadists: Player characters investigating the new House of Usher in Freedom City rumble with the Devil's Advocates at some point. It may be during a direct assault on an Usher-sponsored event, where they witness the gang's mercilessness towards all—including the other guests, who make handy decoys and hostages. Alternatively, the Ushers learn of the heroes' snooping and send the Advocates after them. In this case, the Advocates take advantage and launch surprise attacks against isolated and outnumbered player characters. If captured, the heroes find themselves the chosen victims for the Ushers' next torture garden party.

ECLIPSE SYNDICATE



MEMBERS: Callisto, Europa, Luna, Titan

BASE: Emerald City

MOTIVATION: Profit

The Eclipse Syndicate began life as the dream of Dr. Lawrence Jupiter, a scientist who wanted to answer the age-old question of nature versus nurture. Dr. Jupiter was obsessed with the rise of superhuman powers and he wondered if there were something special about the genetics of superheroes. He theorized that anyone could be given powers in the correct environment and he set about designing an experiment to prove his hypothesis.

He kidnapped a regular human girl for his control group and he created four clones of her for his test group. He named each clone after a different moon in the solar system and gave each to an expert for training. Callisto went to a ninja sensei, Luna to a sorcerer, Titan was subjected to genetic mutation, and Dr. Jupiter kept Europa as a scientific protégé.

The test was a resounding success as each girl excelled in her chosen field, proving (at least to Dr. Jupiter) that anyone could become superhuman with the right "nurturing." Unfortunately for the good doctor, the girls were upset with how he and their masters had treated them and now had the power to destroy all of them ... if they teamed up. The clones killed all of their "parents" and burned down the doctor's laboratory before disappearing together. The girls

went into hiding and built an underground headquarters to store the cloning tanks they rely on. Now they act as assassins, thieves, and bodyguards for the highest bidder as the Eclipse Syndicate.

MOTIVATION AND GOALS

The members of the Eclipse Syndicate have dedicated themselves to using their unique blend of abilities to acquire as much money and notoriety as possible. They've spent their entire lives being groomed to be the best and now they want to prove they are. The Syndicate members rebel against any authority that isn't their own and have vowed to never be locked away or experimented on again.

Most of the girls are content with their mercenary lifestyle but Europa believes their Syndicate could be a major force in the criminal underworld. She thinks the only thing holding them back is their reliance on the cloning vats. Europa always takes contracts from technological criminals, hoping to find research on cloning in addition to whatever her employer wants.

TACTICS

The Syndicate is a dangerous unit that specializes in theft, kidnapping, assassination, and espionage. They're contract

EUROPA

PL10

STR 2/10* STA 2 AGL 2 DEX 2 FGT 2 INT 7 AWE 2 PRE 3

Powers: **Clone Connection** (Mental Communication 1 (100 feet), Telepathy, Limited: Other Eclipse Syndicate Members Only); **Eclipse Battlesuit** ((Removable Device), **Armor Plating** (Impervious Protection 8), **Arsenal** (Array (24 points) **Deep Impact Blast** (Ranged Damage 8, Penetrating 8, **AE: Energy Blast** (Ranged Multiattack Damage 8), **AE: Micro Missiles** (Ranged Burst Area Damage 8), **Servo Motors** (Enhanced Strength 8)), **Combat Computer** (Enhanced Trait 36 (Dodge 8, Parry 8, Close Attack 6, Evasion, Improved Critical (Energy Blast), Move-by Action, Power Attack, Ranged Attack 10), **Sealed Environment** (Immunity 10 (Life Support)), **Thrusters** (Flight 7 (250 MPH))) *With Servo Motors.

Advantages: Close Attack 6, Evasion, Improved Critical (Energy Blast), Inspire 2, Inventor, Leadership, Move-by Action, Power Attack, Ranged Attack 10, Teamwork

Skills: Acrobatics 6 (+8), Expertise: Robotics 3 (+10), Insight 8 (+10), Investigation 2 (+9), Perception 6 (+8), Technology 5 (+12), Treatment 2 (+9)

Offense: Initiative +2, Deep Impact Blast +12 (Ranged, Damage 8, Penetrating 8), Energy Blasts +12 (Ranged, Multiattack Damage 8, Crit. 19-20), Micro Missiles (Ranged, Burst Area Damage 8), Unarmed +8 (Close, Damage 2), Servo Motors +8 (Close, Damage 10)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 10, Will 8

Totals: Abilities 44 + Powers 85 + Advantages 5 + Skills 16 + Defenses 12 = Total 162

Complications: Motivation—Control: Europa was controlled closely by Dr. Jupiter her entire life. Now that she's free, she has a pathological need to control her life and the lives of her sisters. She believes she knows what's best for them. **Clone**

Maintenance: Europa must be submerged in her cloning vat roughly once a week or she slowly disintegrates into gray sludge. **Relationship:** Europa is the team leader and feels a grave sense of responsibility to her sisters. She strives to protect them at all costs.

criminals, happy to perform all manner of felonious acts in the name of profit. Their shared mental link lets them act with singular purpose. Their wide variety of powers has made them experts at fighting teams of well-equipped or super-powered foes. Europa coordinates her sisters in battle, exploiting their respective strengths and compensating for their weaknesses. Luna augments her sisters and keeps their enemies off balance with confusing illusions and punishing ranged attacks. Titan acts as the Syndicate's muscle and soaks up enemy attacks while Callisto acts as their wild card.

HEADQUARTERS AND RESOURCES

The Eclipse Syndicate combined Europa's science and Luna's magic to create a hidden facility in the Undercity of Emerald City. They use this underground hideout to store their cloning vats, organize their jobs, hone their skills, and hide from the world. Each member has her own wing of the facility dedicated to her power set.

UNDERCITY LAIR

HQ · 16 POINTS

Size: Large • **TOU:** 12 • **Features:** Computer, Concealed 2 (+15 DC), Defense System, Gym, Laboratory, Living Space, Power System, Security System 2 (DC 25), Workshop

ECLIPSE SYNDICATE

CALLISTO

PL9

STR 2 STA 2 AGL 4 DEX 6 FGT 12 INT 3 AWE 3 PRE 2

Powers: **Clone Connection** (Mental Communication 1 (100 feet), Telepathy, Limited: Other Eclipse Syndicate Members Only); **Energy Katana** (Strength-based Damage 4, Penetrating 6, Easily Removable Device); **Throwing Weapons** (Array, (Easily Removable), **Bolos** (Ranged Cumulative Affliction 4 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Flash Pellet** (Ranged Cumulative Burst Area Affliction 4 (Resisted and Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware)), **AE: Shuriken** (Ranged Multiattack Damage 2, Accurate), **AE: Smoke Bomb** (Cloud Area 2 (30 feet) Concealment Attack 2, Concealment vs. normal sight))

Advantages: Accurate Attack, Agile Feint, Chokehold, Defensive Roll 4, Evasion, Fast Grab, Hide in Plain Sight, Improved Critical (Energy Katana), Improved Disarm, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Prone Fighting, Quick Draw, Set-up 3, Teamwork

Skills: Acrobatics 10 (+14), Athletics 7 (+9), Close Combat: Unarmed 4 (+16), Deception 6 (+8), Investigation 5 (+8), Perception 7 (+10), Ranged Combat: Throwing Weapons 8 (+14), Sleight of Hand 4 (+10), Stealth 10 (+14), Vehicles 3 (+9)

Offense: Initiative +8, Bolos +14 (Ranged, Cumulative Affliction 4), Flash Pellet (Ranged, Cumulative Burst Area Affliction 4), Shuriken +16 (Ranged, Multiattack Damage 2), Smoke Bomb (Ranged, Cloud Area Concealment Attack 2), Energy Katana +12 (Close, Damage 6, Penetrating 6), Unarmed +16 (Close, Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 8, Toughness 6/2*, Will 9 *Without Defensive Roll.

Totals: Abilities 68 + Powers 18 + Advantages 24 + Skills 32 + Defenses 20 = Total 162

Complications: Motivation—Loyalty: Callisto works with her sisters out of a sense of loyalty. **Clone Maintenance:** Callisto must be submerged in her cloning vat roughly once a week or she slowly disintegrates into gray sludge. **Mute:** Callisto's vocal cords were severed as part of her training process, rendering her unable to verbally communicate.

EUROPA

Europa was Dr. Jupiter's favorite test subject and he drilled into her his love of science and technology. He oversaw her construction of a suit of advanced battle armor to protect her and increase her mobility, which she uses when working in the field. The doctor also acted as her task-master when he taught her battlefield tactics. Now that Dr. Jupiter is gone, Europa is the leader of the Eclipse Syndicate and she secures all of their contracts. She uses reason and tactics to coordinate the actions of her sisters. She is a brilliant leader who commands the unwavering respect of her charges.



CALLISTO

Callisto was chosen by Dr. Jupiter to undergo the intensive physical and psychological training of the ninja. She

LUNA

PL10

STR 0 STA 2 AGL 2 DEX 4 FGT 0 INT 2 AWE 6 PRE 4

Powers: **Clone Connection** (Mental Communication 1 (100 feet), Telepathy, Limited: Other Eclipse Syndicate Members Only); **Floating Disk** (Flight 4 (30 MPH), Platform); **Mystical Shielding** (Sustained Impervious Protection 10); **Spellcasting** (Array; **Healing Light** (Healing 8, Persistent, Restorative, Stabilize), **AE: Invisibility** (Concealment 4 (All Vision), Affects Others), **AE: Mystic Chains** (Ranged Cumulative Affliction 12 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Immobile and Defenseless) Extra Condition, Limited Degree), **AE: Mystical Bolt** (Ranged Multiattack Damage 10, Accurate, Affects Insubstantial), **AE: Mystical Trickery** (Illusion 8 (500 cu. ft.), Affects Visual, Aural, Tactile, Illusion Area))

Advantages: All-out Attack, Eidetic Memory, Languages 3 (Greek, Latin, Hebrew, The Black Tongue, English native), Power Attack, Ritualist, Teamwork, Trance

Skills: Expertise: Magic 10 (+12), Insight 4 (+10), Perception 6 (+12), Ranged Combat: Spellcasting 4 (+8)

Offense: Initiative +2, Mystic Chains +8 (Ranged, Cumulative Affliction 12), Mystical Bolt +10 (Ranged, Multiattack Damage 10, Affects Insubstantial)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 12, Will 12

Totals: Abilities 40 + Powers 67 + Advantages 9 + Skills 12 + Defenses 24 = Total 152

Complications: Motivation—Safety: Luna fears the powers at her command and the other preternatural creatures she knows live in the shadows. She stays with her sisters for her own safety and to keep them safe. **Clone Maintenance:** Luna must be submerged in her cloning vat roughly once a week or she slowly disintegrates into gray sludge. **Power Loss:** Luna must be able to use her hands and speak to cast her spells.

TITAN

PL10

STR 7 STA 8 AGL 4 DEX 6 FGT 9 INT 1 AWE 2 PRE 0

Powers: **Clone Connection** (Mental Communication 1 (100 feet), Telepathy, Limited: Other Eclipse Syndicate Members Only); **Eclipse Breastplate** (Removable, Protection 3); **Energy Great Axe** (Array, Easily Removable Device; Axework (Strength-based Damage 3, Penetrating 8), **AE: Haft Laser** (Ranged Damage 10, Unreliable (5 uses)); **Strong Legs** (Leaping 4 (120 feet)); **Toughened Skin** (Impervious Toughness 8)

Advantages: All-out Attack, Close Attack, Daze (Intimidation), Diehard, Fast Grab, Fearless, Great Endurance, Improved Grab, Improved Hold, Improved Smash, Interpose, Power Attack, Ranged Attack 4, Startle, Teamwork

Skills: Athletics 5 (+12), Expertise: Tactics 7 (+8), Insight 4 (+6), Intimidation 10 (+10), Vehicles 2 (+8)

Offense: Initiative +4, Axework +10 (Close, Damage 10, Penetrating 8), Haft Laser +10 (Ranged, Damage 10), Throw +10 (Ranged, Damage 7), Unarmed +10 (Close, Damage 7)

Defense: Dodge 9, Parry 9, Fortitude 12, Toughness 11, Will 6

Totals: Abilities 74 + Powers 25 + Advantages 18 + Skills 14 + Defenses 13 = Total 144

Complications: Motivation—Thrills: Titan loves the thrill of danger and combat. She's a risk taker and enjoys jumping in without looking and letting the cards fall where they may. **Clone Maintenance:** Titan must be submerged in her cloning vat roughly once a week or she slowly disintegrates into gray sludge. **Temper:** Titan's hormonal enhancements have left her with a volatile nature and she often loses control in combat.

was separated from her sisters at a young age and raised in isolation. She was pushed to the limits of human ability by her sensei. She became a gifted martial artist, master of stealth, and escape artist. Now Callisto serves her sisters as a scout, information gatherer, and assassin.



LUNA

Luna was chosen by Dr. Jupiter to learn the mystic arts and spent her childhood as the apprentice of a sorcerer. The sorcerer showed Luna things that drove her to the brink of insanity, but also taught her how to weave her will into the fabric of reality. She was an excellent student and quickly mastered her new powers. However, the power she possessed frightened her and she was hesitant to use it. After months of torture to get her to recommit to her studies, the sorcerer dubbed her a failure and returned her to Dr. Jupiter. She is the smallest and most timid of her sisters and prefers to stay behind them in combat. She uses her magic to heal her sisters' wounds and to harass enemies from afar.



TITAN

Titan was selected by Dr. Jupiter to undergo genetic and hormonal mutation. She had her DNA rewritten to create a new breed of super woman. She was gifted with enhanced strength and durability at the expense of her ability to control her emotions. Titan now acts as the Syndicate's muscle, smashing heads and taking hits for her sisters.



HOOKS

The Original: A young woman approaches one of the heroes while they're on patrol or at their headquarters if he or she has a public identity. She is seeking protection from the Eclipse Syndicate. She claims to be the girl Dr. Jupiter cloned to create the Syndicate and says Europa is trying to capture her. She asks to be given sanctuary in their base until the threat is over. What the heroes don't know is that this girl is in fact Europa and she has been hired by a third party to infiltrate the heroes' headquarters and extract as much information about them as possible. She plans to have the rest of the Syndicate attack the headquarters to distract her defenders while she hacks into their computers to recover some piece of information in the confusion.

ECLIPSE SYNDICATE

THE FACTOR FOUR

MEMBERS: Professor Fathom, Granite, Pyre, and Sylph
BASE OF OPERATIONS: The Crystal Complex, North Pacific Ocean

MOTIVATION: Profit, power, and restoration of their human forms

The Factor Four were rivals of the original Atom Family, criminal archeologists and “adventurers” known for making a tidy profit off their finds, and caring very little about niceties like international treaties or other cultures. The Four later acquired powers using a set of mystical artifacts, becoming dangerous super-criminals. In the process, they lost their flesh-and-blood human forms, now made up of pure elemental forces. Ever since, they have continued their habit of plundering historical sites, museums, and private citizens of valuable artifacts and lore, all the while looking for means to increase their powers and their mastery over them.

MOTIVATION AND GOALS

Professor Fathom was always motivated by an irrational need to be the first to discover what no one else had seen before, and to be the one to decide how to exploit it for his own benefit. Still, even the money brought in by the questionable sales of his finds was secondary to proving his skills and winning those finds in the first place.

Since their transformation into elemental beings, the Factor Four have been primarily motivated to find additional sources of arcane lore and power, which might grant them additional control over their abilities. Ultimately, they want to achieve the power to shift between their human and elemental forms at will, allowing them to retain their power but also be able to enjoy all that it can bring them. So long as Professor Fathom remains the best possible means of achieving that goal, Granite, Pyre, and Sylph remain loyal to him.



Along the way, of course, the Factor Four have no qualms about feathering their future nest with the ill-gotten gains of outright theft, plunder, and payment for mercenary work. Professor Fathom realized some time ago that it was wise to allow Granite to exercise his mercenary skills so he and Pyre can blow off steam, keeping them from becoming restive and difficult to manage.

TACTICS

Unless they significantly outclass their opponents, the Factor Four's primary goal in a confrontation is escape. This is facilitated by their new headquarters (see the following): Professor Fathom just needs a matter of moments to open a doorway back to the Crystal Complex, through which the Four cannot be followed. Granite and Pyre typically run interference, while Sylph can create an obscuring (and, if desired, suffocating) cloud to cover their retreat.

When the Factor Four feel confident that their power is equal to that of their foes, Granite and Pyre tend to serve as front-line fighters, while Sylph and Professor Fathom use their Affliction attacks against targets too quick or tough for their teammates. Against foes he cannot drown, Fathom switches to his water blasts. Sylph is fairly ineffectual against foes who do not breathe, but has been known to use her Concealment and limited Move Object effects to cause trouble while remaining largely untouchable.

HEADQUARTERS

The Factor Four have moved into an ancient Lemurian complex they discovered in the north Pacific. Professor Fathom believes it was originally some sort of control or transportation center. The central part of the complex is a vaulted chamber made up of multi-colored crystals, which appear to act as controls to a series of gateways. They are able to connect to different points around the world, controlled by moving small, carved crystals in the chamber, and accessible by remote use of the crystals elsewhere. This allows the Factor Four to appear and disappear through dimensional "doorways" when it suits them, although the location of the doorways is somewhat dictated by the local ley line structures and is not always as convenient as they might wish.

