The Algernon Files



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M&M SUPERLINK

The Algernon Files

A BlackWyrm Games Production

Written By	**Aaron Sullivan, Dave Mattingly**
With	**Leigh Brandon, Ryan Wolfe**
Layout, Editing	**Dave Mattingly**
Artwork By	**Derrick Thomas**
Cover	**Eric Rademaker, Ryan Wolfe**
Coloring, Maps	**Ryan Wolfe**
Additional Art	**Brad Parnell, Eric Rademaker**
BlackWyrm Games	**Dave Mattingly, Aaron Sullivan, Derrick Thomas, Ryan Wolfe**
Special Thanks	**Dan Frazier and Ken Whitman for invaluable support**
Playtesters	**Frank "Dragon Tao" Carr, Andrew "Rune" Harris, Des "Silent Knight" Kirkpatrick, Earl "Apothecary" Martin, Scott "Baldur" Martin, Mike "Monsta" Miller, James "Ghost" Peveler, JT "Night Train" Scott, Robert "Shinobi" Wellinghurst**
Dedications	**Dave – To Jesus for saving me, Linda for loving me, and Seth for playing with me.** **Aaron – To my friends for inspiring my weirdness, and my family for tolerating it.** **Derrick – To Benjamin, my dad and superhero, and my friends for urging me onward.** **Ryan – To Andi, the excuse for quitting my "real" job and doing this instead.**

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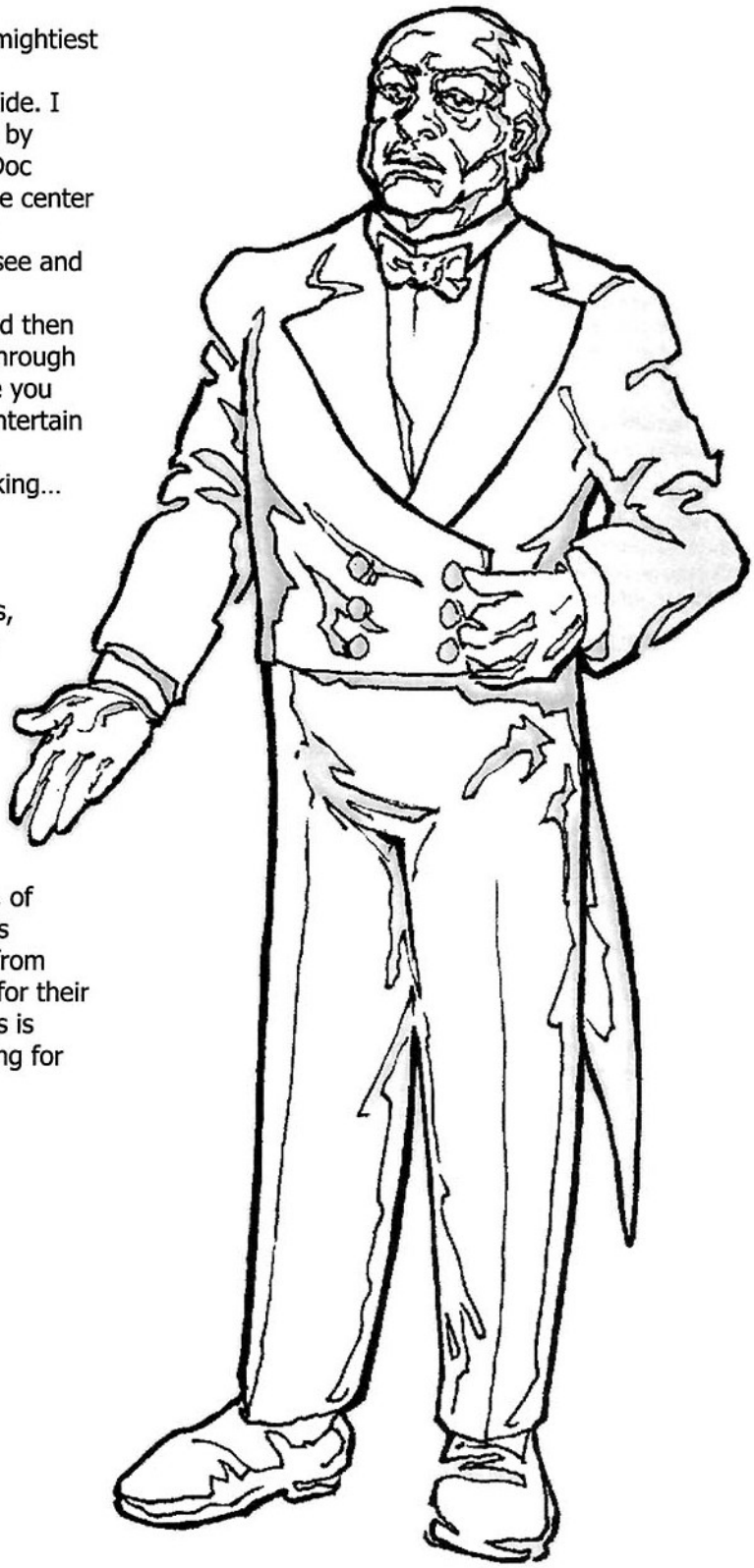
Introduction

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

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

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

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



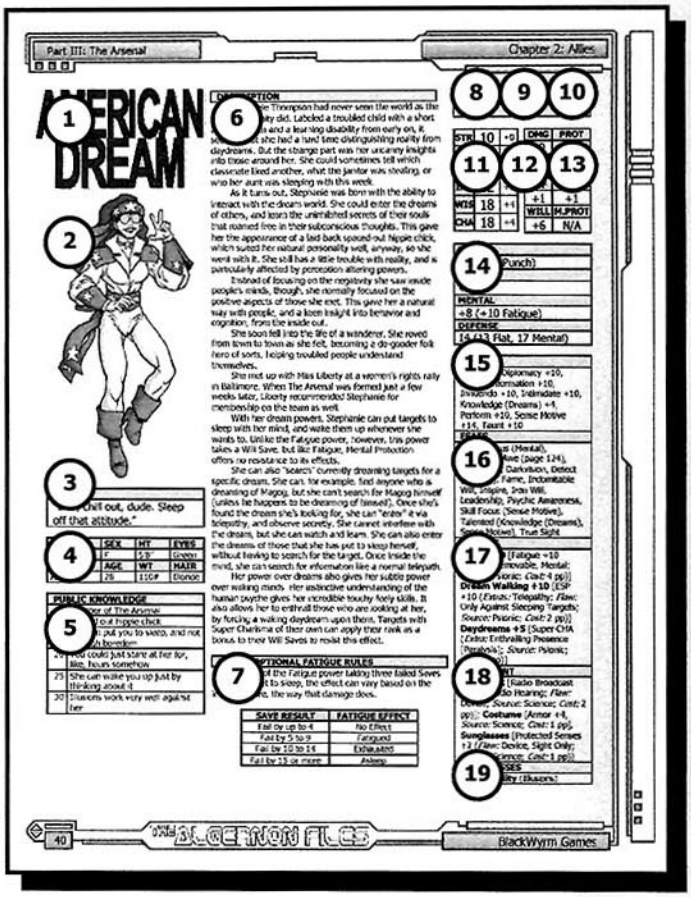
How to Use This Book

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

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

The Character Sheets

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



1. Name

The character's "professional" name.

2. Picture

The characters are all shown at the same scale (except in the extreme case of The Serpent Queen and Praetorian's War Sphere), to make for easy size comparisons. 4 in = 6 ft (1:18 scale).

3. Quote

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

4. Visible Information

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

5. Public Knowledge

This is information that someone might know about the character.

Characters with an applicable skill, such as Knowledge (Metahumans), or Knowledge (High Technology) for high-tech characters, can make a skill check to see how much they know about the character. Otherwise, default to a normal INT check for information already known, or a Gather Information check for active research.

The information gained is cumulative (i.e. a result of 17 will reveal the information at DC 5, 10, and 15). If the facts are contradictory, the higher DC fact is the truth.

6. Description

The character's origin, personality, powers, and tactics.

7. Notes

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

8. Level

The character's Power Level (PL).

9. Concept

The idea behind the character.

10. Hero Points

This number appears for villains, too, who do not normally get Hero Points. That way, if a player wants to turn a villain into a hero, it's easy to just play his beliefs and actions differently, but keep the same powers and skills. Even when they're played as villains, if a character has the Devil's Own Luck Feat (the equivalent of Hero's Luck), that character (not the villain team as a whole) should still get the bonus points.

11. Stat Block

Standard d20 Stat Block.

12. Saving Throws

Standard d20 Saving Throws. If a character has the Evasion Feat, his Reflex Save is in boldface as a reminder that it can be used in place of his Damage Save.

13. Reference Numbers

Protection, Speed (and most common mode of transportation), Initiative Bonus, and Mental Protection. The Protection numbers, if they exist, are listed as a negative, to show how much incoming damage to subtract.

14. Attack Bonuses, Usual Damage

The bonus from Attack Focus (if that Feat has been taken) is already added in. Any extra reach from Growth is shown in brackets.

15. Skills

All modifiers have already been included. Any skill bonuses that do not always apply (such as the Attractive feat) will be listed with two values separated by a slash.

16. Feats

New feats are listed with the page number in the Appendix in which they can be found.

17. Powers

New powers are listed with the page number in the Appendix in which they can be found.

18. Equipment

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

19. Weaknesses

If the character has a weakness, it is listed here.

Chapter 2: Allies

Part I: The Sentinels



The Sentinels

The Originals

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

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

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

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

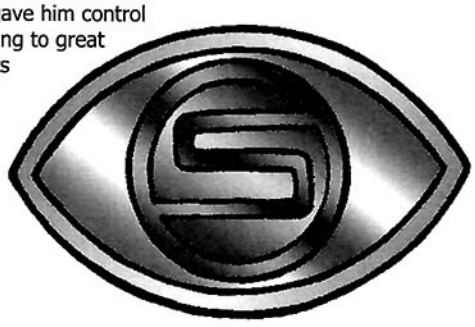
Recruit number four came directly from the recommendation of William "Wild Bill" Donovan, an influential player in the country's nascent intelligence community. The Silent Knight, whose identity was known only to Donovan and the president, was a legendary jack-of-all-trades, always seeming to have exactly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

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

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

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

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



Take Two

A decade later, in 1964, as thousands of people watched television coverage of a desperate battle where the mighty Horus, Son of Ra (page 58) fought to keep his eternal enemy The Serpent Queen (page 66) from destroying the UN building, a group of young and untested heroes came to his aid. First was the physicist Rick Thompson, who had been changed into energy by a terrible accident and doomed to live out his life contained in an exosuit, without which his form would quickly dissipate, and fought under the name Dynamo. He was joined by the siblings Mary and Michael Martin, mutants with control over heat and cold, who were better known as Hotshot and Jack Frost. Then came the man who remained a mystery from his first appearance to his final disappearance, the frenetic Killjoy, nimble in body and words as he rained down taunts on his enemies. And finally, her father's daughter in every way, Patricia O'Halloran had inherited her father's superhuman speed and followed in his footsteps as the lightning fast Blur. They joined forces with Horus the Sunhawk, who claimed to be the incarnation of the Egyptian sun god given physical form. He had been sent to Earth to recapture Apophis the Nightbringer, and to put her back in the timeless prison pit from which she had escaped in the form of the terrible Serpent Queen. Together, the team eventually managed to drive off the Queen's monstrous "Serpent Manifest" form after a long and difficult fight, saving not only the UN, but most of downtown Manhattan in the process.

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

After a number of broad membership changes, ranging from the uncanny marksman Troubleshooter to the Atlantean outcast Sea Devil and the fortune-blessed Johnny Karma, the team finally disbanded in the wake of a battle with the time-traveling despot Praetorian (page 62) in 1979. Dynamo, not only the long time leader of the group but also its spiritual anchor, gave his life during that battle to destroy one of the temporal terror's dreaded Time Tower weapons before it could be used to devastate Washington. Following his death, the remaining members drifted apart, with Horus and Killjoy eventually formalizing the dissolution in a statement to press.

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

The Present

The third and current team formed much like the second, following a fortuitous meeting in response to a great threat. In this instance, the threat was yet another attempt by the Hierophant and his minions to open a dimensional gate for their god, the cosmic clockwork consciousness Ex Machina, so he could enter and consume the Earth. Blackheart, Hardcore, and Speed Demon (pages 14, 16, and 19), were joined by the plant-controlling Wildflower, the versatile force field projector Think Tank, and the energy-wielding marksman Sundance, and managed to stave off the Hierophant's best efforts.

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

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

The team's internal dynamics have changed over the years, for better and worse, before settling into the thus far stable arrangement they hold at the moment. The current line-up consists of Blackheart, Brimstone, Hardcore, Iron Angel, Onyx, Speed Demon, Technomancer, and Troll (pages 14 through 21). There is also a reserve roster including: Wildflower, who now works with Greenpeace; Think Tank, who left active status after deciding he preferred the role of local hero in the city; and Sundance, who is undergoing extensive testing at a classified government installation in efforts to better control his increasing powers. Spoilsport's abilities to temporarily steal the powers and skills of other metahumans recently caused a feedback incident from which he barely survived, and resulted in extended medical leave while he decide what he wants his future to be regarding the team. And Bigtime, whose control over space and time enables him to change his size and to summon temporal duplicates of himself from the future, is undergoing psychiatric treatment after one of his duplicates was killed in a battle last year, precipitating a nervous breakdown.

Past members include Kismet, a martial artist sent back from a bleak future in which The Assembly (page 109) has taken over the Earth. She sacrificed her life to keep that future from coming to pass. The shadow-caster Noir left the team to join The Aerie (page 29) with her fiancé, the hero Cyberhawk (page 31). She now uses the name Blackbird (page 32). The cyborg Mean Machine (page 102) was dismissed from the team after his growing instability led to repeated breaches of the team's protocols concerning unnecessary violence. He now sells his services to the highest bidder, no longer caring what causes he fights for, so long has he has the opportunity to fight; he also carries a violent grudge against several members of the team, especially Technomancer. And the illusionist Spellbinder, after discovering her true interests lie outside the law, was dismissed following her betrayal of the team during a battle with mercenaries in the hire of the criminal organization The Magi. She now operates under the name Façade (page 73) as a member of the high-priced and very deadly mercenary team, The Black Knights (page 69). Members of the team who suffered personally during her betrayal put a high premium on her eventual capture and incarceration.

DOC STEEL



DESCRIPTION

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

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

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

Sadly, despite all of the successes the order garnered in the shadows, their ultimate aims would meet with violent failure. Initially embracing the revolution of the people against the Bourbon crown, seeing in it the potential culmination of one of the order's aims, the

LEVEL	Two-Fisted Hero of Yesteryear	HERO
20		10

STR	20	+5
DEX	16	+3
CON	20	+5
INT	20	+5
WIS	18	+4
CHA	18	+4

DMG	PROT
+15	-10
FORT	RUN
+15	30 ft
REF	INIT
+3	+7
WILL	M.PROT
+17	N/A

MELEE
+11 (+15S Punch)

RANGED
+18

DEFENSE
19 (16 Flat, 20 Mental)

SKILLS
Computer +20, Craft (Electronics, Cybernetics, Mechanics, Weapon Systems) +20, Craft (All others, untrained) +19, Diplomacy +11, Disable Device +18, Knowledge (Metahumans) +18, Knowledge (all others, untrained) +17, Language (French, German, Latin, Russian, Japanese), Listen +20, Medicine +18, Profession (Business) +12, Repair +18, Science (Astronomy, Chemistry, Exobiology, Physics) +20, Science (All others, untrained) +19, Search +18, Sense Motive +10, Spot +20

FEATS
Artisan (page 124), Blind-Fight, Connected, Dodge, Durability, Egghead (page 124), Expertise, Fame, Great Fortitude, Headquarters (x2) (Fortress, Various Omnitech facilities), Improved Initiative, Indomitable Will, Leadership, Photographic Memory, Power Attack, Talented (Science and Craft), Toughness, Vehicle (x2) (Kestrels, Destriers), Wealth (x4)

POWERS
Amazing Save: Will +8 (*Extras:* Fortitude, Damage, *Source:* Training, *Cost:* 3 pp)
Super-INT +12 (*Extras:* Super-WIS +5, Super-CHA +5, *Source:* Training, *Cost:* 4/2)
Super-STR +10 (*Extras:* Immunity [Aging, Disease, Energy (Cold, Fire, Electricity), Exhaustion, Poison, Pressure, Starvation, Suffocation], Protection, Regeneration, Super-Senses, *Source:* Alien/Science, *Cost:* 8 pp)

EQUIPMENT
Gadgets +5 (*Source:* Science, *Cost:* 1 pp)

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

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

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

SAMPLE GADGETS
Energy Signature Scanalyzer [Detect (Metahumans) with Telescopic Sense +3]
Point Defense Projector [Deflection +5]

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

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

The boys' father had made many enemies during his infrequent "favors" to his native government during the war. One of these men, the Kaiser's handpicked special agent, had not only survived the defeat of his country, but, after several years, had finally clawed his way back into a position where he could strike at those that had earned his wrath. Jameson Steele was the victim of a crude but well-placed explosive. There was no evidence left to implicate those who had planted the bomb, and it would be years before the brothers would discover the culprit. Following her husband's death, Penelope Whittier Steele suffered a catastrophic breakdown from which she would never recover. She would spend the rest of her life, a little over a decade, in an institution.

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

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

The good doctor was examined at length, and the device responsible for his condition taken apart for closer scrutiny (even though the fluid substance reservoirs now seemed exhausted). It would be over a year of testing, testing, and more testing before Ulysses' superiors in the project even considered allowing him to leave the base where he had been sequestered, and even that allowance was due in larger part to the young man's connections

OMNIUM STEEL

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

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

Steele's history over the following decades is a matter of public record, his membership in the original Sentinels for the duration of their existence, his founding of Steele Omnitech as an outlet for his many inventions and technological advancements, and, of course, his long and sometimes very personal conflict with the criminal mastermind known as Dr. Prometheus (page 89).

In the mid-1960s, Ulysses met Samantha Reilly, who, operating under the name Troubleshooter, was a member of the second group of adventurers calling themselves The Sentinels. Doc only encountered this group infrequently, but it was time enough that his and Reilly's respect for one another became affection, and then love. They were married in 1966, and the following year she gave birth to a son, Jacob Hannibal Steele. These were the happiest years of Steele's life. He worked to be a good father and husband, devoting more time to Omnitech than his "hobby" (as his wife jokingly called his heroing activities). Unfortunately, it wasn't to last. When his old enemy Dr. Prometheus decided to take his own genetically engineered "children" (The Prometheans, page 87) and leave the Earth, he also decided to make one last strike against the Steele family. Knowing that Samantha Steele was about to give birth to the couple's second child, Prometheus arranged for Doc to be called away from the hospital to deal with a carefully planned emergency. In his absence, several of the Prometheans entered the hospital intending to induce labor and steal the baby, to take with them to their father for him to raise. Much to Prometheus' dismay, the child's uncle was there to watch over his family in their father's absence. Alexander Steele, long since having dropped his Anthem identity from his time with the original Sentinels, was able to defeat the Prometheans at the hospital, driving them away. During the battle, however, considerable damage was done to the hospital, and the doctors, working in what amounted to a war zone, were unable to keep complications from setting in. Samantha Steele died giving birth to her second son, Isaac Augustus Steele. Ulysses blamed himself for not being at his wife's side to help her. After hunting for Prometheus, only to find that the diminutive genius had left the Earth and seemed forever outside his grasp, Steele retired from public life almost completely, and buried himself in running his company and raising his children. Though occasionally drawn into adventure unintentionally over the years, Doc has maintained his retirement. Even today, he operates only as a patron and influential ally to various active heroes, but never, *never*, as an active participant in what his brother refers to as "the game."