THE CRYSTAL COMPLEX

HQ • 19 POINTS

Size: Gargantuan • **TOU:** 12 • **Features:** Dimensional Portal, Dock, Effect (Teleport 14, Portal, Extended (16,000 miles), Limited to Extended, Limited Locations), Holding Cells, Isolated, Laboratory, Power System, Sealed, Secret 3 (DC 30), Self-Repairing

PROFESSOR FATHOM

REAL NAME: Richard Calumus
OCCUPATION: Archeologist, criminal
BASE: The Crystal Complex

Dr. Richard Calumus was one of Dr. Atom's most brilliant students and an explorer at heart like his mentor. Unfortunately, he was solely interested in satisfying his own

PROFESSOR FATHOM

PL11

STR 1 STA 2 AGL 3 DEX 2 FGT 4 INT 8 AWE 2 PRE 2

Powers: **Engulf** (Cumulative Shapeable Area Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration); **AE: Water Blast** (Ranged Damage 11, Accurate 4); **Liquid Form** (Concealment 2 (Visual) Limited to Underwater; Elongation 8 (1,800 feet); Immunity 10 (Life Support); Insubstantial 1, Permanent; Impervious Protection 10; Swimming 5 (16 MPH))

Advantages: Contacts, Defensive Attack, Equipment 4 (The Crystal Complex), Evasion, Favored Environment (Aquatic), Leadership

Skills: Close Combat: Unarmed 6 (+10), Deception 6 (+8), Expertise: Archeology 8 (+16), Expertise: History 6 (+14), Expertise: Magic 6 (+14), Insight 8 (+10), Perception 4 (+6), Persuasion 6 (+8), Stealth 4 (+7), Technology 8 (+16)

Offense: Initiative +3, Engulf — (Close, Cumulative Affliction 11, Dodge/Fortitude (DC 21)), Water Blast +10 (Ranged, Damage 11)

Defense: Dodge 10, Parry 10, Fortitude 10, Toughness 12, Will 12

Totals: Abilities 48 + Powers 95 + Advantages 9 + Skills 31 + Defenses 31 = Total 214

Complications: **Acquisitive:** Professor Fathom lusts after what he does not (and often cannot) have, drawn to acquire new things: artifacts, knowledge, and power. **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Watery:** Fathom's watery form can be evaporated or frozen solid by suitable effects which incapacitate him.

curiosity, greed, and need for achievement rather than furthering the reach of science or improving the lot of humanity. Richard's discoveries were for sale to the highest bidder, and he cared nothing for preserving unique or historical finds. For years, Calumus and his crew of assistants were the Atom Family's rivals, trying to exploit the hidden wonders of the world.



Calumus' luck ran out when he discovered the location of the fabled Prime Elements, gemstones representing each of the four ancient elements, reputed to possess mystical powers. Calumus had little interest in the stones' supposed powers, but they would command a tremendous price on the black market. He and his associates discovered the resting-place of the stones, but something unexpected happened. In a blast of magical power, the Prime Elements were invested into each of the four would-be thieves, transforming them into elemental beings.

At first, the Factor Four reveled in their new powers, until they discovered they couldn't entirely control them and their inhuman transformations were permanent. Since then, Calumus (now known as Professor Fathom) has been working to find a way to return himself and his associates to their human forms (preferably while retaining their elemental power). The Factor Four also continues to explore, looking for new resources to further or fund their search.

Professor Fathom is cold and calculating. He looks at everything from the perspective of how it can profit him.

THE FACTOR FOUR

All other considerations are irrelevant. He considers this "enlightened self-interest," but it is purely selfishness and greed. He's quite intelligent, but often blinded by his own desire to be successful. He tends to look down on his intellectual inferiors although he also understands how to manipulate them quite well. He enjoys his power, but is frustrated by his limitations.

Professor Fathom's body is made up of water under his mental control. He can reshape his watery form as desired, flow through any small opening, and blast water with the force of a geyser. He's very resistant to harm since most physical attacks tend to pass right through him and he has no need to eat, breathe, or sleep. His life force is sustained by mystical energy. Professor Fathom is vulnerable to having his form evaporated into steam or frozen. This is just a "special effect" of Fathom being incapacitated by a heat or cold attack, and he recovers normally as his body condenses or thaws.

GRANITE

REAL NAME: William Cole

OCCUPATION: Mercenary

BASE: The Crystal Complex

Bill Cole has always been a tough guy, now more than ever. When he first began working for Dr. Calumus, Cole was just a bruiser, in charge of lifting heavy things and removing obstacles (living or otherwise) from the doctor's way. Cole knew how to take orders from his military days and how to handle himself in a fight. He liked the money and he also liked Sylvie McAl-



GRANITE

PL10

STR 13* STA 7* AGL -1 DEX 0 FGT 5 INT -1 AWE 0 PRE 0

Powers: **Shockwave** (Burst Area Damage 10, Limited: Both Granite and targets must be touching the ground

AE: **Groundstrike** (Burst Area Affliction 10 (Vulnerable, Defenseless, Resisted and Overcome by Fortitude), Instant Recovery, Limited Degree, Limited: both Granite and targets must be touching the ground); **Rock Form** (Enhanced Strength 5; Growth 4, Permanent; Immunity 10 (Life Support); Protection 7; Impervious Toughness 10)

Advantages: Close Attack 2, Improved Hold, Power Attack, Takedown

Skills: Expertise: Paramilitary 6 (+5) Intimidation 6 (+8)*, Ranged Combat: Throwing 8 (+8)

Offense: Initiative -1, Unarmed +7 (Close, Damage 13)

Defense: Dodge 6*, Parry 6*, Fortitude 12, Toughness 14, Will 7
*Includes Growth modifiers.

Totals: Abilities 20 + Powers 56 + Advantages 5 + Skills 10 + Defenses 24 = Total 115

Complications: Follows Orders: Granite obeys orders like a good soldier.

Inhuman: All of the Factor Four are no longer human and cannot pass unnoticed in human society.

Loves Sylph: Granite would do virtually anything for Sylph and tries to protect her.

lister a lot, although he knew she was Dr. Calumus' girl, so he kept his distance.

The power of the Prime Earth transformed Cole into a hulking creature of solid rock with the strength and endurance of a mountain. Although he's stronger and tougher than ever, Granite is isolated beneath his rocky exterior. But he keeps following Professor Fathom's orders like a good soldier, knowing his boss will fix everything eventually.

Cole was a simple-minded brute and his transformation into Granite has only enhanced this aspect of his personality. He's contemptuous toward things and people that can't harm him, and lashes out at things that can. He's loyal to Professor Fathom because Dr. Calumus is so much smarter than he is, and because Granite is sure he knows the right thing to do. He'd do almost anything for Sylph, even if it meant going against the others.

Granite is a massive figure of solid stone. He's tremendously strong and resistant to injury. He's also immune to things like suffocation, doesn't need to eat or sleep, and can ignore intense heat and cold. In fact, Granite doesn't feel much of anything these days. His typical approach to a problem is to smash his way through it unless Professor Fathom or Sylph tell him otherwise.

PYRE

REAL NAME: Jack Connors

OCCUPATION: Pilot, criminal

BASE: The Crystal Complex

Jack Connors was always a hotshot when it came to anything that moved fast: planes, cars, or women. He hooked up with Dr. Calumus when he needed a driver and pilot able to handle any vehicle and go anywhere. The money was good, and Jack didn't particularly care where it came from or what he had to do to get it. He just liked the lifestyle. Things changed when Jack was infused with elemental fire and became Pyre, Master of Flame.



"Hot-headed" fits Pyre to a T. He's quick-tempered and passionate, with a thirst for peril and excitement. His new form limits his entertainment options, and he uses danger and combat to help him to feel alive. Pyre is quick to take action, although Professor Fathom can restrain him (even momentarily douse him, if need be).

Pyre constantly radiates heat and flames flicker all around him, obscuring his features. He can damp down the heat he emits slightly and uses special heatproof gloves to handle things, but he can't touch most things for long without burning or melting them. At its normal level, Pyre's fiery aura is enough to melt or vaporize many weapons before they can strike him. He can project bolts of flame from his hands or his mouth. By projecting a jet of flame behind him, Pyre can fly through the air. He strikes

PYRE**PL10****STR 0 STA 1 AGL 3 DEX 3 FGT 4 INT 0 AWE 1 PRE 1**

Powers: **Fire Form** (Reaction Damage 8; Immunity 15 (Fire Damage, Life Support); Impervious Protection 5, Limited to Weapons that Melt or Burn); **Flame Blast** (Ranged Damage 10); **Rocket Flight** (Flight 7 (250 MPH))

Advantages: Defensive Roll 4, Move-by Action, Ranged Attack 4, Second Chance (Vehicles checks), Taunt

Skills: Deception 6 (+7), Expertise: Mechanic 5 (+5), Insight 4 (+5), Perception 4 (+5), Ranged Combat: Flame Blast 3 (+6), Vehicles 10 (+13)

Offense: Initiative +3, Flame Blast +10 (Ranged, Damage 10), Unarmed +6 (Close, Damage 8, fiery aura)

Defense: Dodge 10, Parry 10, Fortitude 8, Toughness 10/6*, Will 8 *Without Defensive Roll.

Totals: Abilities 26 + Powers 86 + Advantages 11 + Skills 16 + Defenses 27 = Total 166

Complications: **Hot-Tempered:** Pyre has a temper as hot as his namesake and is easily provoked. **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Thrill-Seeker:** Excitement is Pyre's drug of choice and how he feels the most alive.

at foes with blasts of flame from a distance, or tries to grapple them with his burning form.

SYLPH

REAL NAME: Sylvia McAllister

OCCUPATION: Technician, criminal

BASE: The Crystal Complex

Sylvia McAllister always had a tendency to get involved with the wrong sort of men, and her worst move was when she got involved with Richard Calumus. She was drawn to his intellect, his natural charisma, and particularly to the way he went after what he wanted. Sylvia became Dr. Calumus' assistant and eventually his lover. She was transformed along with Calumus and his other associates by exposure to the Prime Elements. Her relationship with Professor Fathom is no longer physical, but Sylvie is more dependent on him than ever.



Sylph is vain, catty, and cruel toward most people. She fawns over Professor Fathom and wants to please him. She knows Granite is attracted to her and that she can twist him around her little finger (and Pyre, too, if she turns on the charm). She enjoys her power, but would give it up in an instant in order to live the life of sensual luxury she really wants. She misses sensation, the benefit of having a physical body, and would do anything, even betray her teammates, in order to get it.

Sylph's body has been transformed into a gaseous state. She can pass through any opening that is not airtight

SYLPH**PL9****STR 0 STA 0 AGL 2 DEX 1 FGT 2 INT 0 AWE 0 PRE 1**

Powers: **Gaseous Form** (Concealment 2 (Visual), Partial, Permanent; Concealment Attack 2 (Visual), Shapeable Area 2; Flight 4 (30 MPH); Immunity 10 (Life Support), Immunity 20 (Energy effects, Half Effect); Insubstantial 2, Permanent); **Suffocation** (Shapeable Area Cumulative Affliction 9 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration); **Whirlwind** (Move Object 1)

Advantages: Attractive, Improved Initiative

Skills: Deception 8 (+9), Perception 6 (+6), Persuasion 8 (+9), Technology 6 (+6)

Offense: Initiative +6, Suffocation — (Close, Affliction 9, Dodge/Fortitude DC 19)

Defense: Dodge 9, Parry 6, Fortitude 9, Toughness 0, Will 8

Totals: Abilities 12 + Powers 86 + Advantages 2 + Skills 14 + Defenses 28 = Total 142

Complications: **Inhuman:** All of the Factor Four are no longer human and cannot pass unnoticed in human society. **Sensualist:** Sylph, above all of the Four, longs to *feel* once again and to enjoy being human once more. **With the Winds:** Sylph is a follower, not a leader, and looks to Prof. Fathom for guidance.

and is largely immune to physical harm. She can fly through the air and is capable of using her inert gaseous form to suffocate opponents by enveloping them, either to render them unconscious or to kill them by cutting off their oxygen for long enough. She can likewise whip up a cloud like a thick fog to obscure the activities of her associates.

HOOKS

The Tablets of Thoth: Professor Fathom has learned of ancient Egyptian alchemical texts at a museum in Emerald City and wants to acquire them for the information they might contain about the Prime Elements. As it turns out, Dr. Azoth is also interested in the tablets and dispatches his Homunculi to fetch them, bringing the two sets of villains into conflict and putting numerous valuable museum displays in danger. If the Factor Four get the tablets, they may learn to increase their powers and attain the ability to assume human form they seek. If Dr. Azoth gets them, he may be able to use them to wrest the power of the Prime Elements from the Four, bestowing those powers to his own Homunculi!

This Old House: There's far more to the Crystal Complex than the Factor Four know, but they begin to suspect when evidence arises of them embarking on after-hours forays in various parts of the world, forays none of them can remember. All of the sites are intersections of ley lines, and the Four's activities seem intended to alter their flow in various ways. What is the force at work in the Crystal Complex and why is it influencing the Factor Four in this fashion? When reluctant members of the Four come to the heroes looking for help and then promptly turn on them with glazed looks, what do the heroes do?

HOCUS & POCUS

REAL NAME: Ashley Rahner and Matthew Dickerson
OCCUPATION: Stage magicians turned criminal consultants
BASE: Emerald City

When their cushy corporate jobs fell apart in the recession, the young couple of Ashley Rahner and Matt Dickerson found themselves unemployed and scraping together a living from odd jobs and busking. The pair had met in college through an amateur magic club, and in between temp jobs they found they loved the lifestyle and applause of street performance. Between "Miracle Matt's" charm and sleight of hand and "The Astonishing

Ashley's" ability to slip any restraint, the pair survived on pedestrian donations as they traveled the west coast. Their routine and innovative tricks eventually caught the eye of talent agent Gerald Gleason, and the pair suddenly found themselves playing in actual theaters and appearing on morning shows. Their life had finally rebounded, until Gleason vanished with six months' worth of theater receipts.

Suddenly adrift without work or cash, Ashley and Matt also uncovered Gleason's extensive debts to local criminals to help fund their performances. Within days, enforcers arrived to collect the money owed, and in a panic the couple offered their considerable skills to pay off their debts. Ashley's technical expertise and Matt's gift for psychology and misdirection allowed the pair to waltz into the city diamond exchange unnoticed, while a phony staged robbery up front let them walk out the front door as "terrified witnesses." Both found the thrill of turning their craft to crime irresistible. After paying down their debts, they donned the costumed identities of Hocus and Pocus and began pitting their trickery and wits against super-powered opponents!

Now working for themselves, the happy couple spends weeks at a time planning perfect criminal performances, staking out their targets as Hocus learns the human element and Pocus plants her mechanical trickery across a location. By the time they don their costumes and make their grand entrance, both magicians are ready to run through the robbery like an elegant dance, aided by an arsenal of gadgets to astonish and intimidate, and already sure they know exactly how their impromptu audience will react. With smoke and mirrors, they put on a daring show and rouse the crowd—all the while the true object of their desire was likely stolen hours or days ago, making its mysterious vanishing amidst their trickery seem miraculous. Hocus and Pocus know their roles well, and many law enforcement agencies and superheroes remain unsure if the daring thieves are simply talented stage magicians or actually command arcane forces.

PERSONALITY

Both Hocus and Pocus are excited and charming stage personalities who adore attention and love the rush of outwitting others. The pair are deeply and unabashedly in love, often flirting mid-crime. Hocus is a charmer and showman, always ready with a compliment or barb and eager to make friends even as he robs victims blind. Pocus is more



HOCUS

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	7	7	4	1	4	6

POWERS

Cold Read: Mind Reading 5, Check Required 11 (Insight DC 20), Effortless • 4 points

Flashy Entrance: Variable 3 (15 points), Slow • 18 points

EQUIPMENT

Bag of Tricks: Brass Knuckles (Strength-based Damage 1), Flash Grenade (Ranged Burst Area Affliction 4 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Visual only), Smoke Grenade (Ranged Cloud Area Concealment Attack 4), Sleeping Gas Grenade (Ranged Cloud Area Affliction 4 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep)), Fencing Sword (Strength-based Damage 3, Improved Critical), Commlink, Gas Mask, Handcuffs, Lock Release Gun, Multi-tool, Rebreather, Toolkit

SKILLS

Acrobatics 1 (+8), Athletics 7 (+8), Close Combat: Swords 8 (+12), Deception 13 (+19), Expertise: Stage Magic 10 (+11), Insight 10 (+14), Perception 6 (+10), Persuasion 10 (+16), Sleight of Hand 10 (+17), Stealth 10 (+17), Vehicles 1 (+8)

ADVANTAGES

Accurate Attack, Assessment, Attractive, Daze (Deception), Defensive Attack, Defensive Roll 5, Equipment 5, Hide in Plain Sight, Improved Initiative, Move-by Action, Second Chance (Insight checks to read others' motives), Set-up, Taunt, Teamwork, Uncanny Dodge

reserved, preferring to let her husband take center stage while she manages the technical details of their crimes. Neither is especially violent or cruel, and while many of their stunts appear deadly or dangerous, they go out of their way to guarantee bystander safety for their flashiest tricks.

POWERS & ABILITIES

Hocus and Pocus together are extraordinarily talented stage magicians, illusionists, and liars, who plot out their crimes in meticulous details timing how long it takes for police and heroes to arrive at similar incidents and using that knowledge to plan their exits or extended performances accordingly. Both have ranks in the Variable power, representing their contingency plans and concealed gadgets, whether that be a well-placed holographic project or that makes them *appear* to teleport across the room, or smoke bombs and light shows that appear to be mystical attacks. Without days or weeks to plan a crime, neither can access these abilities.

Hocus plays the confident frontman, and after honing his cold read skills in corporate boardrooms, he can practically read others' minds through their emotions and body language. He lies convincingly enough to leave his victims swooning and to fool himself, needing his wife to help

OFFENSE

INITIATIVE +11

Brass Knuckles +4	Close Damage 2
Fencing Sword +12	Close, Damage 4, Crit. 19-20
Flash Grenade —	Ranged, Burst Area Affliction 4, Fort. DC 14
Sleeping Gas Grenade —	Ranged, Cloud Area Affliction 4, Fort. DC 14

DEFENSE

DODGE	11	FORTITUDE	7
PARRY	11	TOUGHNESS	7/2*
WILL	10	*Without Defensive Roll.	

POWER POINTS

ABILITIES	64	SKILLS	43
POWERS	22	DEFENSES	22
ADVANTAGES	23	TOTAL	174

COMPLICATIONS

Flirt: While deeply in love with his wife, much of Matt's stage persona as Hocus revolves around shameless flirtation with women—and occasionally men—in the audience. He sees himself as an old-fashioned swashbuckler and gentleman bandit, and hates to leave without a parting kiss.

Motivation—Thrills: Win or lose, Hocus loves the limelight of high-stakes robbery, and he sometimes takes unnecessary risks to put on a better show.

Relationship—Pocus: Hocus and Pocus are happily wed and deeply committed to each other. Neither will endanger the other or flee if the other needs assistance.

keep him grounded. Hocus carries a bag of tricks filled with a variety of smoke bombs as well as a fencing foil he uses for swashbuckling flair.

Pocus complements Hocus as the duo's technical expert, contortionist, and escape artist. She plays the role of lovely assistant, mostly to keep all eyes following her bombastic husband while she plants explosives, palms tools, or opens locks. She is also the unexpected muscle of the pair, and handles herself with considerably more grace in a fight than Hocus. Pocus also carries a bag of tricks loaded with smoke bombs and useful tools. Her Inventor advantage means she often commits her robberies with a new magic-themed trick she's testing out, and she can provide almost anything worth up to 10 pp (often with the Triggered extra) with a routine check.

ALLIES & ENEMIES

In addition to their own robberies, Hocus and Pocus work as freelance consultants for other super criminals, helping

POCUS

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	7	7	4	4	4	2

POWERS

Contortionist: Insubstantial 1 (Liquid), Check Required 9 (Athletics DC 18), Limit—Remains solid at all times, Precise, Subtle • 1 point

Flashy Exit: Variable 3 (15 points), Slow • 18 points

EQUIPMENT

Bag of Tricks: Brass Knuckles (Strength-based Damage 1), Flash Grenade (Ranged Burst Area Affliction 4 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Visual only), Smoke Grenade (Ranged Cloud Area Concealment Attack 4), Sleeping Gas Grenade (Ranged Cloud Area Affliction 4 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep)), Commlink, Computer, Gas Mask, Handcuffs, Lock Release Gun, Mini-tracer, Multi-tool, Rebreather, Toolkit

SKILLS

Acrobatics 7 (+14), Athletics 9 (+12), Close Combat: Unarmed 10 (+14), Deception 6 (+8), Expertise: Stage Magic 12 (+16), Investigation 5 (+9), Perception 3 (+7), Persuasion 2 (+4), Ranged Combat: Throwing 2 (+9), Sleight of Hand 10 (+19), Stealth 10 (+19), Technology 8 (+12)

ADVANTAGES

Agile, Feint, Assessment, Attractive, Defensive Attack, Defensive Roll 4, Equipment 5, Evasion, Fascinate (Expertise: Stage Magic), Hide in Plain Sight, Improved Disarm, Improved Initiative, Instant Up, Inventor, Move-by Action, Power Attack, Second Chance (Sleight of Hand checks to escape grapples and restraints), Throwing Mastery, Uncanny Dodge

them plan crimes or stage events, or stealing valuables on their behalf. They love working with other villains with a flair for the dramatic, including Freedom City's Wildcard and Emerald City's Ersatz. The pair almost always recruit a gang of a dozen "stage hands" for any public appearance (use the statistics for a Thug, *Mutants and Masterminds Hero's Handbook*, Chapter 9).

Most masters of the true arcane arts find the duo's motif tacky at best, and insulting at worst.

HOOKS

Now You See Us...: When the city plays host to a professional magicians' competition for charity, Hocus and Pocus can't resist stepping in to show the world who the greatest illusionists really are. But as the show proceeds, various performers—including the criminal conjurers—are kidnapped one by one. Past several deceptions and red herrings, the heroes eventually discover that Hocus and Pocus themselves organized the competition and staged their own kidnappings, not to show up the city's magicians, but to rob their wealthy attendees blind!

OFFENSE

INITIATIVE +11

Brass Knuckles +12	Close, Damage 4
Flash Grenade —	Ranged, Burst Area Affliction 4, Fort. DC 14
Sleeping Gas Grenade —	Ranged, Cloud Area Affliction 4, Fort. DC 14
Thrown Objects +12	Ranged, Damage 4

DEFENSE

DODGE	11	FORTITUDE	10
PARRY	11	TOUGHNESS	7/3*
WILL	6	*Without Defensive Roll.	

POWER POINTS

ABILITIES	68	SKILLS	44
POWERS	19	DEFENSES	20
ADVANTAGES	25	TOTAL	176

COMPLICATIONS

Asperger's Syndrome: Ashley's mind is highly technical, and she has difficulty recognizing certain people or reading the emotions of others. Under extreme stress or when turning over scientific problems in her head, she has difficulty communicating at all.

Motivation—Challenge: Ashley loves the thrill of robbery, but her biggest motivation is engaging in all the new challenges their live performances present. She loves the planning, and considers the robbery itself the dullest part of their illicit work.

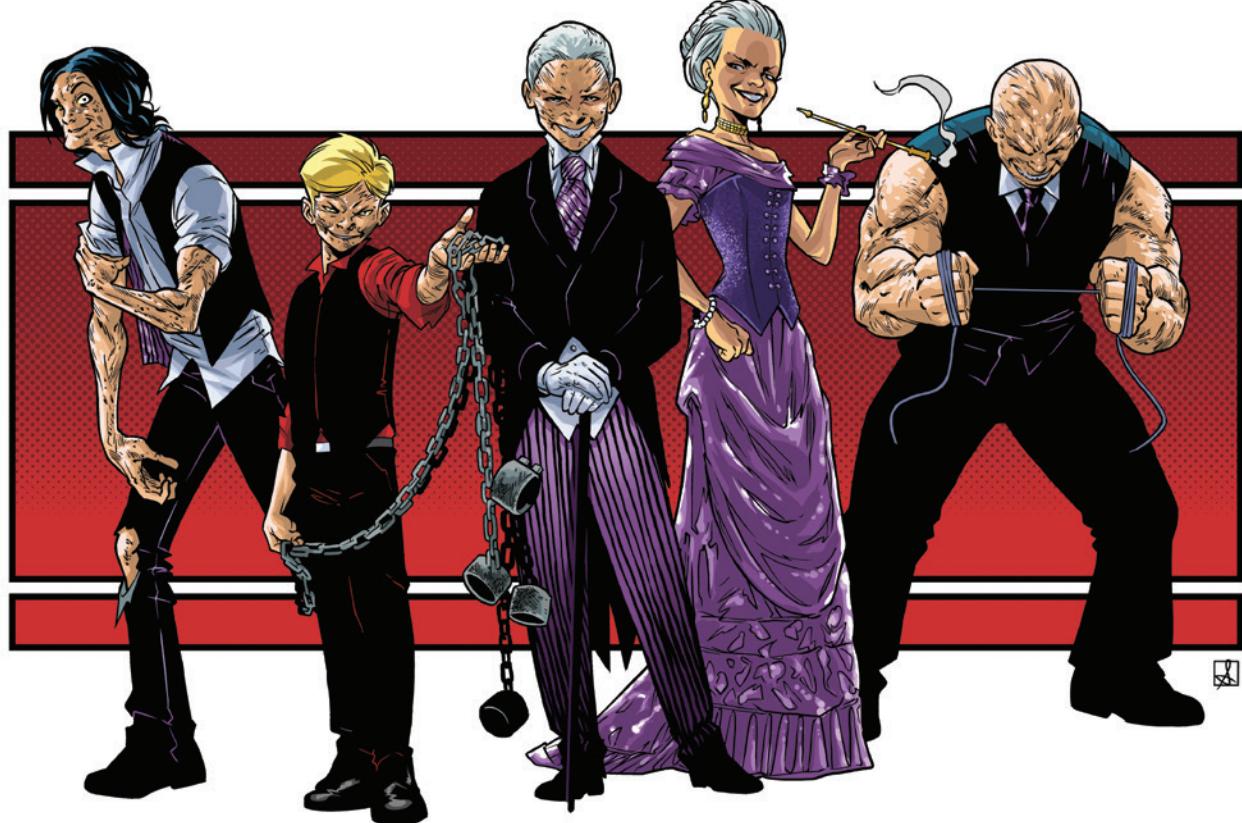
Relationship—Hocus: Ashley loves her husband and isn't generally bothered by his flirting with others.

Now You Don't: After their most recent robbery dissolves into a huge public fight, Hocus and Pocus go their separate ways to establish solo careers. Each recruits a new criminal partner, but botched robbery after botched robbery sees their new partners arrested while the magical mastermind escapes. In reality, the couple's romantic meltdown was staged; their newly-recruited cohorts are each smuggling components into the city's prison for some grand device. But who has contracted the malicious magicians, and what exactly have they been smuggling into prison? Have Hocus and Pocus just set up the greatest disappearing act in the city's history?

Didnt we see these guys live at the Paramount last year? This time around was probably a better show. I'd have applauded, but the blonde chained me to a radiator somehow.

—Mongrel

THE HOUSE OF USHER



MEMBERS: Bernard Usher, David Usher, Anthony Usher, Vivian Usher, and Francis Usher

BASE: The House of Usher, Lantern Hill, Freedom City

MOTIVATION: Revenge and power

Over the centuries, the Ushers of Freedom City traded slaves, swindled Native American land, viciously broke strikes, ran bootleg liquor, and traded with Nazi Germany to maintain the affluent lifestyle to which they're accustomed. Ostracized from Freedom City society for generations because of their unrepentant wickedness, the Ushers maintained their line only through inbreeding, adding to their madness and degeneracy.

Beginning in 1960, the moneyed Ushers grew wealthier still under family patriarch Alister by providing blood sports, courtesans, slaves, and narcotics to Freedom City's upper crust, who proved eager to indulge in the forbidden. Too few were bothered by such venality, and Alister's ventures grew into a criminal empire.

After nearly a decade of shuttering the family's various illicit enterprises, the original Raven's ultimate confrontation with the Ushers occurred on November 12, 1969. On that night, the Usher mansion was set completely ablaze, and the large number of bodies found afterwards burned beyond recognition seemed to mark the House's fall.

In truth, some of the clan survived, and now after decades in hiding, a new generation of Ushers—Alister's teenaged

grandchildren—is active in Freedom City. Despite their youth, they are as devoted as their progenitors to vengefully debasing the city's "respectable" types.

MOTIVATION AND GOALS

Like his grandfather Alister, Anthony Usher resolved to prove that the hypocrites who judge and persecute his family are the ones who are truly wicked and depraved. To this end, the House of Usher is a criminal operation supplying the lowest of vices to the highest of bidders, transforming polite Freedom City society into a latter day Sodom and Gomorrah. The present-day teenage Ushers particularly delight in corrupting those their own age, such as the sons and daughters of the privileged and super-heroic.

Within the Usher clan, Vivian and Francis zealously share Anthony's aim, while Bernard and David merely enjoy the considerable profits. As of yet, this crack in the House's foundation has not fractured into a more serious divide.

TACTICS

Anthony's adopted vision of catering to and corrupting the rich via the vilest means possible is the key to the House's success. For instance, while others deal drugs, only the Ushers traffic in the fearsome hallucinogen adrenochrome—called chrome, silver, or car on

the streets—fatally drawn from the adrenal gland of a living donor.

Adrenochrome raves, gladiatorial bumfights, prostitutes of all varieties, human auctions via smartphone app, and other iniquitous attractions are profitable in and of themselves. They also draw potential victims for the family's other criminal activities: embezzlers and gamblers needing a loan from Anthony, lonely influential people vulnerable to Vivian's charms and extortion, the wealthy and careless with baubles for Bernard to steal, and the rich but inhuman who need the unholy services Francis and David offer.

Like a casino, the House of Usher is designed to render its patrons as penniless as possible before they depart. The Ushers, however, want them to forfeit their soul as well.

HEADQUARTERS AND RESOURCES

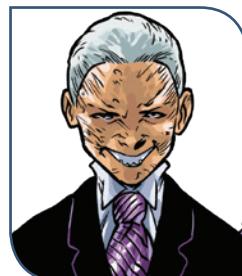
Under Anthony's close supervision, the colonial-era House of Usher was rebuilt in exacting detail upon the ashes of the original. It once again serves as the family residence, and by Anthony's calculations, a vengeful monument to the original Raven's ultimate failure. The House itself is also a showy distraction for would-be crime busters, as the Ushers' criminal activities take place almost entirely in hidden locations elsewhere in the city.

In addition to its criminal employees (use the Underworld archetypes in **Chapter 3** of the *Gamemaster's Guide*), the modern House has ties with several other nefarious groups. The services of the infernal law firm Cabot, Cunningham, and Crowley are retained to legally quash investigations into the Ushers' activities and defend them when need be. Similarly, the notorious outlaw motorcycle gang the Devil's Advocates (see their *Rogues Gallery* entry) serves as security for the House's organized debaucheries in exchange for beer and free admission. The hedonistic supervillain Purple Haze (see the Purple Haze and Scarlet Mist entry) is both a frequent customer and freelance enforcer for the Ushers.

ANTHONY USHER

Raised in the shadows to which his clan fled, Anthony Usher was inspired by tales of his grandfather Alister, and he yearned to someday fulfill the depraved dream of his forbearer. Though a talented larcenist nearly from birth, Anthony's befoaled genes cursed him with necrotizing, insensate flesh and preternaturally heightened senses. But confined to the quiet darkness, he embraced his perceived destiny.

In his own relations, Anthony observed the depths of greed within the human heart, and in time mastered the art of manipulating the avarice of others. Before reaching the age of majority, Anthony stole and loan-sharked a sizable fortune. As his pockets overflowed, so did his



ANTHONY USHER

STR 1 STA 3 AGL 4 DEX 4 FGT 3 INT 5 AWE 5 PRE 6

Powers: Necrotizing Flesh (Protection 5, Fades); **Ushers' Curse** (Senses 6 (Accurate and Acute Normal Hearing, Accurate Normal Smell, Acute Normal Smell and Taste))

Equipment: Heavy pistol with suppressor (Ranged Damage 4, Subtle (silent), sword cane (Strength-based Damage 3, Improved Critical), smartphone

Advantages: Benefit 4 (Multimillionaire), Connected, Equipment 3, Well-informed

Skills: Athletics 7 (+8), Close Combat: Sword Cane 9 (+12), Deception 2 (+8), Expertise: Criminal 9 (+14), Expertise: Streetwise 3 (+8), Insight 5 (+10), Intimidation 5 (+11), Perception 9 (+14), Persuasion 8 (+14), Ranged Combat: Firearms 5 (+9), Sleight of Hand 6 (+10), Stealth 6 (+10)

Offense: Initiative +4, Heavy Pistol +9 (Ranged, Damage 4), Sword Cane +12 (Close, Damage 4, Crit. 19-20), Unarmed +3 (Close, Damage 1)

Defense: Dodge 8, Parry 8, Fortitude 6, Toughness 8, Will 10

Totals: Abilities 62 + Powers 9 + Advantages 9 + Skills 37 + Defenses 17 = 134

Complications: **Motivation—Vengeance:** Anthony is dedicated to avenging his family's soiled reputation by debasing others'. **Relationship:** Anthony is devoted to his lover Vivian. **Reputation:** The Ushers' deeds are infamous in Freedom City. **Weakness:** Anthony's heightened senses are vulnerable to overloading, and he resists such attacks with Fortitude reduced to 0.

heart, as a deep, abiding, and disturbing love developed between him and his sister Vivian. Emboldened by her affections, Anthony's growing self-confidence drew the other young Ushers under his influence.

When his teenage passions could rest no more, Anthony led the current generation of Ushers back to Freedom City to reclaim the family legacy. Despite his youth, Anthony has surreptitiously rebuilt the family's criminal empire of the 1960s using 21st century know-how, and made it larger, richer, more influential, and more depraved than ever.

VIVIAN USHER

Vivian was born beautiful, and was thus a pariah amongst the deformed, outcast Ushers. Spurned, she grew quiet and withdrawn, and only her lonely brother Anthony—isolated by his hypersensitivity—took notice of her. They grew closer, until their bond became a deep, abiding, and disturbing love. Vivian was at Anthony's side as he studied just how greed governs many, and she similarly learned how lust rules over others. Though her heart belongs only to Anthony, she became adept at using her body for entralling, exaction, or killing.