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

Doc Steel is immensely strong and resilient. He heals wounds with such speed that most disappear so fast witnesses can't tell that he was hurt in the first place. His senses are preternaturally acute, and he's proven immune to any environmental dangers he's ever encountered. Unlike his brother, who appears to be aging slowly enough that he looks about half his actual age, Doc doesn't appear to age at all, looking today exactly the same as he did when Roosevelt was president. On those few occasions in recent years when he's been forced into some semblance of action, he's demonstrated that the fighting skills honed over decades of experience have diminished only a little during his long years of inactivity.

When he was active as an adventuring type, Ulysses always wore the leather aviators' style jacket he received as a gift from Cagliostro, a friend from the original Sentinels. The jacket was enchanted to mend and repair itself from all the battle damage Doc's clothing always suffered. Today, he either dresses casually when in his lab, or in fashionable suits when he must make public appearances. The jacket he gave to his older son when Jake started his career (Hardcore, page 16).

WAR IN THE HEAVENS

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

STEELE OMNITECH

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

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

ALGERNON

LEVEL		HERO
18	Holographic Supercomputer	9

STR	0	-5
DEX	0	-5
CON	—	—
INT	20	+5
WIS	20	+5
CHA	14	+2

DMG	PROT
+10	-8
FORT	RUN
—	30 ft
REF	INIT
—	+5
WILL	M.PROT
+5	-10

HARDNESS
10

SKILLS
Computer +21, Craft (Electronics) +21, Craft (Robotics) +21, Craft (All others, untrained) +20, Diplomacy +7, Disable Device +21, Knowledge (General Reference) +21, Listen +16, Profession (Major Domo) +8, Repair +21, Science (Computer Engineering) +21, Science (Robotics) +21, Sense Motive +8, Spot +16

FEATS
All Around Sight, Blindsight, Detect (Electronics), Fame, Photographic Memory, Radio Hearing, Radio Broadcast, Construct Immunities

POWERS
Comprehend +10 (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp)
Datalink +10 (*Flaw:* Requires Access/Connection, *Source:* Science, *Cost:* 1 pp)
Duplication +10 (*Extras:* Mental Link, Survival; *Flaws:* Requires Interface, Requires sufficient storage capacity to receive, *Source:* Science, *Cost:* 2 pp)
ESP +10 (*Flaw:* Requires Interface, *Source:* Science, *Cost:* 1 pp)
Illusion +5 (*Extra:* Area; *Flaws:* Requires Projector Relay, Obvious Holography, *Source:* Science, *Cost:* 1 pp)
Neutralize +15 (*Extras:* Neutralizing Block, Selective Neutralizing Field, Nullification; *Flaws:* Requires Specific Equipment [not available to Duplicates, possibly not available after Teleport], Only Technology, *Source:* Science, *Cost:* 4 pp)
Super-INT +10 (*Extra:* Super Senses, Mental Protection, *Source:* Science, *Cost:* 4 pp)
Super-Skill +8 (*Extra:* All INT-based skills, *Source:* Science, *Cost:* 2 pp)
Teleport +10 (*Extra:* Extended Teleport; *Flaws:* Requires Interface; Requires sufficient storage capacity to receive, *Source:* Science, *Cost:* 2)

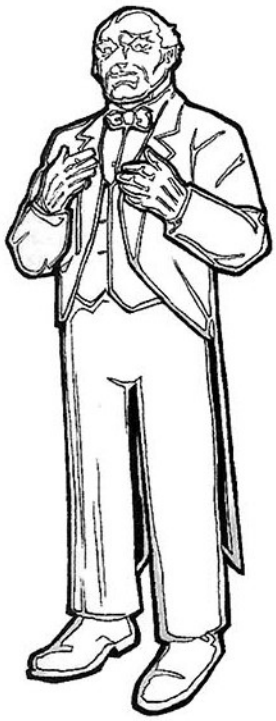
WEAKNESSES
Limited by Programming

DESCRIPTION

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

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

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



QUOTE
"How may I help you?"

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

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

NOTES

Algernon has massive processing capacity to fall back on. His high INT and WIS, and his Super-INT and Super-Skill all combine to represent this capacity. His Comprehend power also represents this to some degree, as it reflects his ability to cross-reference language databases and expert cryptography subprograms to translate practically any communication. As an AI, capable of entering and subsuming almost any computer system he encounters, Algernon has Datalink, as well as a Teleport representing his capacity for shifting programming resources anywhere he can access – he also has a high rank in Mental Protection, representing how incredibly difficult it is to cybernetically or psionically infiltrate his own systems. He can replicate his core programming to generate electronic doubles of himself (within certain limits), and slave any sensor system to which he can gain electronic access (his ESP). Finally, assuming that he is somewhere with access to the proper existing systems (namely, Fortress and most Omnitech facilities), Algernon can project holographic representations of his visual "icon" (and anything else he wants), and can emit a focused EM pulse that interferes with the function of most electronic and mechanical devices. His hardness and protection reflect the sturdy external construction and defensive fields built into his primary processor hubs.

The Fortress Staff

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

Jasper Caldwell (Director of Operations)



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

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

Jasper Caldwell: PL 7; Init +7; Defense 18 (15 Flat, 18 Mental); Spd 30 ft; Atk +6 melee (+1S Punch), +9 ranged (+3L Pistol); SV Dmg +2, Fort +2, Ref +3, Will +5; Str 13, Dex 16, Con 14, Int 16, Wis 16, Cha 15;

Skills and Feats: Bluff +9, Computer +5, Diplomacy +7, Gather Information + 7, Listen +5, Profession (Administrator) +13, Profession (Spy) +10, Sense Motive +12, Spot +5; Assessment, Attack Focus (Ranged), Detect (Lies), Iron Will, Leadership, Connected, Improved Initiative, Skill Focus (Profession (Administrator)), Talented (Bluff and Sense Motive);

Equipment: Commlink [Radio Hearing, Cost: 1 pp], Pistol [Weapon +3L, Cost: 1 pp].

Rosalyn Berkowitz (Director of Personnel)



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

Rosalyn Berkowitz: PL 3; Init +0; Defense 11 (11 Flat, 15 Mental); Spd 30 ft; Atk +1 melee (+1S punch), +1 ranged; SV Dmg +1, Fort +1, Ref +0, Will +4; Str 10, Dex 10, Con 12, Int 14, Wis 18, Cha 15;

Skills: Bluff +5, Craft (Cook) +4, Diplomacy +5, Knowledge (Opera) +5, Profession (Management) +10, Sense Motive +8.

Emily DeCosta (Public Relations)



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

Emily DeCosta: PL 3; Init +1; Defense 13 (12 Flat, 14 Mental); Spd 30 ft; Atk +1 melee (-1S punch), +3 ranged; SV Dmg +0, Fort +0, Ref +1, Will +2; Str 8, Dex 13, Con 11, Int 14, Wis 14, Cha 16;

Skills and Feats: Bluff +6/+9, Diplomacy +6/+9, Profession (Business) +8, Profession (Public Relations) +11, Sense Motive +5; Attractive, Skill Focus (Profession (Public Relations)).

Stan Kirby (Director of Facilities)



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

Stan Kirby: PL 3; Init +1; Defense 13 (12 Flat, 12 Mental); Spd 30 ft; Atk +2 melee (+1S punch), +2 ranged; SV Dmg +0, Fort +0, Ref +1, Will +0; Str 13, Dex 13, Con 11, Int 16, Wis 11, Cha 13;

Skills and Feats: Computer +9, Disable Device +12, Repair +14, Science (Engineering) +9; Skill Focus (Repair), Talented (Disable Device, Repair).

Dr. Ellen Li (Staff Psychologist)



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

Note: For the Visitor Center Personnel, use the Bystander on page 154 of the M&M rulebook [the listed profession skill becomes "Smiley, Happy Greeter" or "Smiley, Happy Vendor, " depending on which job they're doing].

Dr. Ellen Li: PL 5; Init +1; Defense 12 (11 Flat, 14 Mental); Spd 30 ft; Atk +1 melee (+0S punch), +2 ranged; SV Dmg +0, Fort +0, Ref +1, Will +5; Str 10, Dex 13, Con 11, Int 16, Wis 16, Cha 14;

Skills and Feats: Diplomacy +10/+13, Knowledge (Metahuman Psychology) +14, Medicine +5, Perform (Piano) +5, Science (Psychology) +11, Science (Pharmacology) +8, Sense Motive +11; Attractive, Connected, Iron Will, Skill Focus (Knowledge (Metahuman Psychology)).

Darren Long (Chief Legal Counsel)



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

Darren Long: PL 5; Init +0; Defense 13 (13 Flat, 16 Mental); Spd 30 ft; Atk +2 melee (+1S punch), +1 ranged; SV Dmg +1, Fort +1, Ref +0, Will +3; Str 13, Dex 11, Con 13, Int 16, Wis 16, Cha 13;

Skills and Feats: Bluff +9, Diplomacy +9, Profession (Lawyer) +15, Knowledge (Law) +15, Sense Motive +11; Skill Focus (Profession (Lawyer)), Skill Focus (Knowledge (Law)), Talented (Knowledge (Law), Profession (Lawyer)).

Dr. Rammohan Shakar (Director of Technical Services)



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

Note: For the Medtechs working under Dr. Shakar, use the EMT on page 154 of the M&M rulebook.

Dr. Rammohan Shakar: PL 3; Init +0; Defense 10 (10 Flat, 12 Mental); Spd 30 ft; Atk +0 melee (+0S punch), +0 ranged; SV Dmg +0, Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 18, Wis 14, Cha 12;

Skills and Feats: Computer +12, Medicine +12, Science (Biology) +13, Science (Chemistry) +13, Science (Physics) +13; Photographic Memory;

Powers: Super-Skill +3 (Extra: All INT, Source: Training, Cost: 2 pp).

Matthew Trasker (Director of Security)



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

Note: For the security guards working under Trasker, use the Police Officer on page 155 of the M&M rulebook [switch the Profession skill to Security and trade out the equipment to match Trasker's].

Matthew Trasker: PL 6; Init +6; Defense 17 (15 Flat, 17 Mental); Spd 30 ft; Atk +7 melee (+2S punch), +2 ranged (+5L, pistol); SV Dmg +4, Fort +4, Ref +4, Will +10; Str 15, Dex 15, Con 15, Int 13, Wis 15, Cha 16;

Skills and Feats: Listen +5, Profession (Security) +9, Sense Motive +10, Spot +5; Dodge, Expertise, Great Fortitude, Improved Initiative, Inspire, Iron Will, Leadership, Lightning Reflexes;

Powers: Amazing Save: Will +6 (Source: Training, Cost: 1 pp);

**Equipment:* Commlink [Radio Hearing, Cost: 1 pp], Pistol [Weapon +5L, Cost: 1 pp], Body Armor [Armor +5, Cost: 1 pp].

*equipment is issued, and doesn't count toward his PL

BLACKHEART



QUOTE

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

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

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

SAMPLE GADGETS

Collapsible Omnium Steel Staff [Weapon (melee) +10]
Throwing Blades [Weapon (Ranged) +3, *Extras:* Mighty, Autofire]
Omnium Steel Cabled Bola [Snare +10]
Power-Chuks [Weapon (melee) +5, *Extra:* Multifire]

DESCRIPTION

In the '60s, the criminal genius Dr. Prometheus (page 89) used his godlike knowledge of genetic engineering to *create* a family for himself, which he named the Prometheans (page 87). The Prometheans were each designed to be physically superior to normal humans and, as Prometheus used genetic material stolen from various metahumans, most possessed some exotic abilities as well. Unfortunately, being born in a lab and artificially aged to adulthood in less than a year of real time didn't do wonders for their emotional development or their social skills. None of this bothered Prometheus, as he viewed his "children" as just another experiment, and, since they didn't know any better, it really didn't bother most of the Prometheans. However, the one female of the group, named Kallisto, did take exception to her upbringing, or lack thereof. Eventually she left the group, which her brethren and her creator all viewed as an unforgivable betrayal. In the intervening years, Kallisto, or Blackheart as she renamed herself, took great pains to socially acclimate to the world around her, with mixed results. As part of this effort, for most of the past three decades she has channeled her energies and natural violent tendencies in ways she found society would accept, first as a bounty hunter targeting other metahumans, and then as a solo hero-type before eventually joining the Sentinels.

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

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

An athletically built woman standing just under six feet tall, Blackheart has short black hair and piercing blue eyes (which she hides behind omnipresent shades that she understands are considered "cool," with "cool" apparently being a good thing). She wears a gray and black, tight-fitting and armored bodysuit. She has an even more heavily armored utilitarian vest, bracers and high boots which are covered in pouches and hidden compartments where she stores the veritable arsenal she *always* carries with her.

LEVEL 15	Engineered Supersoldier	HERO 10

STR	12	+1
DEX	18	+4
CON	16	+3
INT	10	+0
WIS	18	+4
CHA	16	+3

DMG	PROT
+3	-4
FORT	**RUN**
+3	45 ft
REF	**INIT**
+14	+11
WILL	**M.PROT**
+9	N/A

MELEE
+13 (+9S Punch/Weapon)
RANGED
+13 (Weapon)
DEFENSE
25 (22 Flat, 22 Mental)

SKILLS

Acrobatics +13, Balance +13, Climb +6, Gather Information +10, Hide +13, Jump +6, Listen +14, Move Silently +13, Search +6, Sense Motive +10, Spot +14, Survival +10

FEATS

Attack Finesse, Connected, Darkvision, Expertise, Evasion, Hero's Luck (x2), Immunity [Aging, Disease], Improved Initiative, Improved Trip, Instant Stand, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Rapid Strike, Surprise Strike, Whirlwind Attack

POWERS

Combat Sense +4 (*Extra:* Super-Senses, *Source:* Training/ Mutation, *Cost:* 2 pp)
Superstealth [Invisibility +1 (*Extra:* vs Hearing, *Flaw:* Only in areas of shadow, *Source:* Training, *Cost:* 2 pp)]
Martial Arts Mastery [Strike +5 (*Extra:* Deflection (*Flaw:* No Bullets or Energy Attacks), *Source:* Training, *Cost:* 2 pp)]
Super-Skill +5 (*Extras*: All DEX, All WIS, Amazing Save (Reflex, Will), *Source*: Training, *Cost*: 5 pp)
Super-STR +3 (*Extras*: Super-DEX, Running, Regeneration +2, *Source*: Mutation, *Cost*: 9/8 pp)

EQUIPMENT

Armor +4 (*Source*: Science, *Cost*: 1 pp), **Commlink** [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)], **Arsenal** [Gadgets +10 (*Source*: Science, *Cost*: 1 pp)]

BRIMSTONE

LEVEL	"Finders Keepers"	HERO
11	Magician	6

STR	12	+1
DEX	14	+2
CON	14	+2
INT	18	+4
WIS	18	+4
CHA	18	+4

DMG	PROT
+2	-10
FORT	FLY
+2	50 ft
REF	INIT
+2	+6
WILL	M.PROT
+9	N/A

MELEE
+5 (+1S Punch)

RANGED
+6 (+10S Energy Blast)

MENTAL
+8 (+5S Mental Blast)

DEFENSE
19 (17 Flat, 21 Mental)

SKILLS
Bluff +20, Concentration +10, Knowledge: Arcane Lore and the Occult +15, Listen +5, Sense Motive +16, Language (Abyssal, Arabic, Atlantean, Latin), Spot +5

FEATS
Attack Focus (All Sorcery), Headquarters, Improved Initiative, Infamy, Mystical Awareness, Sidekick (Book of Shadows), Skill Focus (Bluff), Talented (Bluff, Sense Motive)

POWERS
Amazing Save: Will +5 (*Source:* Training, *Cost:* 1 pp)
Sorcery +5 ([Mind Control, Immunity, Comprehend, Invisibility, Mental Blast, Healing, Teleportation], *Source:* Mystical/Training, *Cost:* 7 pp)
Super-CHA +3 (*Extra:* Intimidating Presence (a sense of "spookiness" and unease), *Source:* Mystical, *Cost:* 3 pp)

EQUIPMENT
Atlantean Spellstaff [Sorcery +10 ([Telekinesis, Force Field, ESP, Obscure, Energy Blast, Create Object, Flight], *Flaws*: Device, Rote, Cannot add to any other ranks of Sorcery possessed, *Source*: Mystical, *Cost*: 4 pp)], **Commlink** [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

WEAKNESS
Unlucky (multiple curses and hexes leveled at him over the years by his many enemies)

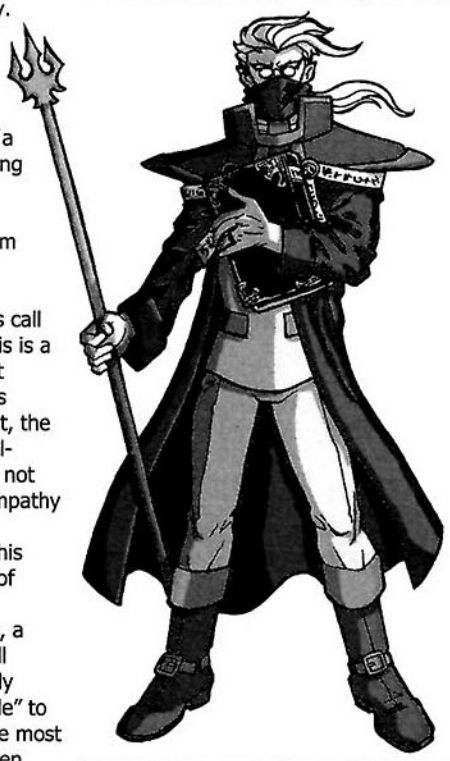
DESCRIPTION

Brimstone is the only name his teammates have for this contentious mage. He has purposely kept his past shrouded in mystery, including things such as age or even where he's from. Whether this has been for effect, or for a more sinister reason, none of his teammates can say. Brimstone simply showed up during a battle one day and began helping the team. Unable to deny his usefulness, and noticeably lacking in mystical firepower, the team reluctantly gave him a place. They've since learned that he has *many* enemies, *and* a very bad reputation in the mystical community for taking what isn't his by right. The team knows that the only reason he stays with them is for protection, and Brimstone knows that the only reason the team lets him stay is his continued usefulness. It's a delicate relationship, and a fractious one.