Among her victims was a scientist working for the terrorist group SHADOW, who shared with her the secrets of the "toxic nano" he'd perfected, just prior to becoming her

VIVIAN USHER

PL8

STR -1 STA 2 AGL 3 DEX 3 FGT 4 INT 4 AWE 5 PRE 6

Powers: **Toxic Nano Emitter** (Progressive Cloud Area Selective Affliction 8 (Resisted and Overcome by Fortitude; Impaired, Disabled, Dying), Incurable, Subtle 2, Easily Removable)

Equipment: Light pistol (Ranged Damage 3), undercover shirt (+2 Toughness), smartphone

Advantages: Attractive 2, Benefit 3 (Millionaire), Connected, Contacts, Defensive Roll 4, Equipment 2, Taunt, Well-informed

Skills: Deception 6 (+12), Expertise: Criminal 6 (+10), Expertise: Streetwise 2 (+6), Insight 7 (+12), Investigation 8 (+12), Perception 3 (+8), Persuasion 6 (+12), Ranged Combat: Firearms 8 (+11), Technology 4 (+8)

Offense: Initiative +3, Toxic Nano Emitter — (Close, Progressive Cloud Area Selective Affliction 8, Subtle 2), Light Pistol +11 (Ranged, Damage 3), Unarmed +4 (Close, Damage -1)

Defense: Dodge 8, Parry 8, Fortitude 5, Toughness 8/4*, Will 11
* Without Defensive Roll.

Totals: Abilities 52 + Powers 25 + Advantages 15 + Skills 25 + Defenses 18 = 135

Complications: **Motivation—Vengeance:** Vivian is dedicated to avenging her family's soiled reputation by debasing others' **Relationship:** Vivian is devoted to her lover Anthony.

Reputation: The Ushers' deeds are infamous in Freedom City.

chosen test subject for the murderous, microscopic, self-replicating machines. It has since become her signature method of disposing of those who are no longer useful or interesting to her.

BERNARD USHER

An eager pupil, Bernard Usher flourished under the tutelage of relatives who'd mastered every criminal art. From the time he could talk, he deceived people out of their fortunes. From the time he could write, counterfeit currency, stocks, bonds, and documents flowed from his pen. From the time he could walk, he stole the priceless gemstones he coveted above all.

There was nothing Bernard couldn't have if he wanted it, and the resulting boredom mixed with his self-confidence led him to drugs, then to addiction. He continued to steal king's ransoms, then quickly have them vanish up his nose or into his veins. Looking for new marks and chemical thrills, Bernard followed Anthony to Freedom City, and there his addiction found its perfect match in the designer drug zoom. Now Bernard really is untouchable, and even his jaded tastes are sated by the rush of near-death.

FRANCIS USHER

Just as untainted families pass along loves of cooking or baseball through the generations, the Ushers teach their young how to murder. From the ancient tech-



BERNARD USHER

PL8

STR 3 STA 2 AGL 4 DEX 4 FGT 4 INT 5 AWE 5 PRE 6

Powers: **Zoom** (Activation (Standard Action): Enhanced Advantages 10 (Defensive Roll 2, Evasion, Improved Initiative 3, Instant Up, Move-by Action, Seize Initiative, Takedown), Enhanced Defenses 14 (Dodge 7, Parry 7), Quickness 7, Speed 7 (250 MPH), **Super-Sonic Punch** (Strength-based Damage 7))

Advantages: Benefit 3 (Millionaire), *Defensive Roll 2, Diehard, Evasion, Improved Initiative 3, Instant Up, Move-by Action, Seize Initiative, Takedown, Well-informed*

Skills: Athletics 5 (+8), Close Combat: Unarmed 2 (+6), Deception 8 (+14), Expertise: Criminal 6 (+11), Expertise: Streetwise 6 (+11), Insight 5 (+10), Intimidation 2 (+8), Investigation 3 (+8), Perception 3 (+8), Persuasion 4 (+10), Sleight of Hand 7 (+11), Stealth 7 (+11)

Offense: Initiative +16/4*, Unarmed +6 (Close, Damage 10/3*)

Defense: Dodge 12/5*, Parry 12/5*, Fortitude 5, Toughness 4/2*, Will 11 *Without Zoom effects.

Totals: Abilities 66 + Powers 26 + Advantages 5 + Skills 29 + Defenses 11 = 137

Complications: **Motivation—Greed:** Bernard craves the riches that afford him his vices. **Addiction:** Bernard is addicted to zoom, the drug that gives him his powers. It is potentially deadly. **Power Loss:** A dose of zoom lasts for an hour, after which Bernard becomes exhausted and must succeed on a Fortitude check (DC 15) or begin dying of heart failure (though the Diehard advantage stabilizes him the next round). This is also the case if he falls unconscious while on zoom. **Reputation:** The Ushers' deeds are infamous in Freedom City.

niques of the ninja to the blunt methods of the mob, the Ushers know all about killing. Young Francis proved himself a lethal prodigy, eliminating those who'd wronged his kin or threatened to expose the family's survival, from an age when other children learn to ride bicycles.



As the youngest House member, Francis looks up to his cousin/brother Anthony, and eagerly followed him to Freedom City. There, he serves as the personal bodyguard of Anthony and Vivian, as well as the family's preferred agent of vengeance when a slight is deemed personal. As his skills continue to grow, Anthony foresees Francis—bolstered by doses of the designer drug max—becoming a highly paid killer for hire, ruthlessly accepting any job against any target and furthering the moral decay of Freedom's upper class.

DAVID USHER

Being greedy or covetous of power is *de rigueur* amongst the Ushers. With Anthony the better criminal entrepreneur and Bernard the superior thief, David had to carve out his own foul niche amongst his teen relations. He began as a smuggler, specializing in items only the basest traffic, like endangered animals for trophy hunting or forcibly-harvested human organs for transplant. As a matter of course, he developed a penchant for casually killing

FRANCIS USHER

PL8

STR 5/3* STA 5/3* AGL 5/3* DEX 6 FGT 7 INT 2 AWE 2 PRE 2

Powers: **Max** (Activation (Standard Action): Enhanced Agility 2, Enhanced Stamina 2, Enhanced Strength 2)**Equipment:** Light pistol with laser sight (Ranged Damage 3, Accurate), sniper rifle (Ranged Damage 5, Improved Critical), smartphone**Advantages:** Benefit 3 (Millionaire), Chokehold, Defensive Roll 2, Diehard, Equipment 4, Evasion, Great Endurance, Hide in Plain Sight, Improved Aim, Improved Critical (Unarmed), Improved Initiative, Improvised Weapon, Precise Attack 2 (Ranged; Concealment and Cover), Startle, Takedown**Skills:** Acrobatics 7 (+12/+10*), Athletics 7 (+12/+10*), Close Combat: Unarmed 2 (+9), Deception 6 (+8), Expertise: Assassin 6 (+8), Expertise: Streetwise 6 (+8), Intimidation 5 (+7), Perception 4 (+6), Ranged Combat: Firearms 5 (+11), Sleight of Hand 6 (+12), Stealth 8 (+13/+11*)**Offense:** Initiative +9/+7*, Sniper Rifle +11 (Ranged, Damage 5, Crit. 19-20), Light Pistol +13 (Ranged, Damage 3), Improvised Club +9 (Close, Damage 7), Unarmed +9 (Close, Damage 5, Crit. 19-20)**Defense:** Dodge 9/7*, Parry 9, Fortitude 11, Toughness 7/5*/5**, Will 5 *Without Max active, **Without Defensive Roll.**Totals:** Abilities 56 + Powers 10 + Advantages 22 + Skills 31 + Defenses 15 = 134**Complications: Motivation—Vengeance:** Francis is dedicated to avenging his family's soiled reputation by debasing others. **Power Loss:** A dose of max lasts for an hour, after which Francis becomes exhausted and must succeed on a Fortitude check (DC 16) or begin dying of heart failure (though the Diehard advantage stabilizes him the next round).**Reputation:** The Ushers' deeds are infamous in Freedom City.

those whose death either profited or amused him.

David came into his nefarious own once he shed the last of his humanity and became a trader of human beings, serving the unspeakable needs of the most monstrous of the House of Usher's clientele. He's grown quite rich, well traveled, and happy as a result, and become a favorite of his cousin/brother Anthony. While David does not share in Anthony's corrupting vision, he nonetheless does much to further it in pursuit of personal profit.

HOOKS

House of the Rising Sun: Claremont Academy students notice increasingly odd behavior by some of the student body: bouts of seemingly drunken madness, paranoid secrecy, falling grades, and rising absenteeism. When the troubled students suddenly vanish without explanation, their classmates may investigate on their own (in a *Hero High* series) or contact the player characters for assistance.



DAVID USHER

PL8

STR 3 STA 3 AGL 3 DEX 4 FGT 4 INT 5 AWE 5 PRE 3

Powers: **Multi-Dart Gun** (Array (17 points), Easily Removable)**Drug Injection** (Ranged Cumulative Affliction 8 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Subtle (silent), Injected*), **AE: Piercing** (Ranged Damage 8, Subtle (silent)), **AE: Taser** (Ranged Affliction 8 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Subtle (silent)))**Equipment:** Restraints, smartphone, undercover shirt (+2 Toughness)**Advantages:** Benefit 3 (Millionaire), Connected, Contacts, Daze (Deception), Defensive Roll 3, Equipment, Improved Aim, Well-informed**Skills:** Deception 9 (+12), Expertise: Criminal 6 (+11), Expertise: Streetwise 6 (+11), Insight 3 (+8), Intimidation 5 (+8), Investigation 5 (+10), Perception 5 (+10), Persuasion 5 (+8), Ranged Combat: Multi-Dart Gun 4 (+8), Sleight of Hand 7 (+11), Stealth 7 (+10), Vehicles 6 (+10)**Offense:** Initiative +3, Multi-Dart Gun +8 (Ranged, Affliction 8, Cumulative Affliction 8, or Damage 8), Unarmed +4 (Close, Damage 3)**Defense:** Dodge 8, Parry 8, Fortitude 6, Toughness 8/5**, Will 10 **Without Defensive Roll.**Totals:** Abilities 60 + Powers 11 + Advantages 12 + Skills 34 + Defenses 17 = 134**Complications: Motivation—Greed:** David ruthlessly values only worldly riches. **Reputation:** The Ushers' deeds are infamous in Freedom City.

* **Injected** appears in *Gadget Guides*; it means the effect must be injected in order to work. When hit, the target must make a Toughness resistance check before the effect's resistance check. If the Toughness check succeeds, there's no injection and, therefore, no effect.

In either case, the trail leads to the House of Usher, which is supplying Claremont's student body with all manner of illicit substances. The heroes must then contend with the formidable threat of the Ushers themselves, locate and rescue the missing students, and find a way to dispel the House's cool factor without seeming like elderly buzz-kills.

Untamed Youth: A prolonged campaign to destroy the new House of Usher is a long-term challenge for any hero team. The Ushers are involved in so many very bad (and very secret) things simply uncovering the extent of their activities takes time. All the while, everything the heroes hold dear is threatened. Their publicly known loved ones are subjected to all the temptation and duress the Ushers can muster, while heroes with secret identities find them threatened by the family's efforts to expose them.

Legal harassment from Cabot, Cunningham, and Crowley is guaranteed, as well as physical retaliation from Purple Haze and Scarlet Mist, the Devil's Advocates, and everyone else whose aid the Ushers can enlist or coerce. However, as each foul brick of the House of Usher is torn down, the heroes are more than reassured they are fighting the good fight.

JOHNNY FROSTBITE & ICE PRINCESS

Name: Johnny Williams & Neve Williams

Occupation: Daddy-daughter duo

Base: Freedom City

Johnny Frostbite never really hit the big time when his career began during the 1990s. A young tough in Miami, he tried to make a name for himself working as a minion for various supervillains taking in the posh atmosphere and lucrative drug trade of South Beach. After being doused in experimental refrigerants when Madame Zero fought FORCE Ops, Johnny finally thought he had it made, but somehow even with his new-found durability and the power to suck the warmth from others, he always found himself playing second-rate muscle to other villains, or serving part-time as a rotating cast member on various villain teams.

Everything changed when he met *her*. Johnny never mentions his ex by name—not since the divorce turned ugly—but what they had was enough to cool Johnny's young alpha-male bravado and have him try to make something better of himself. For the sake of love, Johnny gave up the criminal life and relocated to Freedom City to start a new life. After a few years, Neve was born and Johnny finally understood the kind of man he was supposed to be: a father.

But his cherished daughter was plagued with health problems throughout her childhood, and again and again Johnny found himself slipping back into supervillainy to help cover the costs of her cancer treatments, then her braces, then a broken leg from skating practice. Every time he started to get out, his family's finances took another hit.

All the while Johnny justified it to himself that it was to give his daughter a better life. After years of deceit, Johnny's wife eventually found out and the marriage began to fall apart.

Johnny returned to his criminal lifestyle full-time, now based in Freedom City in hopes of staying in contact with Neve. When Neve began to manifest her own cold-controlling powers, Johnny was there to help her cope, much to his wife's annoyance. But as the girl grew more powerful, her mother decided she needed more assistance than they could

provide and enrolled her in the Claremont

Academy. Neve's brash demeanor didn't help ingratiate her with the other students, but she did show incredible skill using her powers and the faculty considered adding her to the line-up of Next-Gen.

After several training accidents—stemming from Neve's recklessness and enthusiasm—the Claremont faculty rescinded Neve's recruitment to the Next-Gen and the hot-headed teen took the rejection badly, starting a fight with several classmates that quickly drew the attention of the Freedom League—and her father. Johnny arrived on the scene to protect his little girl, and the pair quickly discovered their ability to amplify each other's powers, employing their new-found abilities long enough to escape. Now Johnny and Neve have too many problems to count: wanted status across America, their sweltering temperaments feeding into each other, a taste for a better life than they can afford, and an ex-wife/angry mother gunning for their return. All Johnny knows for sure is that no one understands his little girl but him, and he'll never let anyone hurt her.



JOHNNY FROSTBITE

STR	STA	AGL	DEX	FAT	INT	AWE	PRE
4	4	2	0	4	0	1	3

POWERS

Biting Cold: Sustained Burst Area 9 (1 mile) Damage 1 (Limited: Only when in contact with his daughter) • 11 points

Frost-Footed: Movement 2 (Sure-footed 2; Limited to Ice and Snow) • 2 points

Keep it Cool: Immunity 10 (Cold) • 10 points

Snow Form: (Activation: Move Action): Elongation 2 (30 feet), Immunity 10 (Life Support), Insubstantial 1 (Fluid), Movement 2 (Environmental Adaptation (ice & snow), Slithering), Protection 6 • 27 points

Sub-Zero Touch: Array (16 points)

- **Hypothermia:** Cumulative Affliction 8 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • 16 points
- **Ice Weapons:** Strength-based Damage 5 (slashing), Penetrating 5 • 1 point
- **Shatter:** Weaken Toughness 8, Affects Objects • 1 point

SKILLS

Athletics 4 (+8), Close Combat: Sub-Zero Touch 1 (+5), Expertise: Streetwise 8 (+8), Intimidation 4 (+7), Perception 6 (+7), Persuasion 4 (+7), Stealth 5 (+7)

PERSONALITY

Johnny Frostbite used to live exclusively for the moment. He was boisterous and entirely self-indulgent. Fatherhood has softened him, though, and his devotion to Neve means that he will endanger himself in order to save her. He has become every stereotype of an overprotective father, and while not wholly wrapped around Neve's little finger, he wants a good life for and often spoils her. He wants a better future for Neve than he ever saw for himself, but he's torn as to whether that means helping her reform into a better person, or honing her skills to be a better villain.

Neve is every bit her father's daughter: arrogant, brash, and competitive, and her attitude is backed by incredible powers that she wields with style and grace. The only people she really cares about in the world are her mom and dad, and it tears her apart to know they are fighting almost entirely because of her—not that she'd ever tell anyone and ruin her badass image.

Neither father nor daughter are stone-cold killers, but neither has much respect for a world that failed them.

POWERS & ABILITIES

Johnny Frostbite developed an immunity to cold and the ability to drain all heat with a touch after being doused with experimental chemicals. He can wield this to inflict his namesake frostbite on others or freeze solid objects until they shatter, and over the years he learned to coat

ADVANTAGES

All-out Attack, Chokehold, Close Attack 4, Connected, Improved Grab, Interpose, Leadership, Second Chance (Attack checks against the last person to hurt Ice Princess), Takedown, Teamwork

OFFENSE

INITIATIVE +2

Biting Cold —	Close, Burst Area 9 Damage 1
Hypothermia +9	Close, Affliction 8, Resisted by Fortitude (DC 18)
Ice Weapons +9	Close, Damage 9
Shatter +9	Close, Weaken Toughness 8, Resisted by Fortitude (DC 18)
Unarmed +8	Close, Damage 4

DEFENSE

DODGE	7	FORTITUDE	8
PARRY	8	TOUGHNESS	10
WILL	10		

POWER POINTS

ABILITIES	36	SKILLS	16
POWERS	68	DEFENSES	22
ADVANTAGES	13	TOTAL	155

COMPLICATIONS

Enemy: Johnny's divorce was far from amicable, and now he struggles to stay one step ahead of his ex-wife's wrath

Motivation—Responsibility: Johnny feels like the only thing he's ever done right is be a father to his little girl. He is extremely protective of Neve, and focuses his anger on anyone threatening her.

Weakness—Fire: Unlike his daughter, Johnny's ability to absorb heat can't withstand concentrated attacks. The extra ranks of Toughness provided by his snow form power do not apply against fire-based attacks.

himself in a protective layer of ice and frost. Spending more time around Neve seems to be further mutating his powers, allowing him to transform completely into ice and snow, letting him slither through small openings and extend his icy reach.

Ice Princess inherited her father's basic warmth-draining powers and immunity to cold, but has developed them along a very different line. A champion ice skater, she rides ice slides around the battlefield more like a speedster than her father's blunt approach, hurling ice projectiles or bolts of paralyzing cold. Neve's powers come more naturally to her, and she can project her "freeze ray" at range, unlike Johnny's need to touch his targets.

JOHNNY FROSTBITE & ICE PRINCESS

ICE PRINCESS

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	4	5	3	2	1	0	4

POWERS

Freeze Ray: Array (37 points)

- **Ice Bonds:** Ranged Cumulative Affliction 12 (Hindered and Vulnerable, Defenseless and Immobilized, Resisted by Dodge, Overcome by Damage or Sleight of Hand), Extra Condition, Limited Degree • 1 points
- **Ice Constructs:** Create 12, Continuous, Innate • 37 points
- **Ice Shards:** Ranged Damage 12 (piercing), Multiattack • 1 point
- **Ice Slick:** Shapeable Area Affliction 11 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Prone), Extra Condition, Limited Degree • 1 point

Frost-Footed: Movement 2 (Sure-footed 2; Limited to Ice and Snow) • 2 points

Keep it Cool: Immunity 20 (Cold, Fire) • 20 points

Ice Slide: Flight 6 (120 MPH), Platform • 6 points

Winter Wonderland: Environment 10 (Extreme Cold, Impede Movement (1 rank), Low Visibility (-2 modifier), 2 mile radius; Limited: Only when touching her father) • 30 points

SKILLS

Acrobatics 4 (+9), Deception 5 (+9), Expertise: Pop Culture 2 (+3), Perception 4 (+4), Ranged Combat: Freeze Ray 7 (+10)

ADVANTAGES

Agile Feint, Defensive Roll 5, Evasion, Improved Initiative, Move-by Action, Taunt, Teamwork

Daddy and daughter have also discovered they can combine their powers, greatly enhancing their range. When in physical contact, Ice Princess can project ice and frost across a wide area. Johnny Frostbite can siphon the heat from everything blanketed in his daughter's ice and snow, allowing him to quickly freeze large swathes to death, if need be.

HOOKS

Winter Wonderland: Winter hits Freedom City hard. Record breaking snowfall causes drifts in the streets, emergency services struggle to their calls, and Johnny Frostbite and Ice Princess are in their element! The duo uses the confusion to their advantage and starts a daring crime spree stealing jewelry, high-fashion clothing, and cash. The GM may also allow the weather to grant a general boost to the pair's powers in exchange for Hero Point payouts to the PCs.

Momma Comes A-calling: After the PCs defeat Johnny and Ice Princess mid-robery, the pair beg to be freed, promising to reform their ways if the heroes just let them get away. Before they can consider the reason, Johnny's ex-wife arrives to punish her ex-husband. And she's demanding rather than asking. Daddy and daughter do everything in their power to throw the PCs in between

OFFENSE

INITIATIVE +9

Ice Bonds +10	Ranged, Cumulative Affliction 12, Resisted by Dodge (DC 22)
Ice Shards +10	Ranged, Damage 12
Ice Slick —	Shapeable Area Affliction 11, Resisted by Dodge (DC 21)
Unarmed +2	Close, Damage 1

DEFENSE

DODGE	13	FORTITUDE	9
PARRY	9	TOUGHNESS	9/4*
WILL	9	*without Defensive Roll	

POWER POINTS

ABILITIES	40	SKILLS	11
POWERS	98	DEFENSES	29
ADVANTAGES	11	TOTAL	189

COMPLICATIONS

Hothead: Neve is her father's daughter and inherited his temper. She bears a grudge against the Claremont Academy and especially the members of the Next-Gen for "thinking they're better than her."

Motivation—Thrills: Ice Princess is completely overwhelmed by the freedom her new life on the run affords her, and loves taking whatever catches her fancy and scrapping with anyone who thinks they're tougher than her.

WHO IS SHE?

The identity of Johnny's wife is intentionally left vague. She may be a pre-existing villain, a retired hero, or an AEGIS director, but she wields enough power or influence to keep Johnny on the run now that her ire has been drawn. The GM may want to introduce her as a complication when the PCs face Johnny Frostbite and Ice Princess, or play her more subtly as a member of a PC's supporting cast who manipulates the heroes into tracking down her runaway daughter.

themselves and the third member of their not-so-happy family, from pleading to endangering civilians, and mommy dearest isn't too pleased to hear that these so-called heroes laid a hand on her child, either.

Cold Reception: Princess approaches the PCs looking for help after her father teams up with another ice-controlling villain. His new partner proved more interested in exploiting their family ability to boost cold-themed powers, and now Johnny is afraid to leave in case his new partner looks to replace him with his daughter.

JOHNNY FROSTBITE & ICE PRINCESS

PURPLE HAZE & SCARLET MIST

REAL NAMES: Jordan and Holly Christopher
OCCUPATION: Criminal hedonist and accomplice
BASE: Freedom City

As SHADOW agents stole his teleportation experiments, brilliant physicist Brad Raymond was accidentally transformed into the gaseous-formed menace Mr. Mist. For years after, Raymond battled against his intermittent sanity and permanently desolid state to regain his humanity. With the Freedom League's help, Raymond eventually recovered his purloined notes and components from SHADOW, which enabled him to develop a cure for his condition.

The newly restored Raymond learned two young orphan twins, Jordan and Holly Christopher, were also rescued from SHADOW, having been used as test subjects for recreating Mr. Mist's abilities. SHADOW's trials succeeded, but left the siblings emotionally and physically traumatized. Feeling responsible for what had happened to them, Raymond tried and failed to remove the children's powers, and in time his increasing guilt led him to become their legal guardian. Noble as his intentions were, Raymond was incapable of both rebuilding his life and parenting disturbed, super-powered youngsters. When teenage Jordan finally ran away for good, Holly in tow, all Raymond could do was begin a still-fruitless search.

Jordan soon embraced a life of thievery, drugs, sex, and emotional sadism. Holly, unable to live without her wicked brother, clung to him and hoped in vain he'd change. Recently, Jordan's insatiable appetite for illicit delights brought him to Freedom City's infamous House of Usher, and he eagerly embarked on a life of true supervillainy as one of its enforcers. Jordan took the codename Purple Haze, with Holly as his reluctant accomplice Scarlet Mist.

While primarily a thief of cash, chemicals, and anything else that feeds his habits, Jordan is becoming increasingly pleased with the great rewards of hurting others for the House of Usher. Holly, as she has her entire life, simply goes along and hopes she will someday find peace, and her brother will be alive to share it.

PERSONALITY

Jordan is a young, beautiful, demoniacally charismatic, laughing Pan, drawing many irresistibly to him and his personal gospel of indulgent freedom. He combines his "liberating" acts of debauchery with seemingly deep and serious spoken ruminations on how he's rebelling against the real evils of repres-



PURPLE HAZE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	2	5	1	4	7

POWERS

Gaseous Form: Activation (Standard Action) • 67 points

- **All-Around Vision:** Senses 1 (Radius: Normal Sight)
- **Breathtaking:** Array (44 points)
- **Suffocation:** Progressive Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
- **Drug-Induced Hallucinations:** Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Variable Condition (All))
- **Desolid:** Immunity 3 (All Suffocation, Starvation and Thirst), Insubstantial 2 (Gaseous)
- **Obscuring:** Shapeable Area Concealment Attack 4 (all visual senses), Partial
- **Riding the Wind:** Flight 1 (4 MPH)

SKILLS

Close Combat: Unarmed 5 (+10), Deception 5 (+12), Expertise: Art 3 (+4), Insight 5 (+9), Perception 5 (+9), Stealth 5 (+10)

ADVANTAGES

Attractive 2, Daze (Deception), Defensive Roll 5, Fascinate (Deception), Improvised Weapon, Taunt

sion and hypocrisy while showing off his (broad but shallow) knowledge of poetry, music, literature, and other arts. So long as people are useful to his pursuit of selfish pleasures, this is the side of him they see.

The “useless” find Jordan is immature, petty, remorseless, and mockingly cruel. Even his seemingly deep love for Holly is partly a reflection of how her powers and loyalty are advantageous to him.

Holly shares her twin’s innate personal magnetism, but is quiet, bright, sensitive, and sweetly cherubic. She craves a normal life nearly as much as Jordan hungers for venality, but he’s been her whole life for so long she feels secure with no one else. When Jordan is endangered, the child-like viciousness within her emerges as she defends him. She is the far more stable and strong-willed of the two, but she refuses to abandon her brother.

POWERS & ABILITIES

Purple Haze can transform his body into a semi-opaque, amethyst-hued cloud of gas, rendering him as difficult to capture or harm as the air itself. He can force his gaseous self into the lungs of enveloped victims, and then asphyxiate them or (by altering his drug-laden body chemistry) flood their bloodstream with psychoactive substances. The specific hallucinations he chooses to induce are meant as ironic punishments, according to his twisted ideals.

OFFENSE

INITIATIVE +5

Suffocation — Close, Progressive Shapeable Area Affliction 11

Drug-Induced Hallucinations — Close, Shapeable Area Affliction 11

Improvised Weapon (Club) +10 Close, Damage 4

Unarmed +10 Close, Damage 2

DEFENSE

DODGE 12 FORTITUDE 10

PARRY 12 TOUGHNESS 8/3*

WILL 12 * Without Defensive Roll.

POWER POINTS

ABILITIES	58	SKILLS	14
-----------	----	--------	----

POWERS	67	DEFENSES	29
--------	----	----------	----

ADVANTAGES	11	TOTAL	179
------------	----	-------	-----

COMPLICATIONS

Motivation—Thrills: Purple Haze is an unprincipled hedonist who uses his powers solely to feed his limitless appetite for money, sex, and drugs.

Enemy: Brad Raymond, the former Mr. Mist, works tirelessly to capture and cure his estranged wards.

Weakness: For some reason, direct exposure to salt burns Purple Haze while in his gaseous form. He resists this with Fortitude (rank depending on the amount of salt contacted), with failure leaving him stunned, dazed, or incapacitated.

Aided by his good looks, Purple Haze is a masterful deceiver. Since his powers preclude him from carrying weapons, he became a skilled brawler out of necessity, though using his fists remains a last resort.

Similarly, Scarlet Mist transmutes into a mass of blood-red mist, capable of drowning those compelled to breathe it in. Once victims are infiltrated, she can force the blood from their veins, producing tremendous pain, trauma, and (potentially) a grisly crimson arterial spray.

ALLIES & ENEMIES

In addition to his personality cult, Purple Haze is a regular patron and operative of the reborn House of Usher. Scarlet Mist has a number of admirers in many different walks of life, ready to do her favors out of sincere devotion and admiration.

As a result of the childhood abuse inflicted upon them, both twins hate and fear SHADOW. Many people wronged by Purple Haze seek revenge. The well-meaning Brad Raymond still seeks to find and cure them.

PURPLE HAZE & SCARLET MIST

SCARLET MIST

STR	STA	AGL	DEX	FRT	INT	AWE	PRE
0	2	6	3	2	3	5	5

POWERS

Gaseous Form: Activation (Standard Action) • 67 points

- **Blood Will Rise:** Flight 1 (4 MPH)
- **Blood Will Tell:** Senses 1 (Radius: Normal Sight)
- **Crimson Cloud:** Immunity 3 (All Suffocation, Starvation and Thirst), Insubstantial 2 (Gaseous)
- **Blood Drops:** Array (44 points)
 - **Drown in Blood:** Progressive Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
 - **Hemorrhage:** Concentration Shapeable Area Damage 11, Penetrating 11
- **Seeing Red:** Shapeable Area Concealment Attack 4 (all visual senses), Partial

SKILLS

Expertise: Art 4 (+7), Insight 5 (+10), Perception 5 (+10), Persuasion 5 (+10), Stealth 5 (+11)

ADVANTAGES

Attractive 2, Connected, Defensive Roll 6, Fascinate (Persuasion), Well-informed

HOOKS

Angel, Angel Down We Go: Any Freedom City hero with a Responsibility complication involving a youngster (son, daughter, niece, or nephew) faces the dreaded teenage rebelliousness eventually. Hero points aren't earned for problems that can be solved by grounding, and thus, in this case, the complication is likely to propel loved ones into the baleful orbit of Purple Haze. Purple Haze flaunts his control over people, and becomes insufferable when a hero's relative is under his sway. It takes the characters' time and effort to free loved ones from Purple Haze's enabling influence (boosted by Scarlet Mist's enticing, benign behavior). When Haze's true nature is revealed, he won't hesitate to use the hero's relatives as hostages and bargaining chips, putting the characters in a delicate position.

Kiss From a Rose: Through their usual channels, the player characters are contacted with a most unusual request: Scarlet Mist asks for their help. Purple Haze is planning a crime she believes he won't survive, even with her help, and she needs the heroes to save her brother from himself. The heroes quickly find why so many fall under the spell of the beautiful, insightful, poetic Scarlet Mist, and they see the sweetness and kindness she's capable of. However, the player characters must walk a fine line because the beguiling young woman is, beneath it all, a supervillainess. This becomes obvious once she leads them to her brother and they learn that while she wants them to stop her brother, she doesn't want them to bring him to justice. When the heroes press the issue, they learn Scarlet Mist's only loyalty is to Purple Haze, and she is, as always, prepared to kill to safeguard him.

OFFENSE

INITIATIVE +6

Hemorrhage —	Close, Concentration Shapeable Area Damage 11
Drown in Blood —	Close, Progressive Shapeable Area Affliction 11
Unarmed +2	Close, Damage 0

DEFENSE

DODGE	14	FORTITUDE	7
PARRY	11	TOUGHNESS	8/2*
WILL	15		* Without Defensive Roll.

POWER POINTS

ABILITIES	52	SKILLS	12
POWERS	67	DEFENSES	32
ADVANTAGES	11	TOTAL	174

COMPLICATIONS

Motivation—Responsibility: Scarlet Mist survived her torturous early life only because of the inseparable bond forged with her brother, and protects him no matter what rather than risk losing him.

Enemy: Brad Raymond, the former Mr. Mist, works tirelessly to capture and cure his estranged wards.

Weakness: For some reason, direct exposure to salt burns Scarlet Mist while in her gaseous form. She resists this with Fortitude (rank depending on the amount of salt contacted), with failure leaving her stunned, dazed, or incapacitated.

Elliot,

I need your help.

Someone's making the people of my city set themselves on fire. Or walk off ledges. Or skin themselves. Or make their arteries pop like water balloons.

Normally, I'd handle this, but all my investigations keep turning up one name: "Usher."

It's bad enough if those monsters are back, but whoever's responsible also has a youth cult around him, thinking the whole thing is cool. It reminds me too much of Dad's stories about the Conqueror Worm, back in the day.

Please call me.

—Callie.

THE SPORTSMAN I & PRINCESS POISON

REAL NAMES: Preston Cutler & Josephine Sherman Cutler

OCCUPATION: Semi-retired super-criminals

BASE: Cutler Mansion, Sunset Hill, Emerald City

Young Preston Cutler was hailed as the "All-American Athlete" for mastering seemingly every sport he tried and embodying old-fashioned patriotic values—a perfect symbol for Nixon's America. The 1972 Munich Olympics were to be his crowning achievement, as the nation eagerly anticipated Cutler leading the U.S. Olympic basketball team to a gold medal victory over the Soviet Union.

However, seeing terrorists murder the Israeli athletes he'd befriended shattered his simple, heartfelt life's paradigm of fair play and good sportsmanship. Days later, when the officials' repeated rules violations allowed the Soviets to defeat the Americans for the basketball gold, Cutler was left completely embittered against an irredeemably unjust world. Now convinced killers and cheaters ultimately win at everything—including his beloved sports—he vowed to become a champion at crime.

Years before, another brutal wrong claimed the life of Josephine Sherman's mother, mere weeks after giving birth to her. Amidst his grief and devastation, her scientist father resolved no one would ever lay a hand on his precious baby girl. He began obsessively experimenting on his daughter's biochemistry, altering it until she became literally poisonous. Her father believed he'd saved her, but once the vainly beautiful and power-hungry Josephine realized her abilities allowed her to do as she pleases, it was her victims that needed saving.

Preston Cutler debuted as the criminal Sportsman in 1973, and built his reputation adroitly battling Freedom City's superheroes in the waning years of the Freedom League. Eighteen-year-old Josephine, craving new riches and besotted costumed pawns, first donned her Princess Poison guise in 1978. She met the Sportsman soon after when he helped her escape the pursuit of Arrow and a scarily intoxicated Bowman. He was an embittered gadget villain, and she was a narcissistic toxin reservoir. Opposites. The attraction was instant, genuine, and all-



consuming. Their tale became a love story, a romantic partnership born of crime.