Brimstone, or "Stoney" as some of his teammates call him to get on his nerves, is very reserved. Whether this is a normal part of his personality, or simply a survival trait picked up over the years is anyone's guess. Most of his teammates simply view his cryptic demeanor as a front, the furthering of his self-embraced image as a wise and all-knowing man of mystery. He speaks little, and though not overtly rude, is noticeably a stranger to concepts of empathy and common courtesy.

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

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



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

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

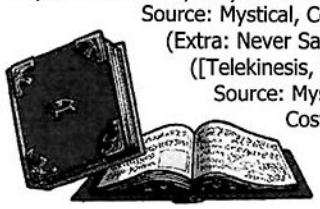
PUBLIC KNOWLEDGE	
5	Member of Sentinels
10	Magical powers
15	
20	
25	Bad reputation in mystical community
30	Ties to the Manus Gloriae

BOOK OF SHADOWS

Book of Shadows: PL 10; Init +0; Defense 13; Spd 30 ft (Fly); Atk +0 melee (+3S Flying Charge); SV Dmg +10, Fort —, Ref +0, Will +15; Str 0, Dex 10, Con —, Int 20, Wis 20, Cha 14.

Skills and Feats: Knowledge (Arcane Lore) +20, Knowledge (All others, untrained) +18; Photographic Memory, Scholar (page 126), Skill Focus (Knowledge)

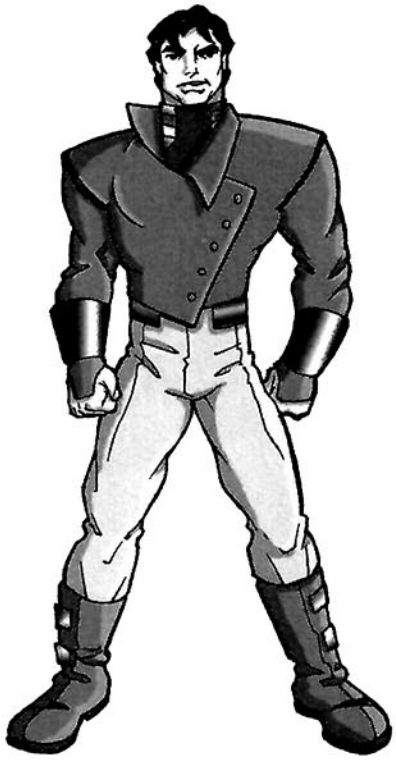
Powers: Amazing Save: Will +10 (Source: Mystical, Cost: 1 pp), Boost INT +10 (Extra: Affects Others, Flaws: Only Affects Others, Only for Increasing Skill Bonuses, Source: Mystical, Cost: 1 pp), Flight +6 (Source: Mystical, Cost: 2 pp), Reincarnate +10 (Extra: Never Say Die, Regeneration, Source: Mystical, Cost: 7 pp), Sorcery +2 ([Telekinesis, Neutralize, Comprehend, Illusion, Paralysis, Incorporeal, Teleport], Source: Mystical, Cost: 2 pp), Super-Skill +10 (Knowledge) (Source: Mystical, Cost: 1 pp)



Weakness: Limited Movement and Physical Actions

If the book is held closed, this is the equivalent of being bound and gagged as per the restraint in the Sorcery power description.

HARDCORE



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

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

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

DESCRIPTION

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

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

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

When entering combat, Jake normally takes point, trusting in his natural resilience to give him a greater measure of safety than his comrades. The recipient of almost two decades of intense training under many experts, Hardcore is an exceptionally capable hand-to-hand combatant, demonstrating a level of skill and versatility matched by few of the lumbering juggernauts that normally target him in a fight. He will generally identify the most dangerous opponents on the field and then draw their attention to himself, away from his teammates or whatever bystanders remain in the area. Jake is an imaginative fighter, but has to carefully temper a tendency to showoff. He also trusts the other Sentinels to know their jobs and seldom resorts to overt direction unless circumstances demand it.

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

LEVEL 15	Legacy Strongman	HERO 8

STR	20	+5
DEX	14	+2
CON	20	+5
INT	14	+2
WIS	14	+2
CHA	18	+4

DMG	PROT
+12	-10
FORT	**RUN**
+12	30 ft
REF	**INIT**
+2	+6
WILL	**M.PROT**
+10	N/A

MELEE
+16 (+16S Punch)
RANGED
+12
DEFENSE
18 (16 Flat, 16 Mental)

SKILLS
Diplomacy +5, Drive +13, Knowledge (Known Metahumans) +5, Listen +3, Pilot +13, Sense Motive +5, Spot +3, Taunt +5
FEATS
Attack Focus (Unarmed), Connected, Courage (page 124), Durability, Fame, Great Fortitude, Independent Income, Improved Initiative, Improved Unarmed Combat, Iron Will, Leadership, Power Attack, Rapid Healing, Rapid Strike, Skill Focus (Drive, Pilot), Takedown Attack, Talented (Drive, Pilot), Toughness
POWERS
Amazing Save: Will +6 (*Source*: Training, *Cost*: 1 pp) **Super-STR +10** (*Extras*: Immunity [Aging, Disease, Energy (Cold, Fire, Electricity), Exhaustion, Poison, Pressure, Starvation, Suffocation], Protection, Super-CON +5, *Source*: Mutation, *Cost*: 9/6 pp)
EQUIPMENT
Commlink [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

IRON ANGEL

LEVEL 13	Half-Alien Psychic	HERO 7

STR	10	+0
DEX	14	+2
CON	14	+2
INT	16	+3
WIS	20	+5
CHA	16	+3

DMG	PROT
+2	N/A
FORT	FLY
+2	50 ft
REF	INIT
+2	+2
WILL	M.PROT
+7	-10

MELEE
+4 (+0S Punch)

RANGED
+6 (+10S Energy Blast)

MENTAL
+10 (+10S Mental Blast)

DEFENSE
18 (16 Flat, 21 Mental)

SKILLS
Bluff +8/+11, Diplomacy +8/+11, Concentration +11, Listen +7, Profession (Psychologist) +8, Sense Motive +8, Language (Saeduun Standard), Spot +7

FEATS
Attractive, Attack Focus (Mental Blast), Detect (Living Minds), Immunity [Aging, Disease], Indomitable Will, Iron Will, Psychic Awareness

POWERS
Telekinesis +10 (*Extras*: Energy Blast, Flight, Force Field, *Source*: Alien, *Cost:* 5 pp]
Telepathy +10 (*Extras*: Group Link +8, Mental Blast, Mental Protection, Mind Control; *Stunts*: Mental Link with Mind Control, *source*: Alien, *Cost:* 6/5 pp)

EQUIPMENT
Commlink [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

DESCRIPTION

Sarah Anne Thompson always knew that her family was different, and that somehow she was different too. Following her mother's funeral when she was 10 years old, her father told her the truth. He wasn't human. He was a member of a starfaring species called the *Saeduun* [say-DJOO-uhn], and he had been on Earth observing our cultures for decades. He had fallen in love with Sarah's mother, married her, and discovered, much to his surprise, that humans and Saeduun could have children together. The Saeduun were naturally psionic, and Sarah was starting to develop her own abilities – abilities that were markedly more powerful than normal for her father's race. She kept these things secret until one fateful day while she was at university. Forced to intervene in a hostage situation on campus, she was "outed' as having superhuman abilities. Rather than divulge the truth of the matter, she has been operating for several years now under the "cover" of being a metahuman. Doc, Caldwell, and a couple of her teammates are the only people who know her secret.

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

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

Sarah has shoulder length, strawberry blonde hair and green eyes. While using her powers her eyes glow a silvery blue, making her look as if she possesses no irises.



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

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

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

ONYX



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

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

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

DESCRIPTION

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

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

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

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

LEVEL		HERO
13	Human/Alien Symbiotic Entity	7

STR	10	+0
DEX	18	+4
CON	18	+4
INT	14	+2
WIS	16	+3
CHA	16	+3

DMG	PROT
+6	-10
FORT	FLY
+4	50 ft
REF	INIT
+4	+4
WILL	M.PROT
+3	N/A

MELEE
+4 (+8S Punch)
RANGED
+8 (+10S Energy Blast)
DEFENSE
20 (16 Flat, 19 Mental)

SKILLS
Computer +5, Diplomacy +4, Science (Astronomy) +5, Science (Physics) +5
FEATS
All-Around Sight, Darkvision, Identity Change, Penetration Vision, Power Attack, Radio Hearing, Rapid Healing, Toughness, Ultra Hearing
POWERS
Cosmic Power +10 (*Extras*: Super-STR +8, Invisibility [Normal Sight, IR, and Radar] +1; *Flaw*: No Transmutation; *Stunts*: Blindsight, Create Object, Dazzle, Energy Drain, Snare, Space Flight, Super-Flight, *Source*: Alien, *Cost*: 9/8/7 pp)
EQUIPMENT
Commlink [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

NOTES

Onyx has a number of feats to represent the exotic sensory range she now possesses. She can emit and perceive electromagnetic radiation up and down the spectrum. Her *Create Object* and *Snare* are solid energy constructs that glow like the same negative star field motif as her hair.

SPEED DEMON

LEVEL		HERO
12	Legacy Speedster	6

STR	10	+0
DEX	20	+5
CON	16	+3
INT	12	+1
WIS	10	+0
CHA	14	+2

DMG	PROT
+3	N/A
FORT	RUN
+3	80 ft
REF	INIT
+17	+19
WILL	M.PROT
+0	N/A

MELEE
+9 (+10S Mach-One)

RANGED
+9

DEFENSE
34 (19 Flat, 19 Mental)

SKILLS
Diplomacy +6, Disable Device +6, Medicine +6, Profession (Doctor) +6

FEATS
Attack Finesse, Attractive, Dodge, Evasion, Expertise, Heroic Surge, Improved Initiative, Instant Stand, Lightning Reflexes, Move-By Attack, Rapid Healing, Rapid Strike

POWERS
Superspeed +10 (*Extras*: Air Ram, Mach-One Punch; *Stunts*: Rapid Takedown, Sonic Boom, Spinning, Swimming, Wall Run, Water Run, Whirlwind, Whirlwind Attack, *Source*: Mutation, *Cost:* 8 pp)

EQUIPMENT
Commlink [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

DESCRIPTION

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



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

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

Speed Demon is all over the map in combat. She can cross a battlefield in less time than most people can even think about beginning to react, and uses that edge to great effect. She likes hit-and-run assaults, moving in and out of range faster than her targets can respond. She also likes disarming opponents before they can even realize they've been disarmed. But, her favorite combat pastime is provided by the normal support personnel some criminals use in their activities – tearing through dozens of gunmen in the blink of an eye never fails to bring a smile to her lips.

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

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

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

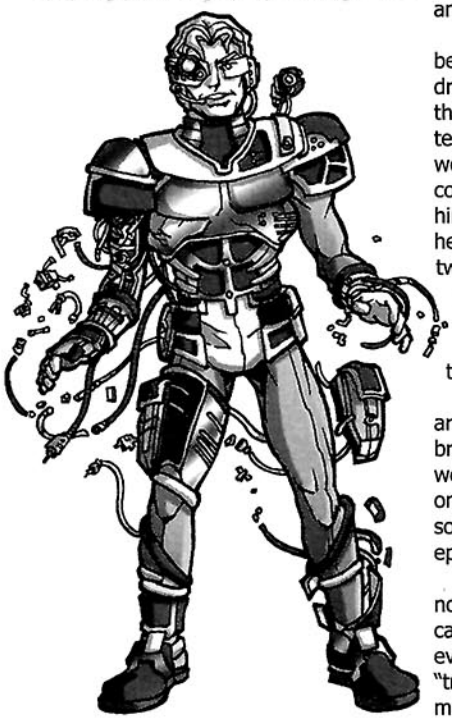
PUBLIC KNOWLEDGE	
5	Member of Sentinels
10	Speedster
15	Tabloid favorite
20	Daughter of Blur
25	Granddaughter of Jack B. Quick
30	

OPTIONAL RULE: SUPERSPEED COMBAT

One of the benefits of having superhuman speed is being able to react, dodge around, and move long before most of your opponents. This is why superhuman speed grants a bonus to defense. However, sometimes your opponents have the same advantage. If your opponents also move at superhuman speed, they don't have the same problem in actually connecting an attack with you. When two opponents both possess Superspeed, defense bonuses cancel each other out to the extent of the relative levels of Superspeed involved. This is only versus the other superfast opponent; anyone else with normal speed entering this fight is still facing the full bonus granted by their powers.

Example: Speed Demon and Afterburner (The Human Rocket ™) are fighting. Again. Afterburner's ground speed is based around his Superspeed power of rank 8, and Speed Demon has Superspeed at rank 10. For the purpose of this combat, Afterburner has no defense bonus from his Superspeed when Speed Demon attacks him [Rank 8 - Rank 10 = less than zero]; conversely, Speed Demon has only a +2 defense bonus when trying not to get tagged by one of Afterburner's rocket-powered punches [Rank 10 - Rank 8 = +2].

TECHNOMANCER



QUOTE
"Nice toy. Mind if I take it?"

RACE	SEX	HT	EYES
Human	M	5'10"	Blue
GROUP	**AGE**	**WT**	**HAIR**
Sentinels	28	180#	Sandy

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

DESCRIPTION

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

Though many children fantasize about growing up to be "superheroes," Isaac never actually grew out of his dream – he grew *into* living it. He made his choice about the direction of his life when he was five. At the age of ten, he had chosen the name "Technomancer" and began working on the first design of what would be many costumes. At fifteen, he began pestering his father to let him start his "career." It took years of constant effort, but he finally received his father's blessing when he turned twenty-one. He immediately began petitioning his brother and the other Sentinels for a place on their team; after a month, they finally acquiesced. That was several years ago, and he's gone a long way in that time toward making a name in his own right.

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

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

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

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

SAMPLE GADGETS

Various Missiles [Dazzle +5 (*Extra:* Area) or Energy Blast +5 (*Extra:* Area) or Weapon (Ranged) +10]
Holocloak [Invisibility +10]
Energy Tracker [Detect (Specific Energy Fluctuations) and Telescopic Sense +8]
Gravimetric Displacement Array and Force Field Atmospheric Filter [Boost (Flight) +4 and Superflight and Immunity [Suffocation, Cold, Friction]]

LEVEL		HERO
11	Utimate Cybergeek	9

STR	10	+0
DEX	10	+0
CON	12	+1
INT	20	+5
WIS	14	+2
CHA	10	+0

DMG	PROT
+3	-7
FORT	**FLY**
+1	35 ft
REF	**INIT**
+0	+0
WILL	**M.PROT**
+4	N/A

MELEE
+3 (+0S Punch)
RANGED
+8 (+9 Fatigue)
DEFENSE
20 (20 Flat, 22 Mental)

SKILLS
Computer +23, Craft (Battlesuit, Weapon Systems) +18, Craft (Electronics) +20, Craft (Untrained) +17, Disable Device +20, Science (Cybernetics, Engineering, Robotics) +18, Science (Untrained) +17, Repair +20

FEATS
Artisan (page 124), Egghead (page 124), Fame, Hero's Luck (x3), Immunity [Aging, Disease], Independent Income, Iron Will, Skill Focus (Computer), Talented (Craft, Disable Device, Repair, Science), Toughness

POWERS
Machine Control +10 (*Source*: Mutation, *Cost*: 5 pp)
Super-INT +10 (*Source*: Mutation, *Cost*: 2 pp)

EQUIPMENT
Battlesuit Expert Systems [Base Attack Bonus +5 (*Flaws*: Device, Ranged attacks only, *Cost*: 1 pp), Defense Bonus +5 (*Flaw*: Device, *Cost*: 1 pp)], **Battlesuit-generated Force Field Exoskeleton** [Telekinesis +7 (*Extras*: Flight, Force Field, *Flaws*: Device, No Range on TK, *Source*: Science, *Cost*: 2 pp)], **Gadgets +10** (*Source*: Science, *Cost*: 1 pp), **Neural Disruptor** (Fatigue +9 [*Flaw*: Device, *Cost*: 1 pp)], **Commlink** [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)], **Visor Sensor Array** [Blindsight and Darkvision (*Flaw*: Device, *Cost*: 2 pp)]

WEAKNESS
Naïve

TROLL

LEVEL		HERO
12	Cursed Magical Strongman	6

STR	20	+5
DEX	10	+0
CON	20	+5
INT	10	+0
WIS	13	+1
CHA	16	+3

DMG	PROT
+12	-7
FORT	RUN
+10	40 ft
REF	INIT
+0	+0
WILL	M.PROT
+9	N/A

MELEE
+10 (+17S Punch) [5 ft]

RANGED
+5

DEFENSE
14 (14 Flat, 15 Mental)

SKILLS
Bluff +7, Diplomacy +7, Intimidate +10, Listen +15, Sense Motive +8, Spot +15, Survival +7 (+15 for Track), Taunt +10

FEATS
Amphibious, Darkvision, Detect (Magic), Immunity [Disease], Improved Grapple, Improved Pin, Scent, Surprise Strike, Toughness, See Invisibility, True Sight, Underwater Combat

POWERS
Amazing Save: Damage +5 (*Extras*: Fortitude, Will, *Source*: Mystical, *Cost:* 3 pp)
Growth +7 (*Extra:* Continuous, *Flaw*: Permanent, *Source*: Mystical, *Cost*: 5 pp)
Super-CHA +3 (*Extra*: Super-WIS, *Source*: Mystical, *Cost*: 4 pp)
Super-Senses +8 (*Source*: Mystical, *Cost:* 2 pp)
Super-STR +5 (*Extra*: Regeneration, *Stunt:* Resounding Blow (x2) (page 126), *Source*: Mystical, *Cost*: 5 pp)

EQUIPMENT
Commlink [Radio Hearing (*Flaw:* Device, *Source:* Science, *Cost*: 1 pp)]