As the 1980s dawned, the savvy Sportsman realized early the supervillain game was changing, and Freedom City would become no place for crooks who hurl giant bowling balls. When the Moore Act was adopted in 1984, Cutler and Sherman were already on their way to accumulating enough loot for an early and safe retirement. They'd have gotten away with it, too, had it not been for that meddling kid: in 1990, Josephine found herself unexpectedly pregnant with a son. Retirement had to wait, and

THE SPORTSMAN I

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	6	7	7	7	4	4	4

POWERS

Gimmick Sports Equipment: Array (20 points, Easily Removable (-10 points)) • 15 points

- **Goal Net:** Line Area Ranged Affliction 11 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree, Diminished Range 2 (55/110/275), Unreliable (5 uses) • 20 points
- **Exploding Balls:** Ranged Burst Area Damage 10, Ricochet, Diminished Range 2 (50/100/250), Unreliable (5 uses), Enhanced Advantage (Hide in Plain Sight) • 1 point
- **Baseball Bat / Golf Club / Fencing Sword / Hockey Stick:** Strength-based Damage 3, Variable Descriptor (Listed weapons, bludgeoning or piercing damage) • 1 point
- **Bow & Arrows:** Ranged Damage 4, Multiattack, Precise, Subtle (silent) • 1 point
- **Fishing Rod & Reel:** Strength-based Damage 1, Disarming, Grabbing, Reach 16 (80 feet) • 1 point
- **Giant Expanding Bowling Balls:** Line Area 2 (5 feet by 60 feet) Damage 11, Activation 2 (standard action), Unreliable (5 uses) • 1 point

Jet Skis: Flight 5 (60 MPH), Removable • 8 points

Protective Gear: Protection 4, Removable • 3 points

SKILLS

Acrobatics 6 (+13), Athletics 8 (+12), Expertise: Criminal 6 (+10), Expertise: Popular Culture 6 (+10), Ranged Combat: Gimmick Sports Equipment 8 (+15), Sleight of Hand 8 (+15), Stealth 8 (+15), Technology 6 (+10)

ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Chokehold, Close Attack 8, Defensive Attack, Evasion, Great Endurance, *Hide in Plain Sight*, Improved Aim, Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Inventor, Power Attack, Takedown, Teamwork, Weapon Bind

crime became about paying for football camp, braces, and college for Michael (see *Rogues Gallery: Sportsman*).

By the turn of the millennium, Preston and Josephine finally had money enough to get married, settle down amongst Emerald City's supervillain community, and raise Michael to follow in their lawless footsteps. The Cutlers made Michael's life entirely about fulfilling their unrealized super-criminal dreams; so much so, the surprise arrival of his sister Melissa was nothing more than a nine-month distraction to them.

Now, the Cutlers' transition to semi-retirement and varicous living is complete. Deemed ready after decades of harsh training and mutating chemical treatments that left him emotionally unstable, the now-superhuman Michael recently embarked on a series of robberies as the new Sportsman. The mundane Melissa is now Ms. Scorpion, star pupil at the Emerald City Shadow Academy, but remains such a disappointment to them (see *Hero High*).

OFFENSE

INITIATIVE +11

Baseball Bat, et. al. +15	Close, Damage 7, bludgeoning or piercing
Fishing Rod & Reel +15	Close, Damage 5, Reach (80 feet)
Bow & Arrows +15	Ranged, Damage 4, Multiattack, Subtle
Exploding Balls —	Ranged, Burst Area Damage 10
Giant Expanding Bowling Balls —	Close, Line Area Damage 11
Goal Net —	Ranged, Line Area Affliction 11
Unarmed +15	Close, Damage 4

DEFENSE

DODGE	12	FORTITUDE	13
PARRY	12	TOUGHNESS	10
WILL	9		

POWER POINTS

ABILITIES	86	SKILLS	28
POWERS	26	DEFENSES	22
ADVANTAGES	28	TOTAL	190

COMPLICATIONS

Motivation—Greed: Forty years a paranoid, the Sportsman finds security in impersonal wealth.

Relationship: The Sportsman devotedly loves his wife (and now, his son).

Rivalry: The Sportsman rarely forgoes a chance to prove his athletic superiority.

PERSONALITY

Disdainful of all others (save his wife and son) and completely self-confident, Preston carries himself with the arrogance of a champion, even with his general disillusionment (and now, advancing years). For Preston, stealing (and later, maintaining) the wealth that provides comfort and safety for his family is his prime motivation. Josephine, the cherished championship trophy of his life, and Michael, avenger of all his life's failures, are everything to him—however sociopathically he expresses love.

As her strange childhood inculcated, Josephine believes she's too rare and special for rules apply to her. Her overriding self-importance allows her to steal and even kill without remorse, lest the world be cruelly deprived of her presence. Still a ravishing beauty in her fifties, Josephine is long accustomed to being desired and has a lifetime of practice at manipulating the smitten. Despite all this, she remains protectively devoted to Michael (mimicking her own father's

PRINCESS POISON

PL9

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	4	5	4	5	3	4	7

POWERS

Toxic Biochemistry: Immunity 1 (poisons) • 1 point

Toxic Touch: Array (27 points) • 30 points

- **Aphrodisiac:** Progressive Affliction 9 (Resisted by Dodge and Overcome by Fortitude; Vulnerable, Defenseless, Controlled) • 27 points
- **Irritant:** Cumulative Affliction 9 (Resisted by Dodge and Overcome by Fortitude; Dazed and Impaired, Disabled and Stunned, Incapacitated), Extra Condition • 1 point
- **Poison:** Progressive Affliction 9 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Dying) • 1 point
- **Sleep:** Progressive Affliction 9 (Resisted by Dodge and Overcome by Fortitude; Fatigued, Exhausted, Asleep) • 1 point

SKILLS

Athletics 8 (+9), Close Combat: Toxic Touch 4 (+9), Deception 10 (+17), Expertise: Criminal 6 (+9), Expertise: Science 8 (+11), Intimidation 10 (+17), Persuasion 10 (+17), Sleight of Hand 4 (+8), Stealth 4 (+9)

ADVANTAGES

Attractive 2, Connected, Daze (Deception), Defensive Roll 4, Set-up, Skill Mastery (Deception), Teamwork, Well-informed

parenting) and obsessively in love with Preston (the beautiful man strong enough not to need her, but who still does). He is the rare person in life who could abandon her, which makes her cling to him furiously.

POWERS & ABILITIES

The original Sportsman possessed nearly superhuman physical abilities and athletic skills, such as mastery of archery and several martial arts (though time has eroded his prowess somewhat). In addition, he carried gimmick weaponry inspired by various sports equipment, allowing him to crush foes with giant bowling balls, throw baseball grenades, and get around on literal jet skis.

Princess Poison's skin naturally produces contact toxins which she can formulate at will to induce a variety of effects in those exposed: overriding lust, severe inflammation, instant slumber, or painful death. She is immune to poisons of any kind.

The Cutlers are experienced criminal planners. They never attempt a job without devising several escape routes, and retreating (using Defensive Attack, etc.) if they encounter a larger hero team.

OFFENSE

INITIATIVE +5

Aphrodisiac +9	Close, Progressive Affliction 9
Irritant +9	Close, Cumulative Affliction 9
Poison +9	Close, Progressive Affliction 9
Sleep +9	Close, Progressive Affliction 9
Unarmed +5	Close, Damage 1

DEFENSE

DODGE	9	FORTITUDE	9
PARRY	10	TOUGHNESS	8/4*
WILL	9	*Without Defensive Roll.	

POWER POINTS

ABILITIES	66	SKILLS	32
POWERS	31	DEFENSES	19
ADVANTAGES	12	TOTAL	160

COMPLICATIONS

Motivation—Greed: Money means power and security to the (generally) self-centered Princess Poison.

Relationship: Princess Poison devotedly loves her husband (and now, her son).

ALLIES & ENEMIES

The Cutlers mostly distanced themselves from the darker, more violent criminals of '80s Freedom City, though they did earn enough favors doing jobs for the Labyrinth to barter for the experimental performance-enhancing drugs used to make Michael superhuman. Michael, the modern-day Sportsman, and his sister Melissa (alias Ms. Scorpion) would do nearly anything for their parents.

During their time in Freedom City, the Sportsman and Princess Poison battled various members of FORCE Ops, and developed a long, enduring rivalry with the Eyes of Night (see *Iron Age* for more on these groups).

HOOKS

I'll Be Taking These Huggies and Whatever Cash Ya Got: The Sportsman and Princess Poison can be used in any number of attempted robbery scenarios. What sets

Bit embarrassing, really, getting knocked bottom over teakettle by a tremendous cricket ball or giant tennis racket—all the Sportsman's typical nonsense. Quite the scrapper, though. Now, Princess Poison, that murdering, manipulative little wench...she needs a sound thrashing.

—EVENING

them apart from other villains is their motivation: first, to retire, and later on to provide for their son. Therefore, the heroes may find themselves thwarting crimes aimed at intimidating scholarship juries, intimidating people in exclusive neighborhoods into selling the house they have on the market at a reduced rate, or burglarizing stores stocked with hot, hard-to-get Christmas toys... or baby formula and diapers. Such capers occur during Freedom City's "Iron Age," and can provide a little much-needed levity in otherwise dark series.

I Am the Greatest: During the late '70s, Princess Poison and the Sportsman (keen on reasserting his athletic prowess) were prone to professional sports-related capers, such as robbing box offices and ransoming kidnapped athletes prior to important games. Any sold-out Blades, Flags, or Rayguns contest (or Chiefs, Ospreys, or Bulldogs games in Emerald City) is a tempting target, as are Disco-era playmakers like Heroes' QB Seth Maxwell and WR Phil Elliott. Can the heroes catch both villains, rescue the receipts (or kidnapped stars), and save the big game?

We Are Family: Shortly after putting the modern Sportsman behind bars, the heroes learn he's busting out with costumed help. The player characters may try to stop the jail break in progress, or else find themselves lured into an ambush when they join the efforts to recapture him. In either case, the numerical odds have turned as well, as the Sportsman and all his kin are present. The heroes find their opposition well-prepared, with traps and devices designed by veteran villains to prey upon their weaknesses (Ms. Scorpion is detailed in *Hero High* second edition (or scale the Martial Artist villain archetype from the *Gamemasters Guide*, **Chapter 3**, to PL8), and the modern Sportsman appears elsewhere in *Rogues Gallery*).

Time Is on My Side: The sportscaster cliché "Father Time is undefeated" hangs with equal gloom over most costumed criminals as well—the Sportsman and Princess Poison amongst them (as detailed in the sidebar **In the Modern Age**). For the most part, they are leisurely content to retire on their crooked laurels, credit themselves for Michael's supervillain success, and smugly enjoy their continued superiority to normal, law-abiding working stiffs. Time, however, has a way of increasing one's curmudgeonly attitude as it erases one's abilities, and someone somewhere could publicly utter words that anger the Cutlers out of their rocking chairs.

An insult may be accidental—Victor (see *Emerald City*) with his lack of pop-culture savvy innocently slights the original Sportsman's athletic or costumed feats—or deliberate, like Faster Pussycat (see *Threat Report*) unfavorably comparing Princess Poison's aging beauty to her own youthful charms. Whatever the catalyst, the Cutlers are mad, but not stupid. It's possible they leave the

IN THE MODERN AGE

No one lives forever, and the passing of years takes its toll on most super-powered people, just like "normals." Preston and Josephine are no different, and the aches and pains of aging are definitely catching up with them. Presently, the original Sportsman's ability scores are:

STR 3, STA 4, AGL 5, DEX 6, FGT 6, INT 5, AWE 5, PRE 5, and his **Bow & Arrows** now inflict Damage 3.

Princess Poison's ability scores are:

STR 0, STA 4, AGL 4, DEX 4, FGT 5, INT 4, AWE 5, PRE 7.

Both have the advantage Benefit 2 (Independently Wealthy).

revenge to their children, but if they decide to put paid to their detractors personally, they look for something to improve the odds. A white viridian stone from the Emerald City Museum of Natural History (see the **Viridian Stones** sidebar in *Emerald City*, **Chapter 7**) perfectly suits their designs.

The player characters can become involved as the Sportsman and Princess Poison rob the Museum, or afterward, when they have been restored to their full vigor (and use their youthful game statistics). In addition, the stones may grant them all-new abilities, making them an even greater problem for the heroes. Defeat by the player characters may send the Cutlers back into retirement, or—if Gamemasters want them as continuing villains in their series—leave them defeated but with permanently restored youth thanks to the stones' power. Alternately, the old-once-more Cutlers may become obsessed with regaining their stones, creating the impetus for future capers.

Centerfield: As detailed in *Emerald City* (see **Chapter 8**), the Emerald City Ospreys' home MarsTech Park stands atop one of Maximilian Mars' old supervillain lairs. While other baddies (such as Grandmaster and Scion) may also have designs on it, every comic-book fan loves a villain with a good motif, and nothing is truer to the idiom than to have the Sportsman set up shop underneath the stadium. The Sportsman and Princess Poison have enough connections in the costumed criminal world to learn of the facility, and afterwards their desire to spoil their beloved Michael (see Sportsman) with new criminal digs would be irresistible. The heroes may find themselves racing to seize the complex first (with the park above full on game day as a dramatic must), or charged with forcibly ejecting the Cutler clan (possibly even including Ms. Scorpion (see *Hero High*), home for a visit from the Shadow Academy) from the premises after they've already set up shop there—becoming all the more dangerous in the process.

THE STARBLIGHTS



Members: Sentry Cygnus, Sentry Libra, Sentry Orion, Sentry Scorpio, and Sentry Taurus

Base: Southside, Freedom City

Motivation: Solidarity, thrills

Since its initial exile from Asterim (see Empress Sola's entry for more information), the Umbra Star and its attendant Enoch have jumped between dimensions, empowering circles of young women as new agents to protect the artifact and—ideally—someday take the fight back to Sola and her Dark Realm: the Starlight Guardians. For centuries the cycle repeated, always ending in death, and Enoch desperately fleeing to a new world. When he came to Earth-Prime, however, he encountered the Master Mage Adrian Eldrich before he could recruit a new circle of guardians. Eldrich teamed up with the transformed sorcerer to banish Sola's Dark Commanders.

Eldrich found he had no stomach for Enoch's tendency to recruit young women to fight and die for his homeworld's war, and sealed the Umbra Star inside his sanctuary. With Eldrich gone, many of the artifacts he guarded have fallen through the cracks (or escaped), including the Star. Enoch reclaimed his legacy only minutes ahead of Sola's returned agents, and desperately searched for girls to empower as the newest generation of Guardians. While previous guardians had been warrior-nuns, nobles, or young scholars, Enoch chose the first five girls he found as Sola's Dark Commander Nabu closed in. He empowered Kata Nakamura, Zoe Meares, Jennifer Kwan, Ashley Bakowski, and Estelle

Jones, a circle of friends from Freedom City's Southside neighborhood. Already freaks and scrappers in their high school, the girls proved to be surprisingly capable—if blunt—with their newfound powers, and repelled several attempts by Sola's forces to recover the Umbra Star.

In their year or so as sentries, the girls have seen far more combat and death than any young hero should—often at the hands of strange and alien magical beasts dispatched by Empress Sola. Though well-intentioned, Enoch is more leader and mystical advisor than parent or counselor, and as their duties as guardians of the Umbra Star wear on them, they have grown increasingly withdrawn, disaffected, and aggressive. As their grades slip and family relationships fray, they lean on each other more and more. Enoch's recent death at the hands of an Asterim monster left the Starlight Guardians without their moral compass, and in the intervening months they have become a gang more than a circle of heroes. Now calling themselves the Starblights, they protect the Umbra Star as well as their territory, but have all but forgotten about freeing Asterim.

MOTIVATION & GOALS

The Starblights' only motivation is loyalty to one another and protecting their territory—several dozen blocks in Southside—from supernatural dangers, rival gangs, and even superhumans, villain and hero alike. Their crimes are entirely juvenile—petty theft, fighting, graffiti—but

backed up by serious superhuman power there are few forces that can stop them. While they still hang out in their civilian lives some of the time, hanging around school and their homes, they've largely checked out of their responsibilities and futures, and run away for weeks at a time. They protect the Umbra Star as aggressively as anything else they consider theirs, and their divestment from most of their earthly ties has ironically made them much more vicious and isolated foes for Empress Sola and her agents.

TACTICS

The Starblights fight like a natural disaster, falling on anyone they find "making trouble" in their territory or not showing them enough respect. Despite their hallmark trash talk and disrespect for others, they're tight friends who work well together, protecting friends who are dazed in combat and often combining their attacks to overcome more powerful foes. Sentry Cygnus is an exceptional leader who has risked her life several times to save her sisters, and the rest of the Starblights rally to her side and obey her commands without a second thought in combat.

HEADQUARTERS & RESOURCES

The Starblights' base of operations is a burned-out old theater near Michigan Street, though they consider everything within a mile or so to be their personal property. The only thing they value beyond their reputations and a small treasure trove of liquor and drugs is the Umbra Star—a powerful extradimensional gem capable of generating incredible amounts of magical energy—which maintains their powered forms. The Umbra Star can create new Sentries when it feels threatened, investing champions with enhanced strength, dexterity, and stamina, as well as the ability to control some fundamental magical energy. The gem's other potential powers are best handled as a plot device by the GM, and abusing it could easily provide the origin story for new villains or supernatural monsters.

SENTRY CYGNUS

REAL NAME: Kata "Kitty" Nakamura

When the Nakamura family first moved to Freedom City, their only daughter could barely speak English, which lead to slipping grades and constant mockery in elementary school. Kata never quite reclaimed her place as a once-great student, instead growing into an awkward and insecure teenager whose only skill seemed to be attracting the other losers of Southside's Knight High School. A good judge of character, "Kitty" found a way to bring out the best in others and make her otherwise combative circle of friends feel like a family. Kitty has lost almost all ties to her family, making her more reserved and cool-headed than she was just two years ago.



SENTRY CYGNUS

STR 4/0 STA 7/3 AGL 4/0 DEX 3/-1 FGT 3 INT -1 AWE 2 PRE 4

Powers: **Starlight Sentry** Enhanced Advantages 1 (Diehard), Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Stamina 4, Enhanced Strength 4, Immunity 4 (Disease, Cold, Poison, Sleep; Limited to Half Effect), Leaping 3 (60 feet), Regeneration 2, Speed 2 (8 MPH); **Sunrise Swan Wing** (Ranged Shapeable Area Damage 9), **AE: Swansong Reprieve** (Ranged Healing 5 (Energizing, Persistent, Restorative))

Advantages: Assessment, Defensive Attack, *Diehard*, Holding Back 4*, Improved Initiative 2, Improvised Weapon, Inspire 3

Skills: Close Combat: Unarmed 4 (+7), Expertise: Pop Culture 4 (+3), Insight 8 (+10), Perception 4 (+6), Persuasion 4 (+8)

Offense: Initiative +12, Sunrise Swan Wing — (Ranged, Shapeable Area, Damage 9), Unarmed, +7 (Close, Damage 4)

Defense: Dodge 9, Parry 9, Fortitude 7, Toughness 7, Will 10.

Totals: Abilities 22 + Powers 70 + Advantages 12 + Skills 12 (24 ranks) + Defenses 19 = 135

Complications: Motivation—Security: Kitty has seen more death and fighting than any teenager should, and now she sees her and her friends' safety as her only concern. **Power Loss:** Her Starlight Sentry powers require some effort to maintain, and a Sentry transforms back to normal if exhausted. **Defiant:** The Starblights resent all authority, hero or villain

*Advantage originally appears in *Hero High, 3rd Edition*

Enoch and the Umbra Star invested Kitty with the confidence and deceptive strength of the winter swan, and Sentry Cygnus has shown uncanny mastery of her newfound power. As they worked as heroes, Kitty's ability to keep her fractious team together made Sentry Cygnus the de facto leader, and she has steadily grown into the role even as their defiance for all other authority has grown. She commands wintery cold, able to direct wing-shaped blasts of piercing ice with incredible precision, but also direct her energy more carefully, soothing injuries. Kitty has formed an uncommonly close connection to the Umbra Star and is capable of tapping a much deeper well of power, but she is usually too cautious to unleash her true power unless several of her friends have been gravely injured.

SENTRY LIBRA

REAL NAME: Ashley Bakowski

Distrustful of everyone and everything, Ashley Bakowski was always the most reluctant member of any group, a perpetual rebel sans cause. Still, she craved human interaction even as she resented it, and found something of a balance alongside Kitty Nakamura and her circle of high school outcasts. Strong-willed and charismatic—loudmouthed, as her peers described her—she lives to goad friends and enemies alike. A part of her especially loves goading Kitty, partially to take the clique's "glorious leader" down a peg, but also, she's realizing, to



SENTRY LIBRA**PL 8****STR 5/1 STA 8/4 AGL 4/0 DEX 4/0 FGT 3 INT 0 AWE 0 PRE 1**

Powers: **Starlight Sentry** Enhanced Advantages 1 (Diehard), Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Stamina 4, Enhanced Strength 4, Immunity 4 (Disease, Cold, Poison, Sleep; Limited to Half Effect), Leaping 3 (60 feet), Regeneration 2, Speed 2 (8 MPH); **Twin Orbit Spark** Ranged Damage 10 (Accurate, Split), **AE: Flame Falling Star** Ranged Burst Area Damage 7 (Indirect (from overhead))

Advantages: All-out Attack, *Diehard*, Evasion, Fearless, Improved Initiative, Improvised Weapon 2, Set-up 2, Taunt, Uncanny Dodge, Untapped Potential*

Skills: Athletics 4 (+9), Close Combat: Unarmed 3 (+6), Deception 8 (+9), Expertise: Streetwise 4 (+4), Vehicles 5 (+9)

Offense: Initiative +8, Flame Falling Star — (Ranged, Burst Area, Damage 7), Twin Orbit Spark +6 (Ranged, Damage 10) Improvised Weapon +6 (Close, Damage 7), Unarmed, +6 (Close, Damage 5)

Defense: Dodge 8, Parry 8, Fortitude 9, Toughness 8, Will 4.

Totals: Abilities 18 + Powers 65 + Advantages 11 + Skills 12 (24 ranks) + Defenses 14 = 120

Complications: **Motivation—Justice:** Even more than her sisters, Ash believes everyone should get what's coming to them.

Power Loss: Her Starlight Sentry powers require some effort to maintain, and a Sentry transforms back to normal if exhausted.

Defiant: The Starblights resent all authority, hero or villain

*Advantage originally appears in *Hero High, 3rd Edition*

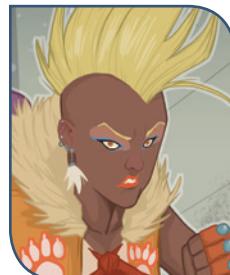
cover up the growing affection she's beginning to feel for her fellow Sentry. She still plays the foil, needling Sentry Cygnus at every turn, but now that the girls have grown to depend more on each other she leaves their bickering off the battlefield and follows instructions in a fight.

Sentry Libra wields the burning light of justice, controlling mystic flames and heat in addition to the extraordinary strength, speed, and durability the Umbra Star grants. Her primary attack is to launch twin bolts of flame, but more recently she has also learned to call down a burning meteor to immolate large groups. Despite her apparent disdain for everything, Ash is deeply compassionate, and when called upon to give her all has unleashed power no one thought her capable of—least of all her.

SENTRY ORION

REAL NAME: Estelle Jones

Good-looking, warm, and a junior Olympian, Estelle Jones always had her pick of friends. She originally saw Kitty Nakamura and her circle of outcasts as a charity case—nice girls, but ultimately losers she needed to defend or drag into occasional popularity whether they wanted it or not. In time, Estelle found she loved the honesty and mutual support that knitted their band together. Everything has always come easily to Estelle, and she has had the most success in navigating her team's transition from

**SENTRY ORION****PL 8****STR 5/1 STA 6/2 AGL 4/0 DEX 6/2 FGT 4 INT 0 AWE 5 PRE 0**

Powers: **Starlight Sentry** Enhanced Advantages 1 (Diehard), Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Stamina 4, Enhanced Strength 4, Immunity 4 (Disease, Cold, Poison, Sleep; Limited to Half Effect), Leaping 3 (60 feet), Regeneration 2, Speed 2 (8 MPH); **Hunter's Shining Arrow** (Ranged Damage 6 [Affects Insubstantial 2, Homing 1, Penetrating 6]), **AE: Shield-Breaker Shooting Star** (Perception Range Nullify Protection Effects 7 (Broad))

Advantages: Cool (Persuasion)*, *Diehard*, Jack-of-all-trades, Precise Attack (Ranged, Cover), Ranged Attack 4, Throwing Mastery, Tracking

Skills: Acrobatics 4 (+8), Close Combat: Unarmed 2 (+6), Perception 2 (+7), Persuasion 4 (+4), Treatment 4 (+4)

Offense: Initiative +4, Shield-Breaker Shooting Star — (Perception, Nullify Protection Effects 7), Hunter's Shining Arrow +10 (Ranged, Damage 6, Penetrating 6), Unarmed, +6 (Close, Damage 5)

Defense: Dodge 10, Parry 9, Fortitude 6, Toughness 6, Will 5

Totals: Abilities 28 + Powers 64 + Advantages 9 + Skills 8 (16 ranks) + Defenses 11 = 120

Complications: **Motivation—Loyalty:** Estelle values her friendship with the other girls more than anything. **Power Loss:** Her Starlight Sentry powers require some effort to maintain, and a Sentry transforms back to normal if exhausted.

Defiant: The Starblights resent all authority, hero or villain

*Advantage originally appears in *Hero High, 3rd Edition*

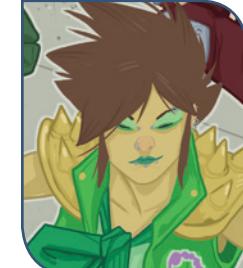
superheroes to young toughs—she still has a decent relationship with her parents (and often provides the other girls a place to stay) and even though she isn't homecoming queen any more, her grades are good enough for her to graduate if she survives that long.

Cool and confidant, Estelle embodies the guiding eye of the hunter as Sentry Orion. Her arrows of lightning hit with preternatural accuracy, and her keen eyes can find and shatter the flaw in almost any barrier or protection, allowing her to soften up enemies for her teammates.

SENTRY SCORPIO

REAL NAME: Jennifer Kwan

A childhood brush with death left Jenny Kwan quiet, reserved, and fastidious, and even now as a superhero and urban tough, she rarely speaks above a whisper. Her isolation and attention to detail left her alone most of her childhood, but also fostered a love of learning and reading she still maintains. Kitty's oldest friend, the pair have been inseparable since Nakamura first arrived in Freedom City. Despite their history, though, Jenny has formed a quick friendship with Zoe—Sentry Taurus—and even a burgeoning crush as the taller girl begins to regain her lost confidence.



Shy, reserved, and inventive, Sentry Scorpio wields the light of wit and deception embodied by the fierce scorpi-

SENTRY SCORPIO

PL 8

STR 3/-1 STA 4/0 AGL 4/0 DEX 3/-1 FGT 2 INT 4 AWE 2 PRE 2

Powers: **Starlight Sentry** Enhanced Advantages 1 (Diehard), Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Stamina 4, Enhanced Strength 4, Immunity 4 (Disease, Cold, Poison, Sleep; Limited to Half Effect), Leaping 3 (60 feet), Regeneration 2, Speed 2 (8 MPH); **Glamorous Scorpion Stings** Ranged Damage 8 (Accurate 2, Indirect 2, Multiattack), **AE: Dazzling Scorpion Flash** Cumulative Cone Area Affliction 8 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware; Limited to Sight)

Advantages: Attractive, Beginner's Luck, Defensive Roll 3, **Diehard**, Disarming*, Eidetic Memory, Evasion, Ranged Attack, Skill Mastery: Technology

Skills: Close Combat: Unarmed 3 (+5), Deception 2 (+4), Expertise: Science 6 (+10), Persuasion 4 (+6), Technology 6 (+10)

Offense: Initiative +4, Dazzling Scorpion Flash — (Close, Cone Area, Affliction 8), Glamorous Scorpion Stings +8 (Ranged, Damage 8, Multiattack), Unarmed, +5 (Close, Damage 3)

Defense: Dodge 9, Parry 7, Fortitude 4, Toughness 7/4**, Will 2 **Without Defensive Roll

Totals: Abilities 16 + Powers 71 + Advantages 12 + Skills 11 (21 ranks) + Defenses 10 = 120

Complications: Motivation—Thrills: Jennifer is an adrenaline junky, and her life with the Starblights feeds that. **Power Loss:** Her Starlight Sentry powers require some effort to maintain, and a Sentry transforms back to normal if exhausted. **Defiant:** The Starblights resent all authority, hero or villain

*Advantage originally appears in *Hero High, 3rd Edition*

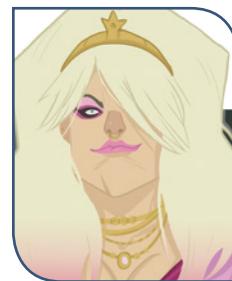
on. She fights with guile, arcing unexpected bolts of light from overhead or around corners like a whip, or blinding enemies with harmless flashes before falling back behind her stronger and more fearsome teammates. Still doe-eyed behind all her piercings, even hardened criminals and supernatural monsters find it difficult to clock the unassuming young woman.

SENTRY TAURUS

REAL NAME: Zoe Meares

As a star athlete and bassist in a local band, Zoe Meares enjoyed a completely different circle of friends up until she came out as transgender and began attending school as a girl. Blacklisted by all of Knight High School except her occasional study-buddy Kitty, Zoe grew into womanhood around the strange but deeply heartfelt examples of her gender.

Through Kitty and her friends, Zoe found the friendship and support she desperately need during the most terrifying time in her life, and she is overwhelmingly protective of her fellow Starblights as a result. Tall and broad-shouldered, she is a gentle giant who prefers her music to the street fights the rest of the gang enjoys, but she still remembers how to lay out a running back and can bring her size to bear in a fight even without the augmentations of the Umbra Star. She is adept at putting on a brave face for others.

**SENTRY TAURUS**

PL 8

STR 7/3 STA 7/3 AGL 4/0 DEX 4/0 FGT 3 INT 0 AWE 2 PRE 1

Powers: **Starlight Sentry** Enhanced Advantages 1 (Diehard), Enhanced Agility 4, Enhanced Dexterity 4, Enhanced Stamina 4, Enhanced Strength 4, Immunity 4 (Disease, Cold, Poison, Sleep; Limited to Half Effect), Leaping 3 (60 feet), Regeneration 2, Speed 2 (8 MPH); **Battling Auroch Charge** Ranged Damage 8, Linked to Ranged Affliction 8 (Resisted and Overcome by Strength; Vulnerable, Prone; Limited Degree)

Advantages: Defensive Roll, **Diehard**, Great Endurance, Improved Critical (Unarmed), Move-by Action, Power Attack, Takedown

Skills: Athletics 6 (+13), Close Combat: Unarmed 6 (+9), Expertise: Music 4 (+4), Intimidation 4 (+5), Ranged Combat: Starlight Attacks 2 (+6)

Offense: Initiative +4, Battling Auroch Charge +6 (Ranged, Damage 8, Ranged Affliction 8) Improvised Weapon +6 (Close, Damage 7, Crit 19-20), Unarmed, +9 (Close, Damage 7)

Defense: Dodge 7, Parry 8, Fortitude 8, Toughness 8/7**, Will 6 **Without Defensive Roll

Totals: Abilities 24 + Powers 66 + Advantages 6 + Skills 11 (22 ranks) + Defenses 13 = 120

Complications: Motivation—Responsibility: Zoe's friends stood by her when the rest of the world turned its back on her, and she will never let them down. **Power Loss:** Her Starlight Sentry powers require some effort to maintain, and a Sentry transforms back to normal if exhausted. **Defiant:** The Starblights resent all authority, hero or villain

Somewhat to her embarrassment, the Umbra Star invested Zoe with the strength, loyalty, and force of the bull, and as Sentry Taurus she can unleash a flattening blast of pure force shaped like an ancient aurochs. Sentry Taurus struggles more than her teammates to control and direct her Starlight powers—stemming from her lack of confidence and feeding a vicious circle of self-doubt—but is by far the best hand-to-hand combatant.

HOOKS

The Claremont School for Delinquent Girls: The Starblights aren't necessarily evil—they've simply lived hard lives and hardened themselves to survive—and some heroes believe they can reform with support and patience. Duncan Summers would like to enroll the team in the Claremont Academy to assist in the reform, but doing so first requires finding the street gang and then convincing them to give the private school a chance. And of course, once they're enrolled in school, keeping a team of territorial and confrontational girls from brawling with their fellow students becomes a full-time job!

Gang War: The Starblights manage to start a lasting feud with another of Freedom City's supernatural, less mature criminal groups, such as the House of Usher (see page 146) or the Psions (see *Freedom City 3rd Edition*). While two villain groups fighting each other seems like a blessing at first, their collateral damage begins adding up quickly, and once both sides begin stealing experimental weapons, someone needs to step in and play peace-maker.