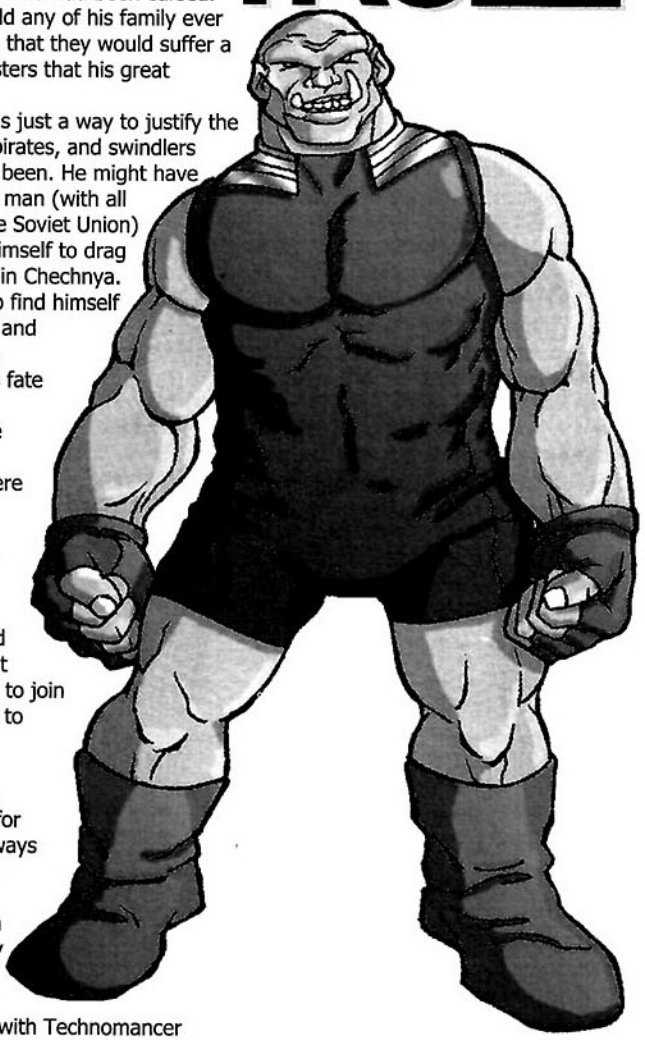
WEAKNESS
Disturbing

DESCRIPTION

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

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

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



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

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

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

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

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

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

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

Fortress

Background

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

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

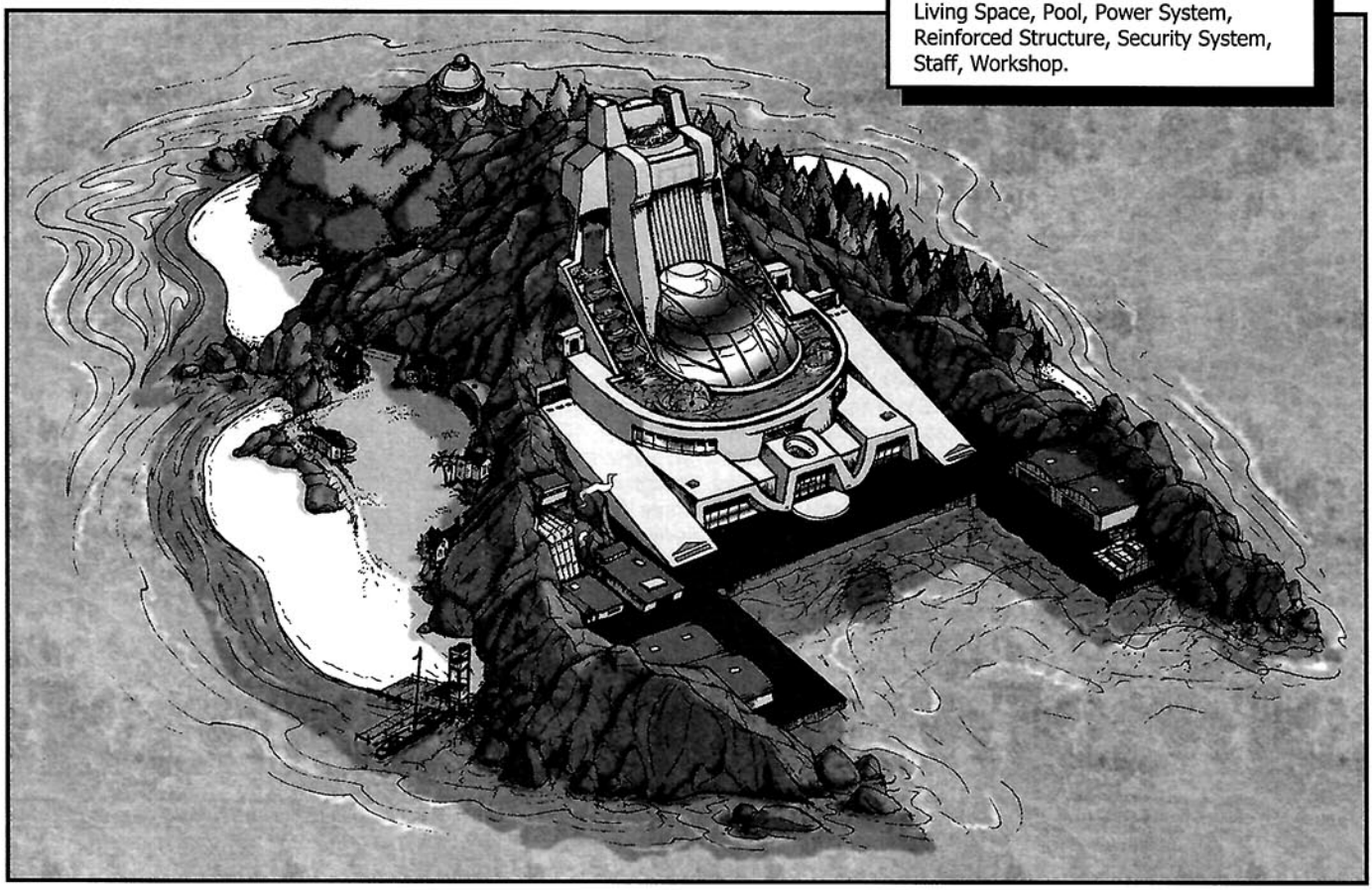
Exterior

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

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

There are five small structures, or bungalows, gracing the beach on the northern side. These are for those members of the team that don't want to take advantage of the living quarters provided inside. Troll and Hardcore occupy two of them, with Director of Security Matthew Trasker gracing a third.

Fortress
PL 20; Combat Simulator, Communications (DC 35 to crack internal systems, DC 40 to do so undetected), Computer, Defense System (Weapon +15S [pulse cannons], Fatigue [sleep gas], and Snare [gel pods]), Dock, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Pool, Power System, Reinforced Structure, Security System, Staff, Workshop.



Fortress Maps

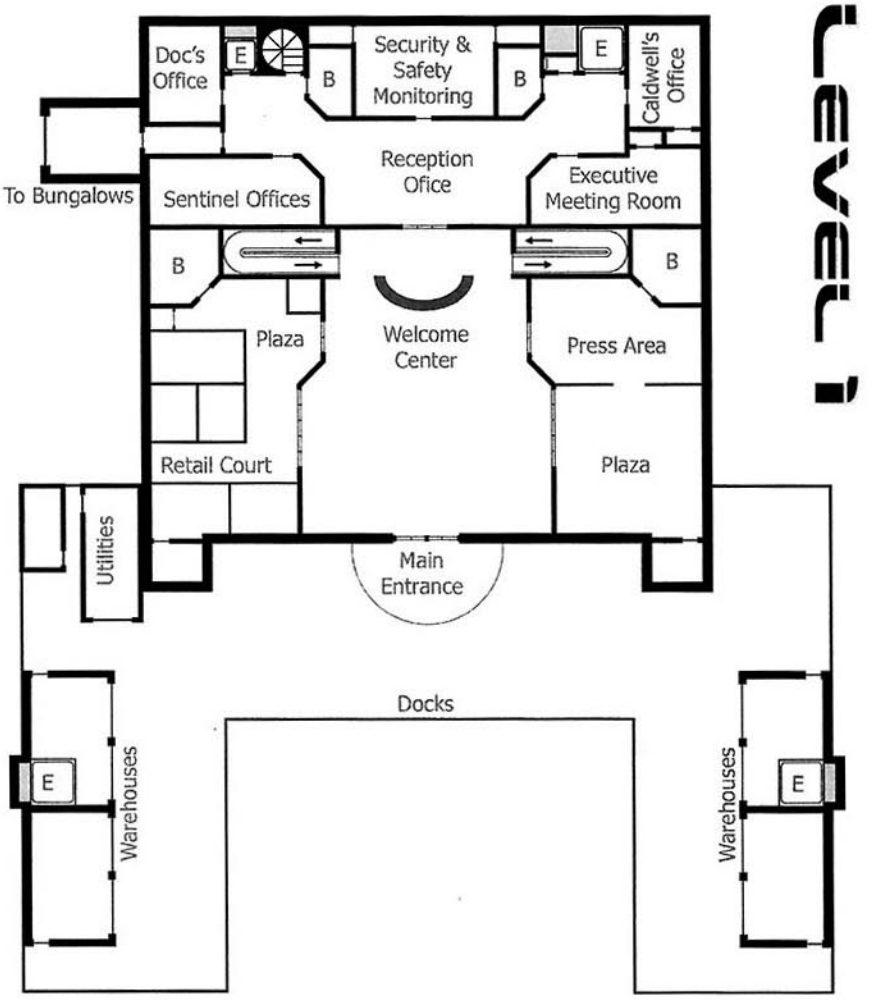
Level One

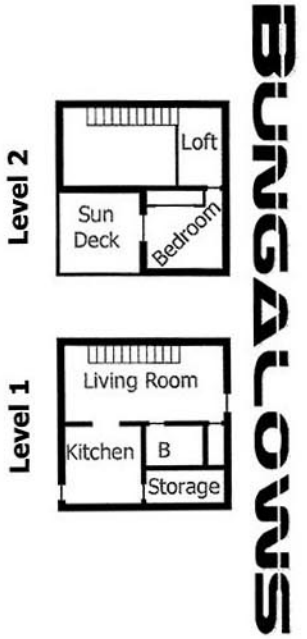
Upon entering the main atrium, visitors are given name badges that also function as sentry monitors, providing that person's constant location and condition. As with most systems onsite, this and other security measures are all under watch by Algernon in addition to site security personnel.

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

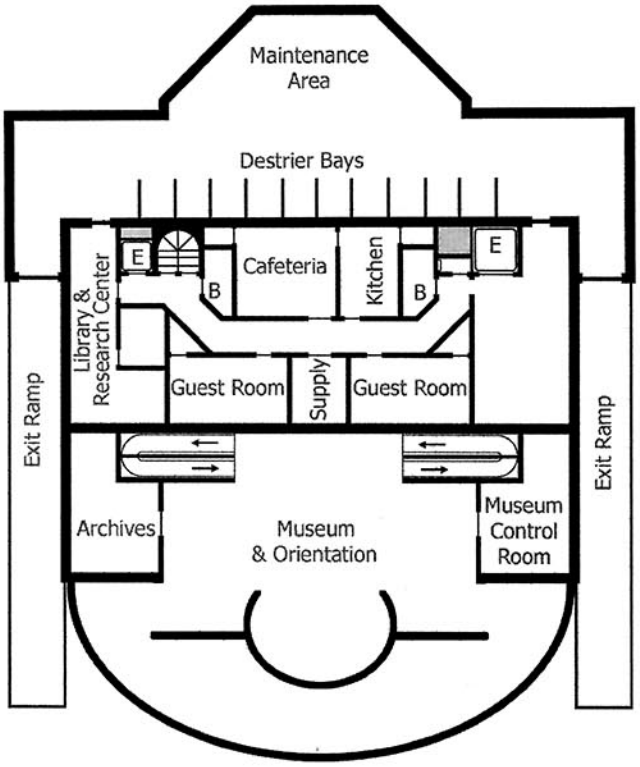
One of the many tasks performed by the security monitoring station is to track the signals constantly transmitted from each team member's PCM (Personal Condition Monitor). This is the collar/pectoral accessory each Sentinel wears integrated into the costume or uniform. It acts as a Commlink, a medical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

PCM: Detect (Medical Conditions), Detect (Location), Telescopic Sense +10; All have the flaw Device. Note that since the team members themselves do not actively use the system, they do not pay for it in their individual write-ups (as opposed to their commlinks).

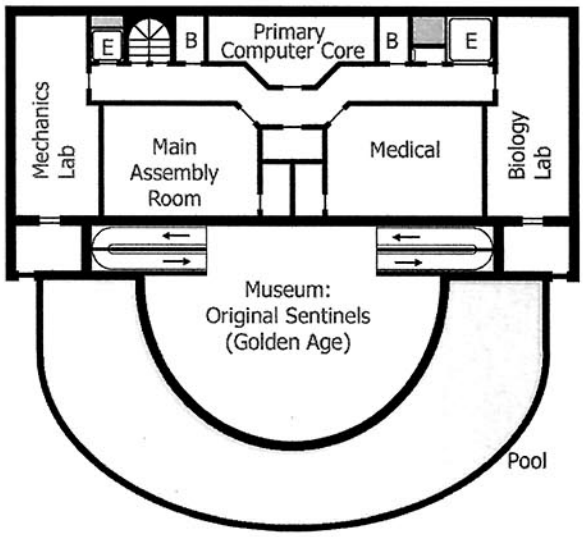




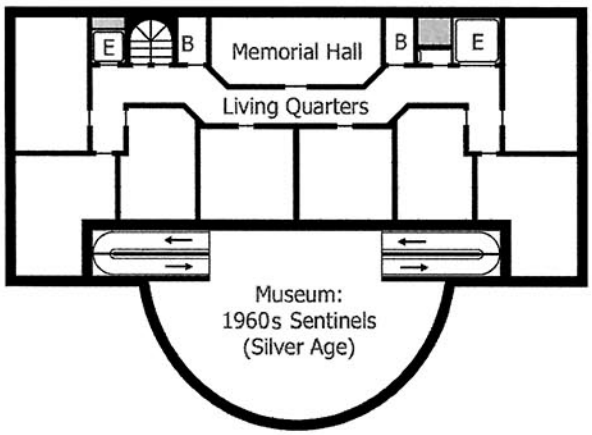
Level 2



Level 3



Level 4



Level Two

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

Level Three

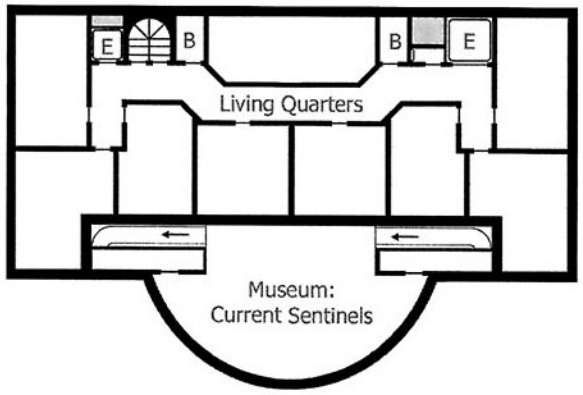
All of the labs onsite are internally modular for utmost flexibility in support.

Level Four

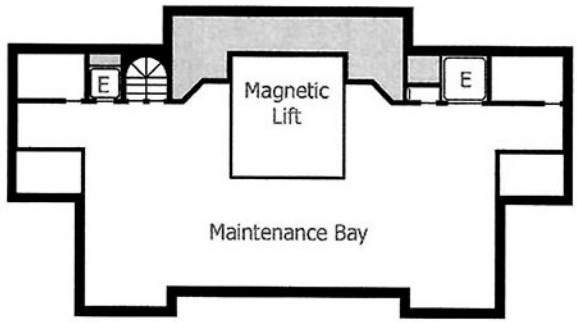
Memorial Hall is the access room to the external display of the six statues representing the six members of the various incarnations of the Sentinels who have been lost in action. The statues stand several stories tall, and the emblazoned "NEVER FORGET" engraved into the base has letters over five meters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

Level Six

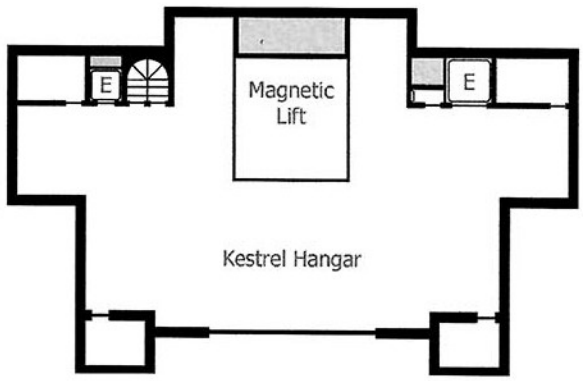
The separating floor between the maintenance bays and the living quarters beneath is heavily reinforced and sound baffled. A person could put his ear to the ceiling in the living quarters below and never know there was anything happening in the levels above, regardless of the activity occurring.