APPENDIX: VILLAINS BY POWER LEVEL

ALL VILLAINS BY NAME

NAME	TEAM OR SUB-ENTRY	PAGE	PL	NAME	TEAM OR SUB-ENTRY	PAGE	PL
Alchemistress (modern)		6	14	Empress Sola		41	12
Alchemistress (original)		7	10	Esquire		44	11
Alien-Gator II		10	9	Europa	The Eclipse Syndicate	141	10
Amalgam, The		8	16	Explodo the Great		47	11
Angel	The Devil's Advocates	137	11	Francis Usher	The House of Usher	153	8
Anthony Usher	The House of Usher	151	8	Freestyle		49	8
Apocalypsette		12	13	Giant Steam-Powered Automaton	Tesla Girl	121	10
Apostate		14	12	Glooms	Empress Sola	43	3
Arctic Fox, The			10	Gobstopper	The Candy Crew	133	10
Bernard Usher	The House of Usher	152	8	Granite	The Factor Four	145	10
Berserker of Gralus	Elzaya, Queen-Empress of the Infraverse	35	5	Gumball Rally	The Candy Crew	133	9
Billy Wakeland	Harbinger of the Far Tide	53	2	Harbinger of the Far Tide		51	12
Born Loser, the	The Devil's Advocates	138	10	Hocus	Hocus & Pocus	148	9
Bress the Beautiful	Fomorians	19	14	Ice Princess	Johnny Frostbite & Ice Princess	154	11
Brimstone	Kid Grimm	61	6	IGT-92		54	11
Buddy	The Devil's Advocates	138	10	Indomitable	Kathryn the Red	59	6
Bylar Konteel	Elzaya, Queen-Empress of the Infraverse	35	10	Johnny Frostbite	Johnny Frostbite & Ice Princess	154	9
Callisto	The Eclipse Syndicate	141	9	Kathryn the Red		57	10
CamProbe	Tun	123	6	Kid Grimm		60	12
Candy Czar, the	The Candy Crew	131	10	Lady Lightning		63	11
Chakram		21	10	Living Wax Creations	The Waxman	112	7
Cheat Code		23	10	Loma Slife		65	13
Cinnamon Styx	The Candy Crew	134	11	Luna	The Eclipse Syndicate	142	10
Clockwork Sharks	Tesla Girl	121	5	Madame Guillotine		68	11
Color Queen	Spectrum	111	10	Maestro		70	11
Cueball	The Devil's Advocates	138	10	MC-1	Prince Rokkar	97	8
Dark Commanders	Empress Sola	43	varies	Megastar		72	11
David Usher	The House of Usher	153	8	Mercurial		74	12
Dealer, the		25	10	Mesmerist, the		77	13
Devil's Advocate	The Devil's Advocates	137	3	Mistress Hyde		79	10
Doctor Tectonic		28	12	Mother Moonlight		81	9
Dr. Maryann Beswick	Mistress Hyde	80	4	Myrmidon, the		84	12
Drive By		31	11	Newt		86	7
Elric Marshall	S.E.L.F.I.E.	109	5	Nightmare Child		88	12
Elzaya, Queen-Empress of the Infraverse		33	10	Oblivion Knight, the		90	13
Embalmer, The		36	10	Oblivion Trooper	The Oblivion Knight	82	7
Eminence		38	14	Oni	Apocalypsette	13	6
				Orphean, the		93	13

ALL VILLAINS BY NAME

NAME	TEAM OR SUB-ENTRY	PAGE	PL	NAME	TEAM OR SUB-ENTRY	PAGE	PL
Osprey, the		95	13	Shadow Knights	Empress Sola	43	8
Pandemic		97	10	Shatter		110	11
Petka	The Oblivion Knight	92	9	Shatter Follower	Shatter	106	3
Player's Club Member	The Dealer	26	7	Sky Pirate	Skyjacker	114	7
Pocus	Hocus & Pocus	149	9	Skyjacker		113	11
Prince Rokkar		99	10	Spectrum		116	10
Princess Poison	The Sportsman & Princess Poison	162	9	Sportsman I, the	The Sportsman & Princess Poison	161	11
Princess Silverwing		102	9	Sportsman II, the		118	11
Professor Fathom	The Factor Four	144	11	Stone Golem	Doctor Tectonic	30	6
Purple Haze	Purple Haze & Scarlet Mist	158	11	Sylph	The Factor Four	146	9
Pyre	The Factor Four	145	10	Tesla Girl		120	11
S.E.L.F.I.E.		107	10	Titan	The Eclipse Syndicate	142	10
Scarlet Mist	Purple Haze & Scarlet Mist	159	11	Tun		122	11
Sentry Cygnus	The Starblights	165	9	Vathek the Appeaser		125	11
Sentry Libra	The Starblights	166	8	Viscous Ogre	Harbinger of the Far Tide	53	6
Sentry Orion	The Starblights	166	8	Vivian Usher	House of Usher	152	8
Sentry Scorpio	The Starblights	166	8	Waxman, The		127	11
Sentry Taurus	The Starblights	167	8	Wicked Licorice	The Candy Crew	134	10

GROUP VILLAINS BY NAME

NAME	AFFILIATION	PAGE	PL	NAME	AFFILIATION	PAGE	PL
Angel	The Devil's Advocates	137	11	Luna	The Eclipse Syndicate	142	10
Anthony Usher	The House of Usher	151	8	Pocus	Hocus & Pocus	149	9
Bernard Usher	The House of Usher	152	8	Princess Poison	The Sportsman & Princess Poison	162	9
Born Loser, the	The Devil's Advocates	138	10	Professor Fathom	The Factor Four	144	11
Buddy	The Devil's Advocates	132	10	Purple Haze	Purple Haze & Scarlet Mist	158	11
Callisto	The Eclipse Syndicate	141	9	Pyre	The Factor Four	145	10
Candy Czar, the	The Candy Crew	131	10	Scarlet Mist	Purple Haze & Scarlet Mist	159	11
Cinnamon Styx	The Candy Crew	134	11	Sentry Cygnus	The Starblights	165	9
Cueball	The Devil's Advocates	138	10	Sentry Libra	The Starblights	166	8
David Usher	The House of Usher	153	8	Sentry Orion	The Starblights	166	8
Devil's Advocate	The Devil's Advocates	137	3	Sentry Scorpio	The Starblights	166	8
Europa	The Eclipse Syndicate	141	10	Sentry Taurus	The Starblights	167	8
Francis Usher	The House of Usher	153	8	Sportsman I, The	The Sportsman & Princess Poison	161	11
Gobstopper	The Candy Crew	133	10	Sylph	The Factor Four	146	9
Granite	The Factor Four	145	10	Titan	The Eclipse Syndicate	142	10
Gumball Rally	The Candy Crew	133	9	Vivian Usher	The House of Usher	152	8
Hocus	Hocus & Pocus	148	9	Wicked Licorice	The Candy Crew	134	10
Ice Princess	Johnny Frostbite & Ice Princess	154	11				
Johnny Frostbite	Johnny Frostbite & Ice Princess	154	9				

ALL VILLAINS BY POWER LEVEL

NAME	TEAM OR SUB-ENTRY	PAGE	PL	NAME	TEAM OR SUB-ENTRY	PAGE	PL
Amalgam, The		8	16	Arctic Fox, The		10	
Alchemistress (modern)		6	14	Born Loser, the	The Devil's Advocates	138	10
Bress the Beautiful	Fomorians	19	14	Buddy	The Devil's Advocates	138	10
Eminence		38	14	Bylar Konteel	Elzaya, Queen-Empress of the Infraverse	35	10
Apocalypsette		12	13	Candy Czar, the	The Candy Crew	131	10
Loma Slife		65	13	Chakram		21	10
Mesmerist, the		77	13	Cheat Code		23	10
Oblivion Knight, the		90	13	Color Queen	Spectrum	111	10
Orphean, the		93	13	Cueball	The Devil's Advocates	138	10
Osprey, the		95	13	Dealer, the		25	10
Apostate		14	12	Elzaya, Queen-Empress of the Infraverse		33	10
Doctor Tectonic		28	12	Embalmer, The		36	10
Empress Sola		41	12	Europa	The Eclipse Syndicate	141	10
Harbinger of the Far Tide		51	12	Giant Steam-Powered Automaton	Tesla Girl	121	10
Kid Grimm		60	12	Gobstopper	The Candy Crew	133	10
Mercurial		74	12	Granite	The Factor Four	145	10
Myrmidon, the		84	12	Kathryn the Red		57	10
Nightmare Child		88	12	Luna	The Eclipse Syndicate	142	10
Angel	The Devil's Advocates	137	11	Mistress Hyde		79	10
Cinnamon Styx	The Candy Crew	134	11	Pandemic		97	10
Drive By		31	11	Prince Rokkar		99	10
Esquire		44	11	Pyre	The Factor Four	145	10
Explodo the Great		47	11	S.E.L.F.I.E.		107	10
Ice Princess	Johnny Frostbite & Ice Princess	154	11	Spectrum		116	10
IGT-92		54	11	Titan	The Eclipse Syndicate	142	10
Lady Lightning		63	11	Wicked Licorice	The Candy Crew	134	10
Madame Guillotine		68	11	Alien-Gator II		10	9
Maestro		70	11	Callisto	The Eclipse Syndicate	141	9
Megastar		72	11	Gumball Rally	The Candy Crew	133	9
Professor Fathom	The Factor Four	144	11	Hocus	Hocus & Pocus	148	9
Purple Haze	Purple Haze & Scarlet Mist	158	11	Johnny Frostbite	Johnny Frostbite & Ice Princess	154	9
Scarlet Mist	Purple Haze & Scarlet Mist	159	11	Mother Moonlight		81	9
Shatter		110	11	Petka	The Oblivion Knight	92	9
Skyjacker		113	11	Pocus	Hocus & Pocus	149	9
Sportsman I, the	The Sportsman & Princess Poison	161	11	Princess Poison	The Sportsman & Princess Poison	162	9
Sportsman II, the		118	11	Princess Silverwing		102	9
Tesla Girl		120	11	Sentry Cygnus	The Starblights	165	9
Tun		122	11	Sylph	The Factor Four	146	9
Vathek the Appeaser		125	11	Anthony Usher	The House of Usher	151	8
Waxman, The		127	11	Bernard Usher	The House of Usher	152	8
Alchemistresses (original)		7	10				

ALL VILLAINS BY POWER LEVEL

NAME	TEAM OR SUB-ENTRY	PAGE	PL	NAME	TEAM OR SUB-ENTRY	PAGE	PL
David Usher	The House of Usher	153	8	Indomitable	Kathryn the Red	59	6
Francis Usher	The House of Usher	153	8	Oni	Apocalypsette	13	6
Freestyle		49	8	Stone Golem	Doctor Tectonic	30	6
MC-1	Prince Rokkar	97	8	Viscous Ogre	Harbinger of the Far Tide	53	6
Sentry Libra	The Starblights	166	8	Berserker of Gralus	Elzaya, Queen-Empress of the Infraverse	35	5
Sentry Orion	The Starblights	166	8	Clockwork Sharks	Tesla Girl	121	5
Sentry Scorpio	The Starblights	166	8	Elric Marshall	S.E.L.F.I.E.	109	5
Sentry Taurus	The Starblights	167	8	Dr. Maryann Beswick	Mistress Hyde	80	4
Shadow Knights	Empress Sola	43	8	Devil's Advocate	The Devil's Advocates	137	3
Vivian Usher	House of Usher	152	8	Glooms	Empress Sola	43	3
Living Wax Creations	The Waxman	112	7	Shatter Follower	Shatter	106	3
Newt		86	7	Billy Wakeland	Harbinger of the Far Tide	53	2
Oblivion Trooper	The Oblivion Knight	82	7	Dark Commanders	Empress Sola	43	varies
Player's Club Member	The Dealer	26	7				
Sky Pirate	Skyjacker	114	7				
Brimstone	Kid Grimm	61	6				
CamProbe	Tun	123	6				

GROUP VILLAINS BY POWER LEVEL

NAME	AFFILIATION	PAGE	PL	NAME	AFFILIATION	PAGE	PL
Angel	The Devil's Advocates	131	11	Wicked Licorice	The Candy Crew	128	10
Cinnamon Styx	The Candy Crew	127	11	Callisto	The Eclipse Syndicate	135	9
Ice Princess	Johnny Frostbite & Ice Princess	148	11	Gumball Rally	The Candy Crew	127	9
Professor Fathom	The Factor Four	145	11	Hocus	Hocus & Pocus	137	9
Purple Haze	Purple Haze & Scarlet Mist	151	11	Johnny Frostbite	Johnny Frostbite & Ice Princess	148	9
Scarlet Mist	Purple Haze & Scarlet Mist	151	11	Pocus	Hocus & Pocus	137	9
Sportsman I, The	The Sportsman & Princess Poison	154	11	Princess Poison	The Sportsman & Princess Poison	154	9
Born Loser, the	The Devil's Advocates	131	10	Sentry Cygnus	The Starblights	159	9
Buddy	The Devil's Advocates	132	10	Sylph	The Factor Four	147	9
Candy Czar, the	The Candy Crew	125	10	Anthony Usher	The House of Usher	141	8
Cuball	The Devil's Advocates	133	10	Bernard Usher	The House of Usher	142	8
Europa	The Eclipse Syndicate	135	10	David Usher	The House of Usher	142	8
Gobstopper	The Candy Crew	125	10	Francis Usher	The House of Usher	142	8
Granite	The Factor Four	146	10	Sentry Libra	The Starblights	159	8
Luna	The Eclipse Syndicate	136	10	Sentry Orion	The Starblights	160	8
Pyre	The Factor Four	146	10	Sentry Scorpio	The Starblights	160	8
Titan	The Eclipse Syndicate	136	10	Sentry Taurus	The Starblights	161	8
				Vivian Usher	The House of Usher	141	8
				Devil's Advocate	The Devil's Advocates	130	3

INDEX

A

Alchemistress.....	6-7
Alien-Gator II.....	10-11
Amalgam, the.....	8
Amalgam, The.....	8-9
Angel.....	137
Anthony "The Kid" Michael.....	115
Anthony Usher.....	151
Apocalypsette.....	12-13
Apostate.....	14-15
Arctic Fox, the.....	16-18

B

Bernard Usher.....	152
Berserker of Gralus.....	35
Billy Wakeland.....	53
Born Loser, the.....	137-138
Bres the Beautiful.....	19-20
Brimstone.....	61
Buddy.....	138-139
Bylar Konteel.....	35

C

Callisto.....	141-142
CamProbe.....	123
Candy Crew, the.....	130-135
Candy Czar, the.....	131
Chakram.....	21-22
Cheat Code.....	23-24
Choco-nut Golem.....	131
Cinnamon Styx.....	133-134
Clockwork Sharks.....	121
Color Queen.....	117
Commander Apus.....	43
Commander Grus.....	43
Commander Pavo.....	43
Commander Tucana.....	43
Commander Vela.....	43
Crystal Complex, the.....	144
Cueball.....	138-139

D

Dark Commanders.....	43
David Usher.....	152-153
Dealer, the.....	25-27
Devil's Advocate.....	137
Devil's Advocates, the.....	136-139
Doctor Tectonic.....	28-30
Dr. Artemus Knab.....	115
Drive By.....	31-32

E

Eclipse Syndicate.....	140-142
Elric Marshall.....	109
Elzaya, Queen-Empress of the Infraverse.....	33-34
Embalmer, the.....	36-37
Eminence.....	38-40
Empress Sola.....	41-43
Esquire.....	44-46
Europa.....	141
Explodo the Great.....	47-48

F

Factor Four.....	143-146
Francis Usher.....	152-153
Freestyle.....	49-50

G

Giant Steam-Powered Automatons....	121
Glooms.....	43
Gobstopper.....	131-133
Granite.....	145
Gumball Rally.....	133

H

Harbinger of the Far Tide.....	51-53
Hocus.....	147-149
House of Usher, the	150-153

I

Ice Princess.....	154-156
IGT-92.....	54-56
Indomitable.....	59

J

Johnny Frostbite.....	154-156
-----------------------	---------

K

Kathryn the Red	57-59
Kid Grimm.....	60-62
Kimberly "Prof" Grace.....	115

L

Lady Lightning	63-64
Living Wax Creations.....	128
Loma Slife.....	65-67
Lucas "Doc" Alexander.....	115
Luna.....	142

M

Madame Guillotine	68-69
Maestro.....	70-71
MC-1.....	101
Megastar.....	72-73
Mercurial.....	74-76
Mermerist, the	77-78
Michelle "Misha" Dabrowski.....	115
Mistress Hyde.....	79-80
Mother Moonlight.....	81-83
Myrmidon, the.....	84-85

N

Newt.....	86-87
Nightmare Child	88-89

O

Oblivian Knight	90-92
Oblivion Trooper.....	92
Oni	13
Orphean, the	93-94
Osprey, the.....	95-96

P

Pandemic.....	97-98
Petka	92
Player's Club Member	26
Pocus.....	147-149
Prince Rokkar	99-101
Princess Poison.....	160-163
Princess Silverwing	102-103
Professor Alvin Dahl	106
Professor Fathom.....	144-145
Purple Haze.....	157-159
Pyre.....	145-146

R

Red-Teeth Sven.....	104, 104-106
---------------------	--------------

S

Scarlet Mist	157-159
S.E.L.F.I.E	107-109
Sentry Cygnus.....	165
Sentry Libra	165-166
Sentry Orion	166
Sentry Scorpio	166-167
Sentry Taurus	167
Shadow Knights	43
Shatter.....	110-112
Shatter Follower.....	112
Skyjacker.....	113-115
Sky Pirates	114-115
Spectrum.....	116-117
Sportsman (I).....	160-163
Sportsman, the.....	118-119
Starblights, the	164-167
Stone Golem	30
Sylph	146

T

Tesla Girl.....	120-121
The Sky Pirates	114
Titan	142
Tun	122-124

V

Vathek the Appeaser	125-126
Viscous Ogre	53
Vivian Usher	151-152

W

Waxman, the	127
Wicked Licorice	134-135

LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent

Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc. Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing: Author Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing: Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.: Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Freedom City, Copyright 2003, Green Ronin Publishing: Author Steve Kenson.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing: Author Steve Kenson.

Freedom City, Second Edition, Copyright 2005, Green Ronin Publishing: Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing: Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2010, Green Ronin Publishing: Author Steve Kenson.

Mutants & Masterminds Deluxe Hero's Handbook, Copyright 2013, Green Ronin Publishing: Authors Leon Chang, Seth Johnson, Jon Leitheusser, Prof. Christopher McGlothlin, M.Ed., Steve Kenson

Freedom City, Third Edition, Copyright 2017, Green Ronin Publishing: Author Steve Kenson.

Rogues Gallery, Copyright 2017-2018, Green Ronin Publishing: Developer Crystal Frasier.