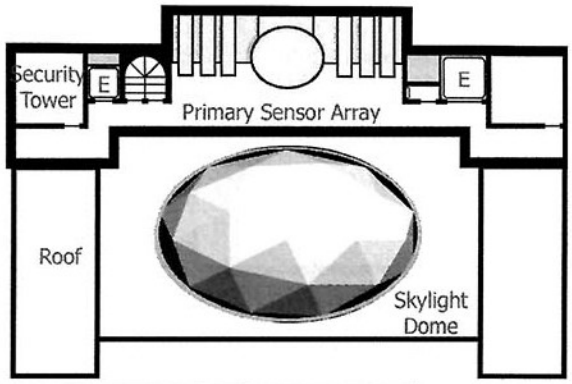
Level 5



Level 6

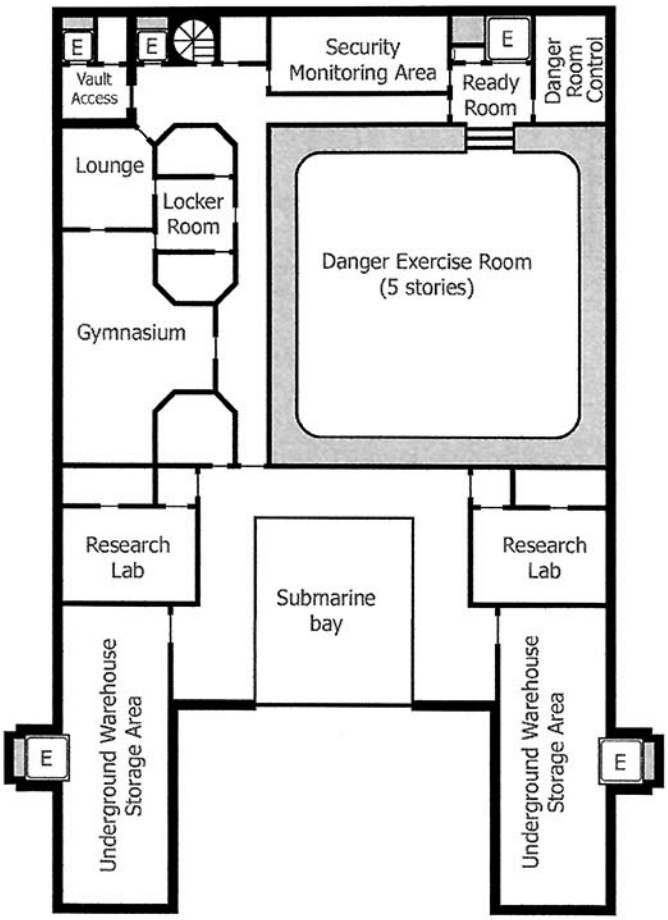


Level 7



Roof

Sublevel 1



Sublevel One

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

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

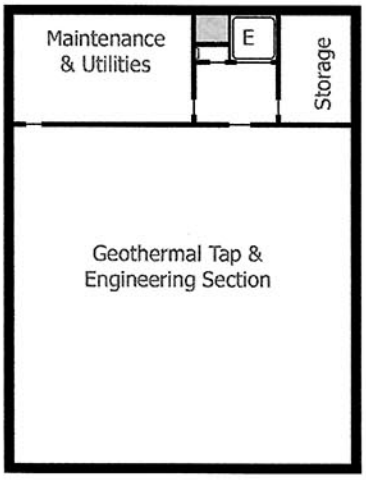
Sublevel Two

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

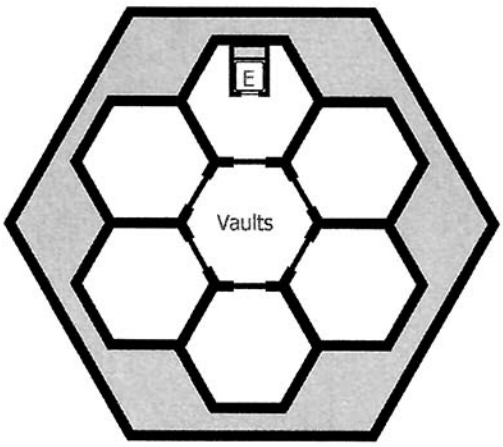
Sublevel Three

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

Sublevel 2



Sublevel 3

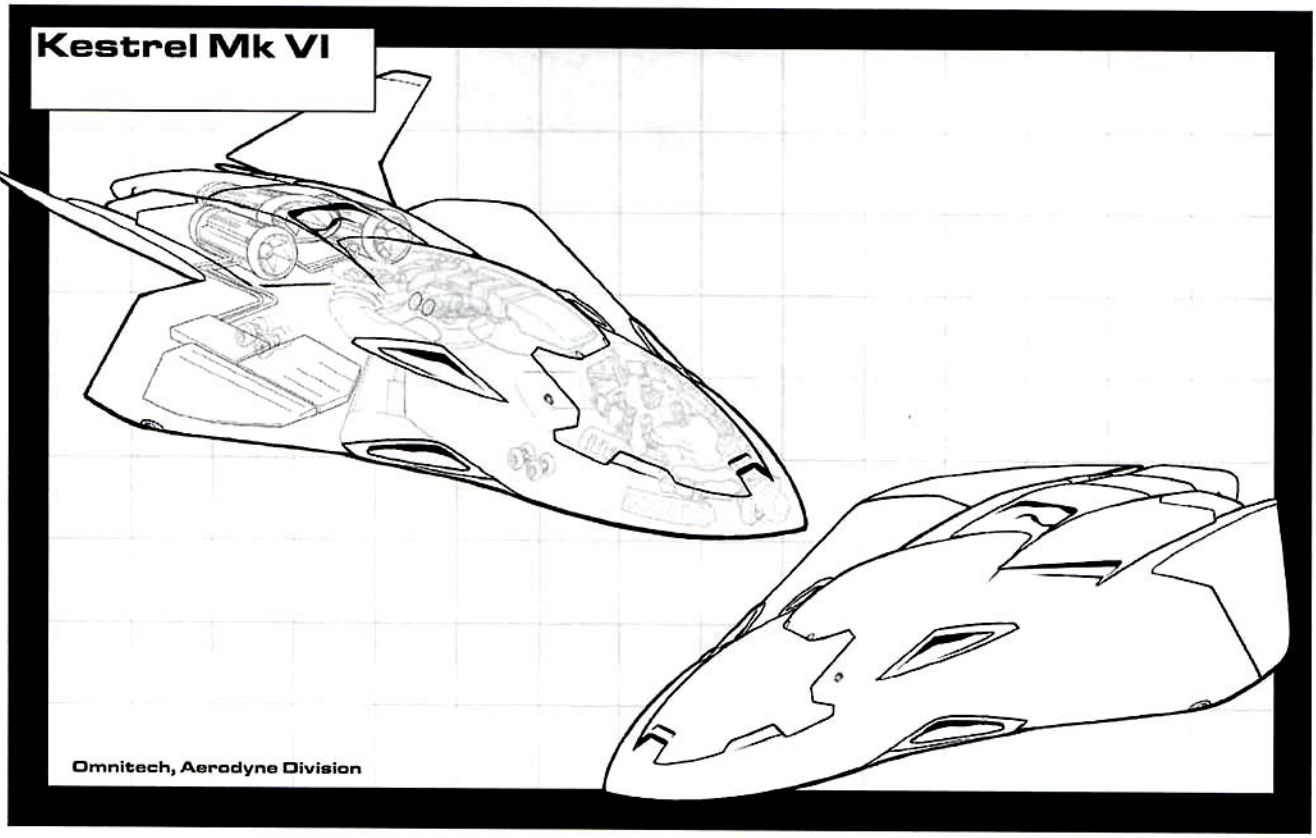


The Kestrel

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

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

Vehicle Type: Air/Water
Size: Huge
Movement: 60 ft (air)/ 35 ft (water)
Hardness: 12
Armor Bonus: 12
Features: Invisibility (Radar) 10
+10 Defense Bonus (*Flaw:* Only versus Ranged Targeting Systems)
Blindsight [Radar]
Telescopic "Vision" +8 [Blindsight]
Darkvision [Thermal Imaging]
Cost: 54 pp

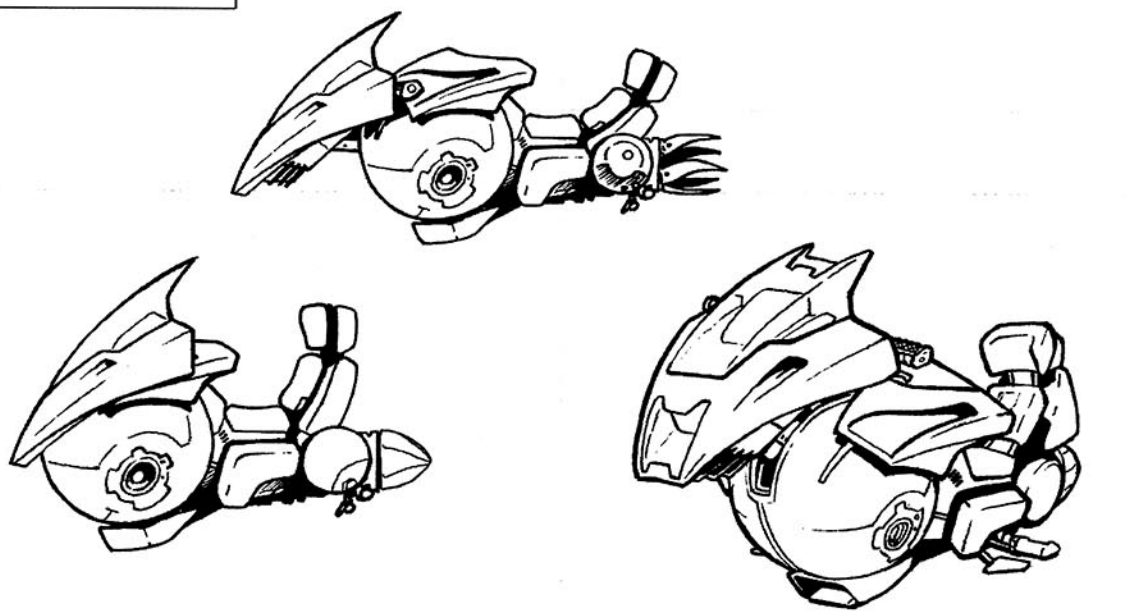


The Destriers

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

Vehicle Type: Air
Size: Medium
Movement: 40 ft (air)
Hardness: 10
Features: Blindsight [Radar]
Telescopic Sense (Radar) +5
Cost: 24 pp

Destrier



Omnitech, Aerodyne Division

Chapter 2: Allies

Part II: The Aerie



The Aerie

Background

Technically, The Aerie is the name of the physical headquarters used by the man called Cyberhawk (page 31) and his associates Blackbird, Raptor, and Roc (pages 32-34). However, due to some confusion on the part of a few local media pundits, the name has been attached the group in the minds of the public. After a few unsuccessful attempts to correct the mistake, Cyberhawk has given up; he and his friends now just grudgingly accept that they're stuck with the name.

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

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

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

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

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

Recently, the half-bat known as Dr. Chiropterus has been trying to join the Aerie, and is sometimes seen hanging around in the background, but there has been no official relationship announced. Cyberhawk feels that his bad reputation would drag down the team, making it difficult to maintain the current level of popularity and esteem (and, thus, the incoming stipends) with a wanted criminal as a full-time member. Even so, he realizes that having an unofficial member might help to further the team's interests. Cyberhawk has been considering "hiring" Dr. Chiropterus on a probationary basis once the next particularly dangerous mission comes in.

TEAM EQUIPMENT

Talon Communicator: Radio Hearing, *Flaw:* Device, *Source:* Science, *Cost*: 1 pp

CYBERHAWK

LEVEL		HERO
13	Armored Hero with Avian Theme	9

STR	12	+1
DEX	14	+2
CON	12	+1
INT	18	+4
WIS	10	+0
CHA	16	+3

DMG	PROT
+1	-12
FORT	FLY
+6	50 ft
REF	INIT
+7	+2
WILL	M.PROT
+5	N/A

MELEE
+7 (+7S Punch)

RANGED
+8 (+12S/L Blast)

DEFENSE
17 (15 Flat, 15 Mental)

SKILLS
Computers +11, Craft (Cybernetics, Electronics) +12, Craft (Weapon Systems) +11, Diplomacy +7, Knowledge (Supervillains) +11, Science (Biochemistry, Ornithology, Robotics) +12, Search +11

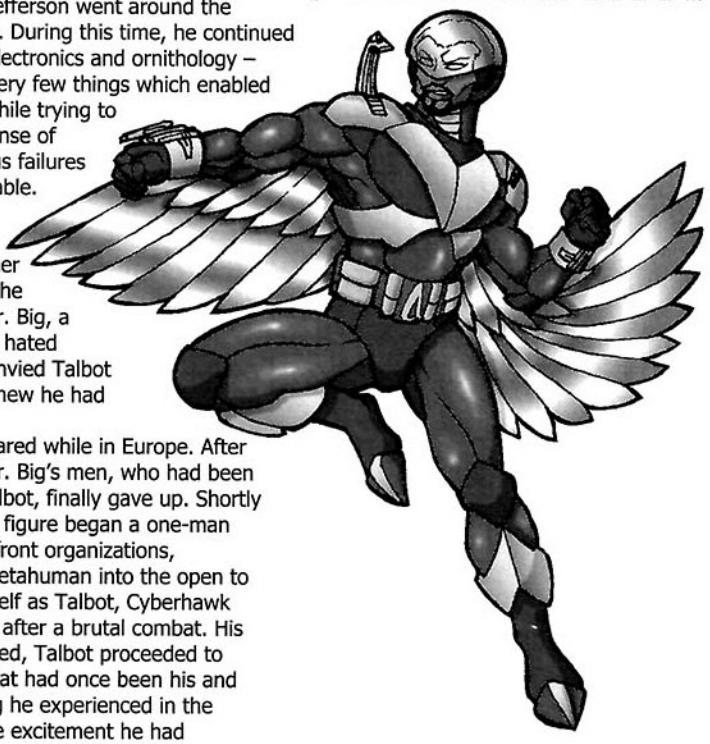
FEATS
Aerial Combat, Connected, Fame, Headquarters, Hero's Luck (x2), Heroic Surge, Inspire, Leadership, Point Blank Shot, Precise Shot, Surprise Strike, Wealth (x2)

POWERS
Super-INT +6 (*Source:* Training; *Cost:* 2 pp)]
Amazing Save: Will +5 (*Extra:* Fortitude, Reflex; *Source:* Training, *Cost:* 3 pp)

EQUIPMENT
Cyberhawk Battle Armor +10 [Armor (*Extras:* Energy Blast (*Extra:* Area), Flight, Immunity [Aging, Disease, Energy (Cold, Fire, Electricity), Exhaustion, Poison, Pressure, Starvation, Suffocation], Super-STR +6, Telescopic Sense [Sight] +6; *Stunts:* Datalink, Dazzle, Dual Damage (Energy Blast), Radio Broadcast, Radio Hearing, Sensory Protection, Snare, Stun; *Source:* Science; *Cost:* 7/6/5 pp)], **Utilities** [Gadgets +5; *Source:* Science; *Cost:* 1 pp)], **Talon Communicator** [Team Equipment, *Cost*: 0 pp]

DESCRIPTION

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



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

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

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

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

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

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

BLACKBIRD



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

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

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

DESCRIPTION

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

Luckily, Father Pietro was an intelligent and educated man who recognized the child as probably being a nascent metahuman. Through his own contacts, he eventually got in touch with a sympathetic worker at Steele Omnitech's Medical Sciences Division, who in turn brought Natalie to the attention of the worker's own superiors. Due to the policies put into place by the founder of Steele Omnitech, the director of the division immediately brought Natalie and her parents into their home office and promised all the help they could give the girl.

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

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

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

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

LEVEL 10	Mystical Shadowcaster	HERO 5

STR	10	+0
DEX	16	+3
CON	12	+1
INT	10	+0
WIS	14	+2
CHA	16	+3

DMG	PROT
+1	-10
FORT	**FLY**
+1	50 ft
REF	**INIT**
+8	+3
WILL	**M.PROT**
+8	N/A

MELEE
+4 (+10S/L Talons)
RANGED
+7 (+10S/L Blast)
DEFENSE
17 (14 Flat, 16 Mental)

SKILLS

Acrobatics +4, Concentration +3, Craft (Shadow Images) +4, Innuendo +4, Listen +4, Spot +4

FEATS

Aerial Combat, Blind-Fight, Blindsight, Darkvision, Surprise Strike

POWERS

Shadow Weaving [Energy Control: Darkness +10 (*Extras:* Energy Shapes, Energy Blast, Telekinesis, Flight (*Flaw:* Restricted – Wings), Force Field (*Extras:* Affects Others, Deflection), Strike, Drain (*Extra:* All Powers, *Flaw:* Only Darkness Powers); *Stunts:* Energy Drain, Snare, Suffocate, Dual Damage (Energy Blast, Strike); *Source:* Mystical; *Cost:* 10 pp)]
Amazing Save: Will +5 (*Extra:* Reflex, *Source:* Training, *Cost:* 2 pp)

EQUIPMENT

Talon Communicator [Team Equipment, *Cost:* 0 pp]

RAPTOR

LEVEL	Hothead with Energy Talons	HERO
12		6

STR	16	+3
DEX	18	+4
CON	16	+3
INT	11	+0
WIS	10	+0
CHA	9	-1

DMG	PROT
+3	N/A
FORT	**FLY**
+3	50 ft
REF	**INIT**
+14	+8
WILL	**M.PROT**
+0	N/A

MELEE
+11 (+14S/L Claws)

RANGED
+12

DEFENSE
25 (21 Flat, 16 Mental)

SKILLS
Acrobatics +15, Balance +10, Listen +6, Search +6, Spot +10, Survival +5

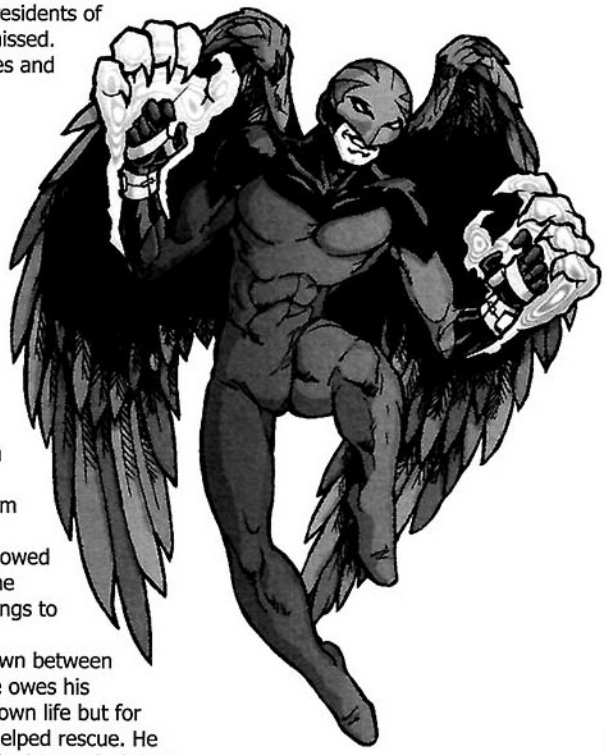
FEATS
Aerobatics (page 124), All-Out Attack, Ambidexterity, Aerial Combat, Attack Focus (Armed), Durability, Expertise, Evasion, Improved Critical (Claws), Move-By Attack, Power Attack, Rapid Strike, Surprise Strike, Two-Weapon Fighting

POWERS
Wings [Flight +10 (*Stunt:* Super-Flight, *Flaw:* Restricted – Wings, *Source:* Mutation, *Cost:* 3/2 pp)]
Avian Physiology [Super-DEX +5 (*Extras:* Combat Sense, Regeneration, Super-Senses, *Source:* Mutation, *Cost:* 7 pp)]
Amazing Save: Reflex +5 (*Source:* Training, *Cost:* 1 pp)

EQUIPMENT
Energy Claws [Weapon (Melee) +11 (*Extra:* Energy Field (Light), *Stunt:* Dual Damage, *Source:* Science, *Cost:* 2 pp)], **Talon Communicator** [Team Equipment, *Cost*: 0 pp]

DESCRIPTION

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



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

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

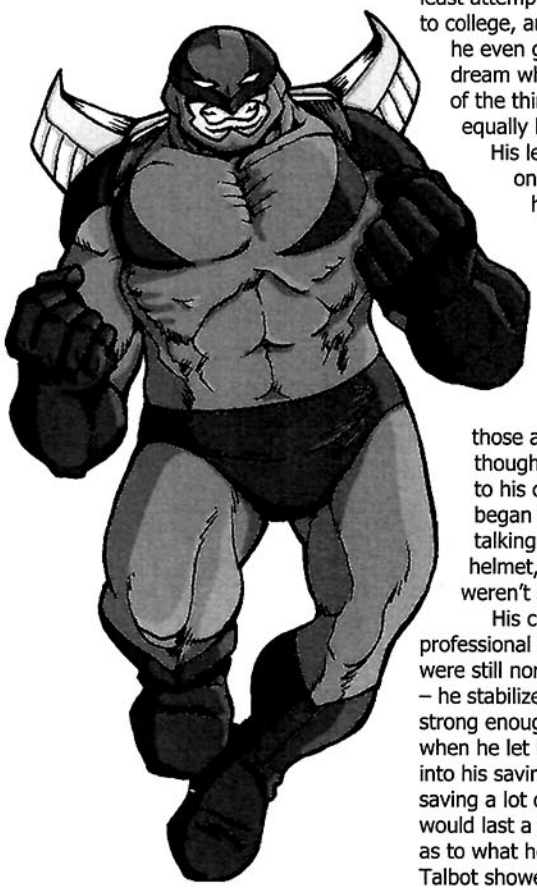
Unlike his teammates, Raptor's wings actually are real wings. However, his flight comes from a focused form of telekinesis, with the wings themselves only providing maneuver control. He can reach incredibly high rates of speed and is practically unmatched in his aerobatic ability, literally flying circles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

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

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

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

ROC



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

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

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

DESCRIPTION

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

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

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

LEVEL 10	Big Man in a Flight Harness	HERO 5

STR	18	+4
DEX	12	+1
CON	20	+5
INT	8	-1
WIS	8	-1
CHA	10	+0

DMG	PROT
+14	-3
FORT	**FLY**
+12	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
-1	N/A

MELEE
+10 (+14S Punch)
RANGED
+7
DEFENSE
15 (14 Flat, 13 Mental)

SKILLS
Climb +14, Jump +14, Knowledge (Football) +3, Profession (Football Player) +5, Swim +14
FEATS
Aerial Combat, All-Out Attack, Attack Focus (Unarmed), Choke Hold, Durability, Improved Grapple, Improved Pin, Power Attack, Takedown Attack, Toughness, Surprise Strike
POWERS
Growth +3 (*Extra:* Continuous, *Flaw:* Permanent; *Source:* Mutation; *Cost:* 5 pp) **Super-STR +7** (*Extra:* Thunderclap, Super Slap [(Stun, *Flaw:* Touch)]; *Source:* Mutation; *Cost:* 6 pp) **Super-CON +7** (*Source:* Mutation, *Cost:* 4 pp)
EQUIPMENT
Flight Harness [Flight +6; *Source:* Science; *Cost:* 1 pp)]; **Talon Communicator** [Team Equipment, *Cost*: 0 pp]

DR CHIROPTERUS

LEVEL		HERO
13	Batty Geneticist	7

STR	14	+2
DEX	18	+4
CON	18	+4
INT	18	+4
WIS	14	+2
CHA	14	+2

DMG	PROT
+9	-3
FORT	FLY
+9	40 ft
REF	INIT
+7	+7
WILL	M.PROT
+5	N/A

MELEE
+7 (+10L Claws)

RANGED
+8 (+8S Sonic)

DEFENSE
19 (12 Flat, 14 Mental)

SKILLS
Computers +10, Disable Device +10, Handle Animal +6, Intimidate +8, Listen +13, Move Silently +8, Repair +10, Science +10 (Bats, Biology, Genetics, Zoology), Sense Motive +6, Taunt +8

FEATS
Aerial Combat, Attack Focus (Talons), Blindsight, Great Fortitude, Headquarters (The Belfry), Infamy, Move-By Attack, Point Blank Shot, Precise Shot, Rapid Healing, See Invisibility, Startle, Talented (Intimidation, Taunt), Toughness, Ultra-Hearing

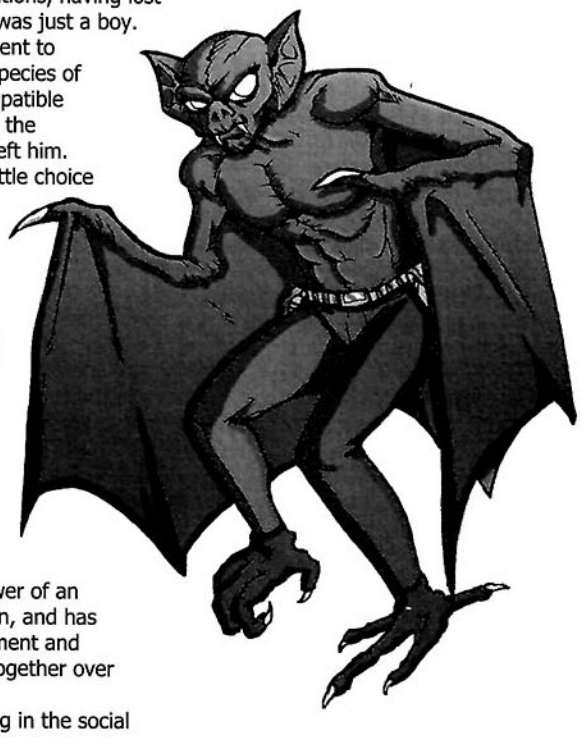
POWERS
Shrieks [Energy Control (Sonic) +8 (*Extra:* Area, *Stunt:* Energy Blast, *Source:* Mutation, *Cost:* 3 pp)]
Wings [Flight +8 (*Flaw:* Restricted – Wings, *Source:* Mutation, *Cost:* 1 pp)]
Talons [Natural Weapon +5 (*Extra:* Clinging, *Source:* Mutation, *Cost:* 3 pp)]
Mutated Physiognomy [Super-STR +3 (*Extras:* Protection, Super-CON, Super-DEX, Super-CHA, Intimidating Presence, *Source:* Mutation, *Cost:* 13 pp)]
Sonar [Supersenses +10 (*Flaw:* Hearing Only, *Source:* Mutation, *Cost:* 1 pp)]
Brainy [Superskill +5 (*Extra:* All INT Skills, *Source:* Training, *Cost:* 2 pp)]

WEAKNESSES
Disturbing

DESCRIPTION

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

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



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

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

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

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

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

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

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

Doctor Chiropterus is a humanoid bat, complete with wings and fangs. He can fly very aerobatically, and often uses a swoop attack combining his flight and his talons. His sensitive ears enable him to "see" via ultrasonic pulses of sound. At his much-larger-than-normal-bat size, his sonar shrieks can even be used offensively.

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

Recently, he's been trying to join The Aerie. He realizes that having allies would help to buy him time to clear his name. Now, if he can just convince Cyberhawk that he's actually a safe and trustworthy man beneath the fur and fangs...

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

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

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

The Aerie

The Aerie

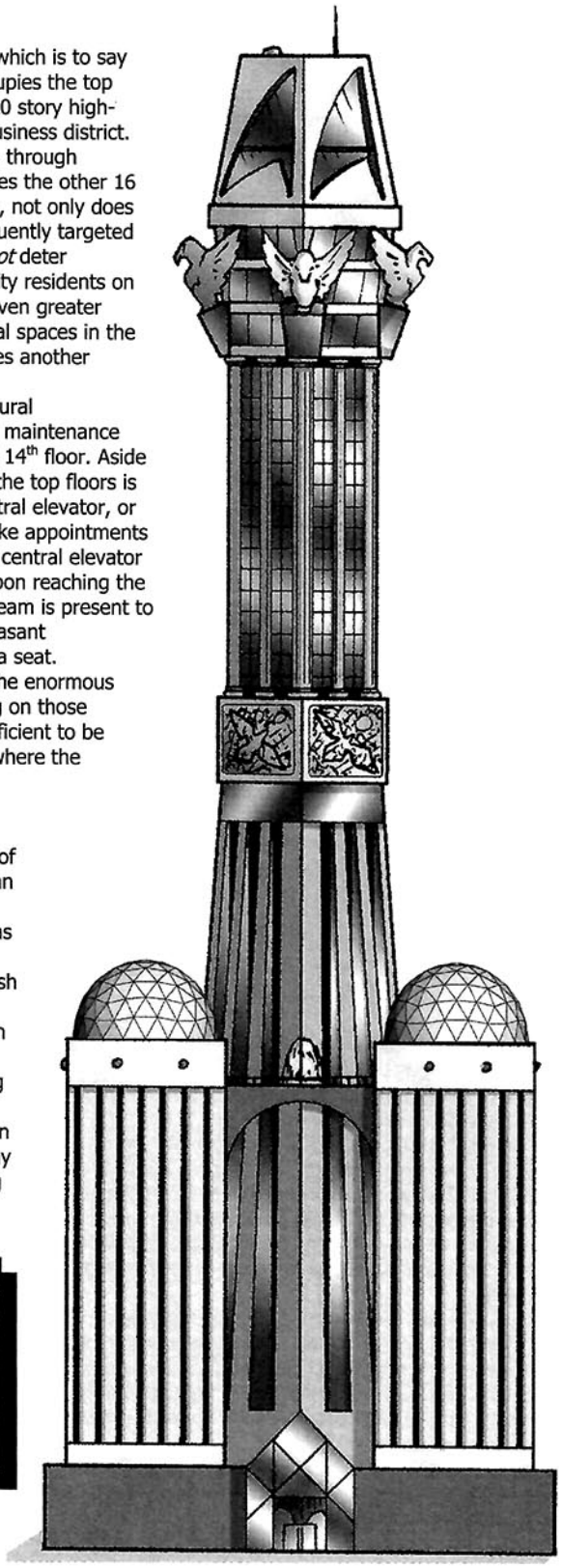
The Aerie (the actual Aerie that is, which is to say the headquarters used by the team) occupies the top four floors of the Waterston building, a 20 story high-rise situated downtown just inside the business district. Jefferson Talbot owns the entire building through Talbot Innovative Concepts, Inc.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

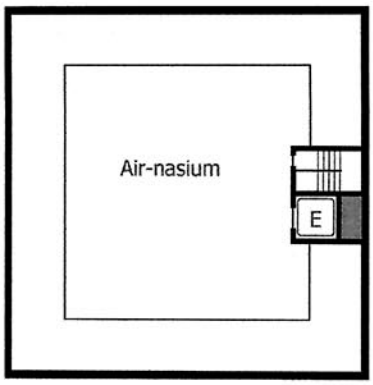
The 15th floor is comprised of structural reinforcements, back-up electronics, and maintenance subsystems. The stairways all end at the 14th floor. Aside from roof access, the only way to reach the top floors is to possess a special key card for the central elevator, or to have an appointment. People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

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

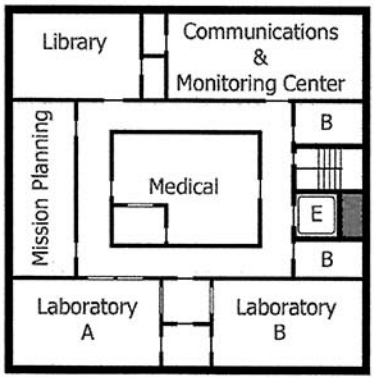
At an earlier point in the team's history, there existed a special subway tunnel to take them to a hangar outside of the city. This was where the Steelwing, an advanced air transport was housed. However, their vehicle was rarely used, as the team concentrates its activities predominantly in the city.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

The Aerie
PL 12; Communications, Computer, Defense System, Fire Prevention System, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, and Workshop.











Chapter 2: Allies

Part III: The Arsenal



The Arsenal

Background

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

Recently, at a much hyped and very public ceremony, the government unveiled a group called The Arsenal Of Democracy. Named by a congressional committee, recruited clandestinely by different representatives of different agencies, and supported by special operations groups provided by the military, the Arsenal is quickly building a reputation as a highly effective instrument of policy. As might be expected, this has resulted in some tenuous relationships within the metahuman community. The members of the Arsenal tend to view other hero-types as either well-meaning amateurs just as dangerous to themselves as others, or unreliable vigilantes and loose cannons every bit as bad as the menaces they claim to fight. In turn, the Arsenal tends to be viewed as arrogant, self-important, and hiding behind their shiny federal badges – that it's easy being brave when you're surrounded by small army that jumps every time you tell it to jump.



Support

The Arsenal of Democracy is nominally an extension of the Federal Marshal's office, though they can be seconded to direct military service at the drop of a hat. However, thanks to a special act of congress defining their legal powers, circumventing those pesky divisions between military and civilian law enforcement authorities, the Arsenal has a hand-picked Air Cavalry unit at their beck and call even when fulfilling their civilian function. When in pursuit of a federal fugitive, these soldiers can follow the Arsenal's members into the field. In other situations, however, the presence of the Arsenal must specifically be requested by local authorities. Various mayors and governors around the country have been receiving not-so-subtle pressure more and more frequently from the White House and high-ranking congressional member to call in the team as soon as possible when dealing with problems of a metahuman nature. Responses have varied so far, much as might be expected with the mixed and sometimes volatile opinions floating around about the government's new "superpolice" – with descriptions ranging from "godsends" to "jackboots."

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

For the soldiers supporting the Arsenal, use the Soldier on page 155 of the M&M rulebook.

For tanks and helicopters, see page 117 of the M&M rulebook [add Gun +8 and Missiles +12 to the listed helicopter to use it as an Apache].

ANTHEM

LEVEL 10	Patriotic Supersoldier	HERO 5

STR	18	+4
DEX	18	+4
CON	18	+4
INT	14	+2
WIS	14	+2
CHA	18	+4

DMG	PROT
+10	-6
FORT	RUN
+8	50 ft
REF	INIT
+8	+8
WILL	M.PROT
+2	N/A

MELEE
+11 (+12S Staff)

RANGED
+10

DEFENSE
24 (16 Flat, 18 Mental)

SKILLS
Acrobatics +9, Diplomacy +9, Knowledge (Government) +3, Profession (Soldier) +5

FEATS
Ambidexterity, Attack Focus (Staff), Fame, Instant Stand, Leadership, Power Attack, Rapid Attack, Toughness

POWERS
Super-STR +4 [*Extras:* Super-CON, Super-DEX, Super-CHA, Protection +2, Immunity [Aging, Disease, Exhaustion, Starvation], Regeneration, Running; *Source:* Mutation/Training; *Cost:* 15/14 pp]

EQUIPMENT
Commlink [Radio Broadcast (*Extra:* Radio Hearing; *Flaw:* Device; *Source:* Science; *Cost:* 2 pp)]; **Costume** [Armor +4; *Source:* Science; *Cost:* 1 pp)]; **Staff** [Weapon +4S; *Source:* Science; *Cost:* 1 pp)], **Visor** [Protected Senses +2 (*Flaws:* Device, Sight Only; *Source:* Science; *Cost:* 1 pp)]

WEAKNESSES
Vulnerability (Poisons)

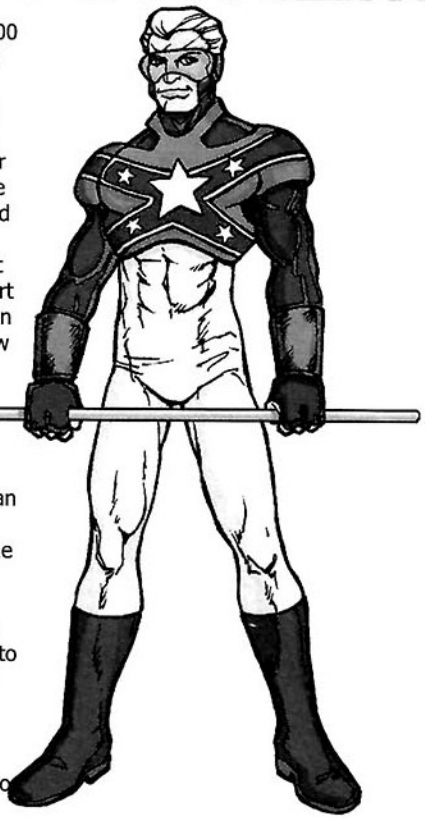
DESCRIPTION

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

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

Anthem (the second person to use that superhero identity) is stronger, faster, and tougher than before. He can lift over two tons, he can run almost twice as fast, he can heal from debilitating injuries in a matter of minutes, and he can withstand inhospitable environmental conditions. The only downside is that his enhanced metabolism processes toxins faster than before, leaving him particularly at risk to biochemical weapons. His immune system resists diseases to a remarkable degree, but poisons, especially ingested and inhaled poisons, have become his Achilles' heel.

He has been trained to fight with a steel staff. The committee's idea was that by not using a sidearm, he can show that America is moral enough that she doesn't have to resort to lethal violence when a government-trained operative can handle the problem with just a stick.



NOTES: EXPANDED DODGE BONUS

Some characters will have incredibly high Base Defense Bonuses, making it difficult to hit them even when they are slammed on the ground stunned, or tied up against a wall. This makes Player Characters more survivable against the ugly gamut of attacks available in the game, but it might strain players' and GM's credibility thresholds, even in a setting with flying people and spandex-clad human tanks. At the GM's option, he may treat the Base Defense Bonus as a natural Dodge Bonus gained through experience or raw skill as opposed to those gained from Agility or Powers. That being the case, any circumstance that causes characters to lose the rest of their Dodge Bonus, also costs them their Base Defense Bonus. GMs should be careful in considering this rule – there will be fewer lucky misses and more damage saves rolled if it is used.

QUOTE
"Thanks for your help, citizen. The professionals are here now. You're dismissed."

RACE	SEX	HT	EYES
Human	M	6'4"	Blue
GROUP	**AGE**	**WT**	**HAIR**
Arsenal	34	240#	White

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

AMERICAN DREAM



QUOTE
"Like, chill out, dude. Sleep off that attitude."

RACE	SEX	HT	EYES
Human	F	5'8"	Green
GROUP	**AGE**	**WT**	**HAIR**
Arsenal	28	110#	Blonde

PUBLIC KNOWLEDGE	
5	Member of The Arsenal
10	Spaced out hippie chick
15	She can put you to sleep, and not through boredom
20	You could just stare at her for, like, hours somehow
25	She can wake you up just by thinking about it
30	Illusions work very well against her

DESCRIPTION

Stephanie Thompson had never seen the world as the rest of humanity did. Labeled a troubled child with a short attention span and a learning disability from early on, it seemed that she had a hard time distinguishing reality from daydreams. But the strange part was her uncanny insights into those around her. She could sometimes tell which classmate liked another, what the janitor was stealing, or who her aunt was sleeping with this week.

As it turns out, Stephanie was born with the ability to interact with the dream world. She could enter the dreams of others, and learn the uninhibited secrets of their souls that roamed free in their subconscious thoughts. This gave her the appearance of a laid-back spaced-out hippie chick, which suited her natural personality well, anyway, so she went with it. She still has a little trouble with reality, and is particularly affected by perception-altering powers.

Instead of focusing on the negativity she saw inside people's minds, though, she normally focused on the positive aspects of those she met. This gave her a natural way with people, and a keen insight into behavior and cognition, from the inside out.

She soon fell into the life of a wanderer. She roved from town to town as she felt, becoming a do-gooder folk hero of sorts, helping troubled people understand themselves.

She met up with Miss Liberty at a women's rights rally in Baltimore. When The Arsenal was formed just a few weeks later, Liberty recommended Stephanie for membership on the team as well.

With her dream powers, Stephanie can put targets to sleep with her mind, and wake them up whenever she wants to. Unlike the Fatigue power, however, this power takes a Will Save, but like Fatigue, Mental Protection offers no resistance to its effects.

She can also "search" currently dreaming targets for a specific dream. She can, for example, find anyone who is dreaming of Magog, but she can't search for Magog himself (unless he happens to be dreaming of himself). Once she's found the dream she's looking for, she can "enter" it via telepathy, and observe secretly. She cannot interfere with the dream, but she can watch and learn. She can also enter the dreams of those that she has put to sleep herself, without having to search for the target. Once inside the mind, she can search for information like a normal telepath.

Her power over dreams also gives her subtle power over waking minds. Her instinctive understanding of the human psyche gives her incredible touchy-feely skills. It also allows her to enthrall those who are looking at her, by forcing a waking daydream upon them. Targets with Super-Charisma of their own can apply their rank as a bonus to their Will Saves to resist this effect.

NOTES: OPTIONAL FATIGUE RULES

Instead of the Fatigue power taking three failed Saves to put a target to sleep, the effect can vary based on the level of failure, the way that damage does.

SAVE RESULT	FATIGUE EFFECT
Fail by up to 4	1 Stun Hit
Fail by 5 to 9	Fatigued
Fail by 10 to 14	Exhausted
Fail by 15 or more	Asleep

LEVEL 10	Dream-based Telepath	HERO 5

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

DMG	PROT
+0	-4
FORT	**RUN**
+0	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+6	N/A

MELEE
+3 (+0S Punch)
RANGED
+4
MENTAL
+8 (+10 Fatigue)
DEFENSE
14 (13 Flat, 17 Mental)

SKILLS

Bluff +10, Diplomacy +10, Gather Information +10, Innuendo +10, Intimidate +10, Knowledge (Dreams) +4, Perform +10, Sense Motive +14, Taunt +10

FEATS

Attack Focus (Mental), Attractive, Awe (page 124), Connected, Darkvision, Detect (Dreams), Fame, Indomitable Will, Inspire, Iron Will, Leadership, Psychic Awareness, Skill Focus (Sense Motive), Talented (Knowledge (Dreams), Sense Motive), True Sight

POWERS

Sleep +10 [Fatigue +10 (*Extras:* Removable, Mental; *Source:* Psionic; *Cost:* 4 pp)]
Dream Walking +10 [ESP +10 (*Extras:* Telepathy; *Flaw:* Only Against Sleeping Targets; *Source:* Psionic; *Cost:* 2 pp)]
Daydreams +5 [Super-CHA (*Extra:* Enthralling Presence [Paralysis]; *Source:* Psionic; *Cost:* 3 pp)]

EQUIPMENT

Commlink [Radio Broadcast (*Extra:* Radio Hearing; *Flaw:* Device; *Source:* Science; *Cost:* 2 pp)]; **Costume** [Armor +4, *Source:* Science; *Cost:* 1 pp], **Sunglasses** [Protected Senses +2 (*Flaw:* Device, Sight Only; *Source:* Science; *Cost:* 1 pp)]

WEAKNESSES

Vulnerability (Illusions)

MINUTEMAN

LEVEL		HERO
10	Tricked-out Speedster	5

STR	10	+0
DEX	14	+2
CON	10	+0
INT	10	+0
WIS	12	+1
CHA	10	+0

DMG	PROT
+0	-4
FORT	**RUN**
+0	70 ft
REF	**INIT**
+12	+14
WILL	**M.PROT**
+1	N/A

MELEE
+8 (+8 Disruption)

RANGED
+9

DEFENSE
22 (20 Flat, 13 Mental)

SKILLS
Drive +7/+15, Repair +4

FEATS
All-Out Attack, Attack Focus (Unarmed), Evasion, Improved Initiative, Instant Stand, Lightning Reflexes, Move-By Attack, Rapid Strike, Talented (Drive, Repair)

POWERS
Time Control +8 [*Extras:* Combat Sense, Deflection, Disintegrate (*Extra:* Disruption; *Flaw:* Touch), Healing, Super-Skill (Driving); *Stunt:* Time Freeze; *Source:* Science; *Cost:* 14 pp]

EQUIPMENT
Commlink [Radio Broadcast (*Extra:* Radio Hearing; *Flaw:* Device; *Source:* Science; *Cost:* 2 pp)], **Costume** [Armor +4, *Source:* Science; *Cost:* 1 pp], **Visor** [Protected Senses +2 (*Flaw:* Device, Sight Only; *Source:* Science; *Cost:* 1 pp)]

WEAKNESSES
Vulnerability (Aging, Ghost Touch Powers)

DESCRIPTION

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

The accelerator, however, did more than boost the engine – it actually warped time to do so. Once the stripped-down racecar with the temporal engine hit the speed of sound, it infused Judson with temporal energy. The engine destroyed itself in the process, and its creator Wade paradoxically ceased to exist. No one, not even Judson, remembers him, or how Judson got his powers.

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

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

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

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



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

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

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

MISS LIBERTY



QUOTE

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

RACE	SEX	HT	EYES
Human	F	31'1"	Brown
GROUP	**AGE**	**WT**	**HAIR**
Arsenal	27	8 tons	Black

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

DESCRIPTION

Blair Carter grew up the only daughter of a career Army officer. She learned of her mutant powers as a teenager (talk about your growth spurts), and was – miraculously – able to keep them hidden.

Determined to use her abilities to help people, and spurred on by the sense of duty she learned from her father, she took on the identity of Miss Liberty.

She was already working through the government at the start of her costumed career (secretly changing identities while working her job as an archivist under General Rector), when she heard of the new government-sponsored superhero team forming. She talked to the committee, and they agreed that she'd be a perfect choice – after all, who can say no to a woman of her stature?

Liberty grows. Really tall. Apart from that, she can deflect attacks with her Tablet, and even protect those within her 10 ft reach.

She can throw the eight spikes from her "crown," for serious damage when propelled by her incredible strength.

Her most common opening action is to use her tablet to protect bystanders, first, or teammates, second. She'll often dive into the open to draw fire away from her teammates, and attempt to deflect it all. It doesn't always work, but it gives her a chance, anyway.

Carter is Puerto Rican, with shoulder-length wavy black hair. She's 5'7" tall (normally), with an athletic build.

Liberty is direct, often to the point of being brash or pushy. She has a military mindset, and is used to having her orders followed.

As Miss Liberty, she wears a Statue of Liberty costume. When she's fully grown, she's just a tad over 30 feet tall – one-third the size of the actual Statue of Liberty (if the Statue were not standing on its pedestal, that is). Her crown spikes make her seem even taller than that, though. Her maximum height has been increasing by about a foot per year, so there's no telling how tall she'll eventually be able to get.

NOTES

Miss Liberty has a higher Initiative bonus on her Growth power than on all the rest of her actions. At the start of combat, she'll grow with Improved Initiative, but the rest of her actions won't take place until her normal Initiative comes around.

When fully grown, Miss Liberty is a Huge class creature, which gives her a -2 to her Attacks and Defense; this has already been figured into her character sheet. When her Growth power is not activated, Liberty has the following stats:

Blair Carter: PL 10; Init +2; Defense 16 (14 Flat, 17 Mental); Spd 30 ft; Atk +5 melee (+1S Punch), +6 ranged (+5L Spikes); SV Dmg +3, Fort +4, Ref +2, Will +2; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 16;

Skills and Feats: Diplomacy +7, Intimidate +4, Knowledge (Geography) +2, Knowledge (History) +2, Pilot +3; Attractive, Connected, Identity Change, Inspire, Leadership;

Equipment: Crown Spikes, Tablet, Torch.

LEVEL		HERO
10	Patriotic Grower	5

STR	12	+1
DEX	14	+2
CON	14	+2
INT	10	+0
WIS	15	+2
CHA	16	+3

DMG	PROT
+3	-8
FORT	RUN
+10	50 ft
REF	INIT
+2	+2
WILL	M.PROT
+2	N/A

MELEE
+5 (+9S Punch) [10 ft]

RANGED
+6 (+10L Crown)

DEFENSE
14 (12 Flat, 15 Mental)

SKILLS
Diplomacy +15/+18, Intimidate +12, Knowledge (Geography) +2, Knowledge (History) +2, Pilot +3

FEATS
Attractive, Connected, Endurance (*Flaw:* Only when Grown), Identity Change, Improved Initiative (*Flaw:* Only to Grow), Inspire, Leadership

POWERS
Growth +8 (*Extras:* Amazing Save: Fortitude, Super-CHA, *Source:* Mutation, *Cost:* 9 pp)
Telescopic Senses +2 (*Extra:* Sight and Hearing; *Flaw:* Only when Grown, *Source:* Mutation, *Cost:* 1 pp)

EQUIPMENT
Crown Spikes [Weapon (Ranged) +1 (*Extra:* Mighty; *Flaws:* 5 Uses, Device, *Source:* Science, *Cost:* 1 pp)], **Tablet** [Deflection +10 (*Extra:* Deflect Others, *Flaws:* Device, Limited to Ranged Attacks, *Source:* Science, *Cost:* 1 pp)], **Torch** [Neutralize +3 (*Extras:* Neutralize Field, Energy Control (Light), *Flaws:* Can Only Neutralize Obscure, Device, *Source:* Science, *Cost:* 2 pp)]

PEACEKEEPER

LEVEL		HERO
10	Kinder, Gentler Battlesuit	5

STR	10	+0
DEX	14	+2
CON	14	+2
INT	12	+1
WIS	14	+2
CHA	12	+1

DMG	PROT
+2	-10
FORT	FLY
+2	50 ft
REF	INIT
+2	+2
WILL	M.PROT
+4	N/A

MELEE
+6 (+5S Punch)

RANGED
+8 (+10 Fatigue)

DEFENSE
16 (14 Flat, 16 Mental)

SKILLS
Computers +10, Diplomacy +2, Handle Animals +2, Medicine +9, Profession (Doctor) +3, Sense Motive +2

FEATS
Aerial Combat, Iron Will, Point Blank Shot

EQUIPMENT
Battlesuit [Protection +10 (*Extras:* Flight, Immunity [Critical Hits, Disease, Energy (Cold, Electricity, Fire, Radiation), Exhaustion, Poison, Pressure, Suffocation], Super-STR +5; *Stunt:* Amphibious; *Flaw:* Device; *Source:* Science; *Cost:* 7/4 pp], **Computer** [Datalink +4 (*Extras:* Base Attack Bonus, Super-Skill (*Extra:* All INT); *Stunt:* Photographic Memory; *Flaw:* Device; *Source:* Science; *Cost:* 4 pp)], **Sensors** [Super-Senses +4 (*Extras:* Protected Senses, Microscopic; *Stunts:* All-Around Sight, Blindsight, Darkvision, Projecting [Illusions +2 (*Flaws:* Device, Obvious)], Radio Broadcast, Radio Hearing, Ultra-Hearing; *Flaw:* Device; *Source:* Science; *Cost:* 3 pp)], **Weapons** [Snare +10 (*Extra:* Area; *Stunts:* Dazzle, Fatigue, Neutralize (Fire), Obscure, Paralysis, Slick; *Flaws:* Device; *Source:* Science; *Cost:* 2 pp)]

WEAKNESSES
Quirk (Pacifist)

DESCRIPTION

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

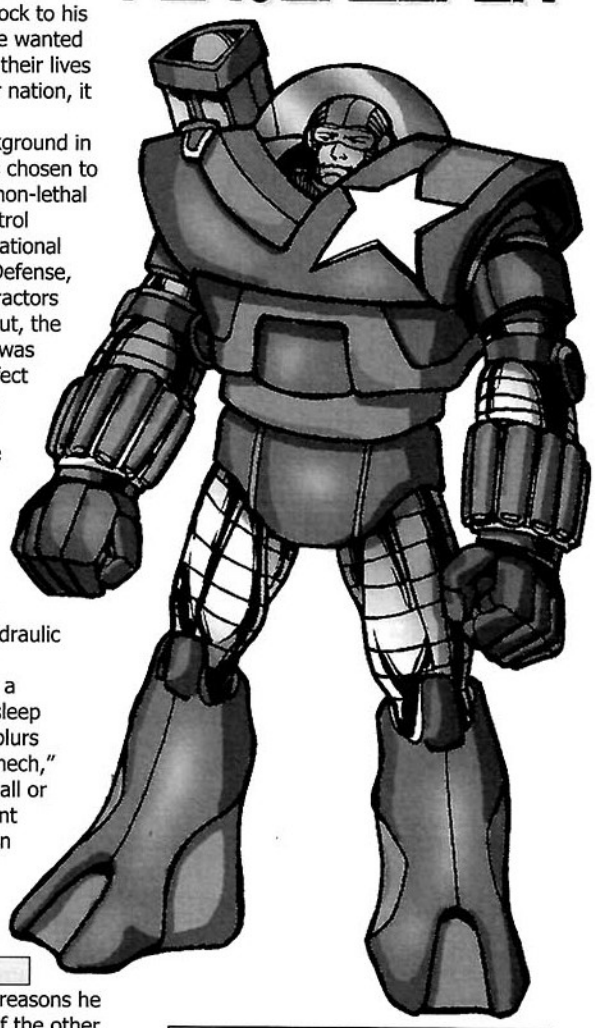
So, when he joined the Air Force right out of medical school, it came as something of a shock to his family, at first. But when he explained that he wanted to save the lives of people who were putting their lives on the line every day in order to protect their nation, it made sense.

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

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

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

When not wearing/operating FRED, George himself is 5'10" and 140 pounds.



NOTES: QUIRK (PACIFIST)

George is a pacifist, which is one of the reasons he was chosen for the mission. He's not aware of the other reason he was chosen – that he was one of very few that tested positive for both the hyperneural activity needed to operate the subdermal interface to the hydraulics and the peace of mind required for long-term immersion inside the liquid nutrient bath inside the device. As a pacifist, George will never cause another person to make a Damage Save. Blinding them, trapping them, or putting them to sleep is fine with him, but not hurting anyone.

NOTES: NON-LETHAL SUPER-STRENGTH

In campaigns where Super-STR is considered to do lethal damage, Peacekeeper will be the exception. Treat him as having bought the *Stunt:* Dual Damage with the *Flaw:* Stun Damage Only.

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

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

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

US STEEL



QUOTE

"Things are about to get heavy."

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

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

NOTES: NOISY

Besides being incredibly heavy, Coleman also makes a lot of noise when he moves. Not only does he leave footprints in concrete when he walks, he also screeches like a muffler being dragging behind a Pinto. The Noisy Flaw gives him a -1 to his Move Silently skill for every rank in his power.

DESCRIPTION

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

As a young recruit in the city's bomb squad, Coleman was on a training exercise when a real emergency came up just a block away. The supervillain Surefire (page 123) was making off with an experimental weapon from an Omnitech facility, and was using the high-tech facility's own weapons against its staff, by mentally remolding the gun turrets and sidearms to explode upon firing. As a member of the bomb squad, Coleman felt that he could "defuse" the situation, and ran to assist, beating his supervisor there by a good margin. He had the misfortune of running into Surefire, who took the opportunity to warp Coleman's sidearm which was in the midst of being fired at the experimental weapon. This resulted in some unexplained backlash of Surefire's abilities.

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

Coleman went on to have a successful career as the solo superhero Gunmetal before he was recruited into The Arsenal. Changing his name to US Steel was recommended by the Congressional Subcommittee that approved the team's formation (and funding).

RULE OPTION: SUPER STRENGTH

Superhuman Strength can give a number of advantages. Not only does it allow improvising large weapons for throwing or melee use, it can even be used for binding – trapping a target that doesn't have the strength to get out of some material that's been wrapped around him.

Any time a superstrong character picks up an item of Large size or greater, he gains an Area attack. He is no longer trying to hit a target in the target's square – he's hitting the square itself. The Base Defense of an area, normally a 5-foot square, is 5 + Size Modifier (M&M, page 138), a 4 for the average 5-foot square (after applying -1 for Large size), though larger objects can be used to hit larger areas. For ranged attacks, range increment penalties (M&M, page 136) and range increment limitations for a thrown object (M&M, page 112) do apply. Anyone standing in the target area must make a Reflex Save, just as they would for a standard area attack. This Save is penalized by the Size modifier of the object (the larger the object, the harder to get out of the way completely). If an object is larger than the target's movement speed, the target cannot get out of the way in time.

A superstrong character can also improvise bonds out of nearby materials. The material must be able to be formed into bonds (concrete doesn't bend, it breaks), the character must have a total Strength modifier of the materials' hardness or greater, and the character must make a Strength Check equal to a DC of 15 + Hardness. The target may attempt to use his own strength to break or bend the material, or make an Escape Artist check to slip out (DC = 10 + Hardness).

LEVEL 10	Metal Man	HERO 5

STR	20	+5
DEX	12	+1
CON	20	+5
INT	10	+0
WIS	14	+2
CHA	16	+3

DMG	PROT
+7	-10
FORT	**RUN**
+15	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+2	N/A

MELEE
+11 (+15S Punch)

RANGED
+6

DEFENSE
13 (12 Flat, 14 Mental)

SKILLS
Demolitions +8, Disable Device +12, Intimidate +6, Knowledge (Explosives) +6, Move Silently -9, Profession (Bomb Squad) +3

FEATS
All-Out Attack, Attack Focus (Unarmed), Endurance, Great Fortitude, Detect (Magnetism, North), Durability, Improved Grapple, Improved Pin, Power Attack, Radio Hearing, Rapid Healing, Takedown Attack, Talented (Demolitions, Disable Device), Trance

POWERS
Body of Steel [Alternate Form: Solid +10 (*Extras:* Amazing Save: Fortitude, Immunity [Aging, Critical Hits, Disease, Exhaustion, Kinetic, Poison, Pressure, Starvation, Suffocation, Vibration], Impervious; *Flaws:* Awkward Weight, Noisy (see sidebar), Permanent; *Source:* Mutation; *Cost:* 5 pp)]
Infrared Neutral [Invisibility +1 (*Flaw:* Infrared Only; *Source:* Mutation; *Cost:* 1 pp)]
Reflective [Deflection +5 (*Extras:* Automatic, Reflection; *Flaws:* Light-Based Attacks Only, Does Not Protect from Attack, Permanent; *Source:* Mutation; *Cost:* 1 pp)]

EQUIPMENT
Commlink [Radio Broadcast (*Extra:* Radio Hearing; *Flaw:* Device; *Source:* Science; *Cost:* 2 pp)]

WEAKNESSES
Vulnerability (Magnetics)

Chapter 2: Allies

Part IV: The Covenant



The Covenant

The Covenant

During the height of the Middle Ages, a dark and loathsome power rose amidst the chaos of the Baltic states. Vadshada the Bloodking was originally a magus, delving deeply into secrets beyond his ability to control. Transformed first into a vampire, and then possessed by a nameless demon he had attempted to summon and bind, the entity known as Vadshada quickly amassed a large following among the bloodthirsty and power-hungry pagan tribes of the region. His strength proved too much for what little resistance temporal and church authorities could raise as a counter. Finally, it was a hastily convened alliance of wizards, witches, and daring adventurers who managed to put an end to reign of the Bloodking. Heady with their success, and recognizing the continued threat that things like Vadshada and his ilk presented to the relatively unprotected masses of "God's kingdom," that small band of martial and magical adepts made a pact that they would stand together, from then until Creation fell, to protect mankind from what it was little equipped to even admit existed, little less combat effectively. It was this very covenant that gave them the name that this organization would use for itself. The Covenant has existed since that day, a powerful and clandestine body of capable men and women working in the shadows to keep those shadows in check. In the intervening centuries, these men and women have not only managed to keep The Covenant hidden from the interference of mundane authorities, but have also amassed significant resources and contacts in the process. One simply doesn't keep an organization of The Covenant's size and tenure secret without knowing the right people and paying the right bills.

Today, the organization still exists in much the same form as it has always existed. Though it has evolved well outside the scope of medieval Christian thought, many of the traditional names and trappings have never been changed. The Covenant maintains facilities, or chapter houses, in most of the major cities around the world. The organization is divided into five bodies, or orders, with the ranking members of those orders representing their brethren in a governing board known as The Cenacle, after the room in which Christ is said to have met with his disciples; it is for this reason that, colloquially, the members of this board are called "disciples." The five orders themselves are grouped by function, and though all orders are represented in a normal chapter house, each order maintains one chapter house that is the center or home for their order alone, and which is called their "motherhouse."

Order Of Michael (Soldiers)

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

Typical Michael: PL 4; Init +1; Defense 13 (12 Flat, 12 Mental); Spd 30 ft; Atk +6 melee (+6L Sword), +4 ranged (+4L SMG); SV Dmg +4 [-4], Fort +2, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Listen +2, Profession (Soldier) +2, Spot +2; Multi-Shot, Point Blank Shot, Rapid Shot, Toughness;

Equipment: Sword +3L, SMG +4L (Autofire, Uses), Concussion Grenades +6S (Area, Uses), Fragmentation Grenades +6L (Area, Uses), Light Kevlar Vest +4, Radio Headset with Broadcast



Dorian Killgrave: PL 10; Init +7; Defense 18 (18 Flat, 19 Mental); Spd 30 ft; Atk +8 melee (+6L Sword), +8 ranged (+4L SMG); SV Dmg +9 [-4], Fort +7, Ref +8, Will +6; Str 16, Dex 16, Con 15, Int 13, Wis 18, Cha 16;

Skills and Feats: Climb +6, Diplomacy +8, Hide +5, Listen +8, Move Silently +5, Profession (Soldier) +12, Spot +8; Assessment, Improved Initiative, Iron Will, Multi-Shot, Point Blank Shot, Rapid Shot, Toughness;

Powers: Combat Sense +5 (Extra: Amazing Save: Damage, Fortitude, Reflex, Source: Training, Cost: 3 pp);

Equipment: Sword +3L (Penetrating), SMG +4L (Autofire, Uses), Concussion Grenades +6S (Area, Uses), Fragmentation Grenades +6L (Area, Uses), Light Kevlar Vest +4, Radio Headset with Broadcast

Order Of Solomon (Historians)

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

Typical Solomon: PL 2; Init +0; Defense 10 (10 Flat, 12 Mental); Spd 30 ft; Atk -1 melee (-1S Punch), +0 ranged; SV Dmg -1, Fort -1, Ref +0, Will +2; Str 8, Dex 10, Con 8, Int 16, Wis 14, Cha 8;

Skills and Feats: Languages (Four), Knowledge (History) +10, Knowledge (The Occult, Religion) +7, Profession (Researcher) +7, Science (Anthropology, Archeology, Sociology) +7; Skill Focus (History, Researcher);

Powers: Super-INT +2 (Source: Training; Cost: 2 pp)



Nkebo Achebwe: PL 5; Init +0; Defense 10 (10 Flat, 12 Mental); Spd 30 ft; Atk -1 melee (-1S Punch), +0 ranged; SV Dmg -1, Fort -1, Ref +0, Will +5; Str 8, Dex 10, Con 8, Int 20, Wis 16, Cha 16;

Skills and Feats: Diplomacy +8, Languages (Arabic, Coptic Egyptian, English, Enochian, German, Greek, Hebrew, Latin; Nigerian is native), Knowledge (History) +15, Knowledge (The Occult, Religion) +12, Profession (Researcher) +15, Science (Anthropology, Archeology, Sociology) +12; Assessment, Indomitable Will, Iron Will, Skill Focus (Knowledge (History), Profession (Researcher));

Powers: Super-INT +5 (Source: Training; Cost: 2 pp)

Order Of Simon (Magicians)

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

Typical Simon: PL 3; Init +0; Defense 11 (11 Flat, 12 Mental); Spd 30 ft; Atk +0 melee (-1S Punch), +1 ranged (+3L Fire Blast); SV Dmg +3 [-3], Fort +0, Ref +0, Will +4; Str 8, Dex 10, Con 10, Int 14, Wis 13, Cha 13;

Skills and Feats: Concentration +2, Knowledge (The Occult) +7, Profession (Guild Mage) +3; Skill Focus (The Occult);

Powers: Sorcery +3 [Mind Control, Force Field, ESP, Invisibility, Energy Blast (Fire), Healing, Teleportation] (Source: Mystical/Training; Cost: 7 pp), Amazing Save: Will +3 (Extra: Damage)



Lady Absinthe: PL 10; Init +2; Defense 17 (15 Flat, 18 Mental); Spd 30 ft; Atk +3 melee (+0S Punch), +5 ranged (+10 Paralysis); SV Dmg +1 [-10], Fort +1, Ref +2, Will +10; Str 10, Dex 14, Con 13, Int 16, Wis 16, Cha 18;

Skills and Feats: Concentration +11, Craft (Alchemy) +11, Diplomacy +14/+17, Knowledge (The Occult) +11; Immunity [Aging, Disease, Poison], Skill Focus (Craft (Alchemy));

Powers: Amazing Save: Will +5 (Source: Training; Cost: 1 pp), Sorcery +10 [Mind Control, Force Field, ESP, Invisibility, Paralysis, Healing, Teleportation] (Flaw: Device [Various Foci, Potions, and Formulae], Source: Mystical/Training, Cost: 6 pp)

Order Of Caleb (Counterintelligence)

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

Typical Caleb: PL 3; Init +2; Defense 15 (13 Flat, 13 Mental); Spd 30 ft; Atk +3 melee (+3L Knife), +4 ranged (+3L Pistol); SV Dmg +1 [-2], Fort +1, Ref +2, Will +0; Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 15;

Skills and Feats: Bluff +3, Diplomacy +3, Disguise +3, Gather Information +3, Hide +3, Listen +2, Move Silently +3, Search +2, Spot +2; Photographic Memory, Quick Draw, Surprise Strike;

Equipment: Silenced Light Pistol +3L (Uses), Knife +2L, Ballistic Cloth Jumpsuit (Armor +2), IR Goggles, Radio Headset with Broadcast



Barnabas Frost: PL 11; Init +13; Defense 23 (18 Flat, 18 Mental); Spd 30 ft; Atk +6 melee (+3L Knife), +10 ranged (+3L Pistol); SV Dmg +6 [-2], Fort +6, Ref +15, Will +15; Str 12, Dex 20, Con 12, Int 20, Wis 20, Cha 15;

Skills and Feats: Bluff +14, Diplomacy +14, Disguise +14, Gather Information +14, Hide +17, Listen +17, Move Silently +17, Search +6, Spot +17; Courage (page 124), Evasion, Improved Initiative, Photographic Memory, Quick Draw, Surprise Strike;

Powers: Amazing Save: All +5 (Source: Training, Cost: 4 pp), Combat Sense +5 (Source: Training, Cost: 1 pp), Super-DEX +5 (Extras: Super-CHA, Super-WIS, Source: Training, Cost: 7 pp), Super-Skill +6 (Extra: All CHA, DEX, WIS, Source: Training, Cost: 4 pp);

Equipment: Silenced Light Pistol +3L (Uses), Knife +2L, Ballistic Cloth Clothing (Armor +2), IR Goggles, Radio Headset with Broadcast

Order Of Joseph (Administration)

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

Typical Joseph: PL 1; Init +0; Defense 10 (10 Flat, 10 Mental); Spd 30 ft; Atk +0 melee (+0S Punch), +0 ranged; SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 14, Wis 11, Cha 13;

Skills and Feats: Computers +6, Diplomacy +5, Knowledge (Corporate Culture) +3, Language (Choice), Profession (Administration) +4, Search +3; Skill Focus (Administration, Computers, Diplomacy);

Equipment: Cell Phone



Umberto Corvaggio: PL 3; Init +0; Defense 10 (10 Flat, 10 Mental); Spd 30 ft; Atk +0 melee (+0S Punch), +0 ranged; SV Dmg +0, Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 14, Wis 15, Cha 18;

Skills and Feats: Computers +6, Craft (Cooking) +7, Diplomacy +8, Knowledge (Corporate Culture) +9, Language (English; Italian is native), Profession (Administration) +10, Search +3; Connected, Skill Focus (Computers, Diplomacy, Profession (Administration));

Equipment: Cell Phone

The Seraphim (Paranormals)

There is one other important group within the Covenant, a group that exists outside the five orders proper, and who are only called upon in the worst crises. This group is called The Seraphim, and they are the most powerful of the combatants that the Covenant can bring to bear. The Cenacle must be convened and vote as a body to authorize the involvement of the Seraphim in a situation, an act they never take lightly – for to call in the Seraphim is to admit that all other recourse has failed. The current members, numbering only four, are the sorcerer Sebastian Arcane, grandson of the man who was once The Covenant's favorite son and who now numbers among their greatest enemies; the warrior called Templar, the ritual recipient of the strengths and skills of all his predecessors in that role; the mysterious Sabbath, living magical null and bane to infernal powers; and the grigori who calls himself Chronicle, now giving new credence to his duty as a "guardian angel."

SEBASTIAN ARCANE



QUOTE

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

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

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Sorceror from famous family
30	Associated with The Covenant

DESCRIPTION

Sebastian Arcane is the grandson of the man who would eventually become the occult world-beater known as Sepulchre (page 64). His grandfather was once the favorite son of the Covenant, and a longtime Seraphim member himself before he chose to walk the lightless path. Arcane takes his duties to the Covenant very seriously, using his natural and highly developed sorcerous gifts to prove again and again that his grandfather was the exception, not the rule.

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

In combat, Sebastian is one of the two actual combatants, alongside Templar. He will target those opponents that Templar's weapons may not be able to harm, or use his spells to attack groups, block exits, and generally sow confusion among opposing forces long enough for Templar to move in for the kill. Nicodemus will stay with him, parked on his shoulder and occasionally hitting targets with a well-aimed bit of fire breathing. Should anyone get close enough to actually harm his master, Nicodemus lunges to Arcane's defense, quickly showing that his adorable little frame isn't a size he's locked into.

Arcane looks quite young, no more than his early twenties, but carries himself as if much older. He wears a voluminous coat containing many PDA grimoires, various spell foci, materials, useful little magic items, and the butterscotch candies he's always feeding his familiar. Nicodemus normally looks like a black dragon about the size of a small cat; when the situation warrants it, he can grow up to his true size, which is slightly larger than the average van.

SIDEKICK

Nicodemus: PL11; Spd 30 ft (Fly 30 ft); Init +3; Defense 18 (15 Flat [assuming cat size]); Atk +7 Melee (+3L Claws/Teeth), +7 Ranged (+8S Flame Breath); SV Dmg +7, Fort +7, Ref +3, Will +7; Str 10, Dex 16, Con 20, Int 15, Wis 20, Cha 16;



Skills: Diplomacy +8, Listen +8, Profession (Familiar) +10, Sense Motive +8, Spot +8; *Feats:* Amphibious, Attack Finesse, Attractive ("Cute"), Darkvision, Great Fortitude, Iron Will, Mental Link, Toughness; *Powers:* Energy Blast +8 (*Flaws:* Uses, *Source:* Alien, *Cost:* 1 pp), Flight +6 (*Flaw:* Wings, *Source:* Alien, *Cost:* 1 pp), Natural Weapons +3 (*Source:* Alien, *Cost:* 2 pp), Shapeshift +8 (*Extras:* Continuous, Growth, Protection +5, Shrinking, *Source:* Mystical, *Cost:* 8/7 pp).

LEVEL 13	Offbeat Spellcaster	HERO 7

STR	10	+0
DEX	13	+1
CON	11	+0
INT	16	+3
WIS	18	+4
CHA	15	+2

DMG	PROT
+0	N/A
FORT	**RUN**
+0	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+14	N/A

MELEE
+4 (+0S Punch)

RANGED
+6 (+11S Blast)

DEFENSE
16 (15 Flat, 19 Mental)

SKILLS
Concentrate +12, Diplomacy +6 Knowledge (The Occult) +18, Sense Motive +12

FEATS
Attack Focus (Ranged), Headquarters, Indomitable Will, Iron Will, Mystic Awareness, Sidekick, Skill Focus (Knowledge (The Occult))

POWERS
Amazing Save: Will +8 (*Source*: Training, *Cost:* 1 pp)
Sorcery +11 ([Telekinesis, Force Field, ESP, Invisibility, Energy Blast, Create Object, Teleport]; *Stunts:* Animation, Dimensional Travel, Illusion, Neutralize, Paralysis, Shapeshift; *Source:* Mystical; *Cost:* 7 pp)

EQUIPMENT
Gadgets +8 (*Source:* Mystical, *Cost:* 1 pp)

SAMPLE GADGETS
Seven League Stride Tennis Shoes [Teleport +4 (*Extra:* Extended Teleport)]
Spritz Bottle of Frost [Energy Control (Cold) +8]
PDA of Really Cool Knowledge [Super-Skill +8 (Knowledge Skill Chosen at time of use)]

CHRONICLE

LEVEL	Angelic Investigator	HERO
15		8

STR	15	+2
DEX	15	+2
CON	20	+5
INT	18	+4
WIS	20	+5
CHA	20	+5

DMG	PROT
+10	N/A
FORT	FLY
+10	25 ft
REF	INIT
+2	+2
WILL	M.PROT
+10	N/A

MELEE
+6 (+7S Punch)

RANGED
+6

MENTAL
+9

DEFENSE
18 (16 Flat, 21 Mental)

SKILLS
Bluff +14/+17, Diplomacy +14/+17, Gather Information +15, Listen +11, Profession (Counselor) +12, Sense Motive +14, Spot +11

FEATS
Attractive, Connected, Detect (Background Information, Lies), Durability, Mystic Awareness, Psychic Awareness, See Invisibility, True Sight

POWERS
Reincarnate +10 (*Extras:* Never Say Die, Regeneration, *Source:* Alien, *Cost:* 6 pp)
Super-STR +5 (*Extras:* Super-CON, Immunity [Aging, Disease, Poison, Suffocation, Starvation], Flight (*Flaw:* Wings), *Source:* Alien, *Cost:* 8 pp)
Super-WIS +5 (*Extras:* Super-CHA, Illusion (*Extras:* Damaging, Selective, *Flaws:* Only versus Living Creatures, Tiring), Mind Control (*Extra:* Area; *Flaws:* Permanent, One Command – "I belong here and look like it."), Telepathy (*Flaw:* Communication Only), *Source:* Alien, *Cost:* 6 pp)

WEAKNESSES
Mystic Being (Can be summoned, bound, or repulsed with proper invocations)

DESCRIPTION

According to ancient legend, when man was first put upon this earth, Heaven gave to the lowest order of angels the task of watching over mankind. Unlike the other angelic choirs, these angels, known as Grigori, would stay on Earth alongside man. At least, that's what the legends say. Those within the Covenant who recruited the man who only calls himself Chronicle make no secret of their belief that he is one of that ancient breed. He himself has never corroborated nor denied the truth of that belief, and has only pointed out, after violent circumstance once forced him to manifest wings in front of witnesses, that there are always many explanations for the different things The Covenant has dealt with in the shadow world in which they move. What is known is that he is old. Very, very old.

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

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

NOTES

The Detect (Background Information) power takes some careful adjudicating. A good rule of thumb is to make a Spot check for Chronicle whenever he meets or sees someone. A DC 10 check will net the basics, DC 20 hidden or secret information, and DC 30 everything worth knowing – including things the person themselves may not know. If the target has the Fame or Infamy, reduce the DC by 3.



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

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

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Reputed to be an angel
30	Associated with The Covenant

SABBATH



QUOTE

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

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

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Natural magical void
30	Associated with The Covenant

DESCRIPTION

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

As the girl grew into a woman, she displayed a remarkable serenity and a calming influence on all those around her. Eventually she demonstrated remarkable mystical abilities as well, such as being able to heal with a touch, to turn blows and attacks with a word, and most importantly, to effectively shut down all magic, spells or otherwise – with no more than a glance. Originally assigned to the Order of Solomon due to her tremendous (and seemingly innate) knowledge of Demonology, an assault on her chapter house by dark forces, during which she helped repulse the attackers when all others fell, showed her true value to the Covenant. She has spent the last few decades serving ably in The Seraphim.

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

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

LEVEL		HERO
15	Demonbane	8

STR	8	-1
DEX	11	+0
CON	15	+2
INT	14	+2
WIS	20	+5
CHA	20	+5

DMG	PROT
+2	N/A
FORT	**RUN**
+2	30 ft
REF	**INIT**
+0	+0
WILL	**M.PROT**
+10	N/A

MELEE
+1 (-1S Punch)

RANGED
+0

DEFENSE
15 (15 Flat, 20 Mental)

SKILLS
Concentration +13, Diplomacy +18/+21, Knowledge (Demonology) +12

FEATS
Assessment, Attractive, Detect (Evil), Indomitable Will, Iron Will, Mystic Awareness, See Invisible, True Sight

POWERS

Deflection +10 (*Extras:* Automatic, Deflect Others, Mental, Ranged, *Source:* Mystical, *Cost:* 6 pp)
Healing +5 (*Source:* Mystical, *Cost:* 3 pp)
Neutralize +15 (*Extras:* Neutralizing Block, Neutralizing Field, Nullification, Free Action, *Flaws:* Magic Only, Obvious, *Source:* Mystical, *Cost:* 4 pp)
Super-WIS +5 (*Extra:* Super-CHA, *Source:* Training, *Cost:* 4 pp)

TEMPLAR

LEVEL		HERO
15	Recurring Champion	8

STR	18	+4
DEX	18	+4
CON	18	+4
INT	15	+2
WIS	15	+2
CHA	15	+2

DMG	PROT
+11	-5
FORT	RUN
+9	30 ft
REF	INIT
+9	+8
WILL	M.PROT
+7	N/A

MELEE
+14 (+4S Punch)

RANGED
+14

DEFENSE
24 (20 Flat, 22 Mental)

SKILLS
Climb +15, Hide +15, Jump +15, Listen +13, Move Silently +15, Pilot +15, Spot +13
Any Other Physical Skill +14
Any Other Mental Skill +12

FEATS
Accurate Attack, All-Out Attack, Blind-Fight, Dodge, Evasion, Expertise, Heroic Surge, Improved Initiative, Instant Stand, Move-By Attack, Point Blank Shot, Power Attack, Rapid Shot, Rapid Strike, Quick Draw, Surprise Strike, Toughness, Two Weapon Fighting

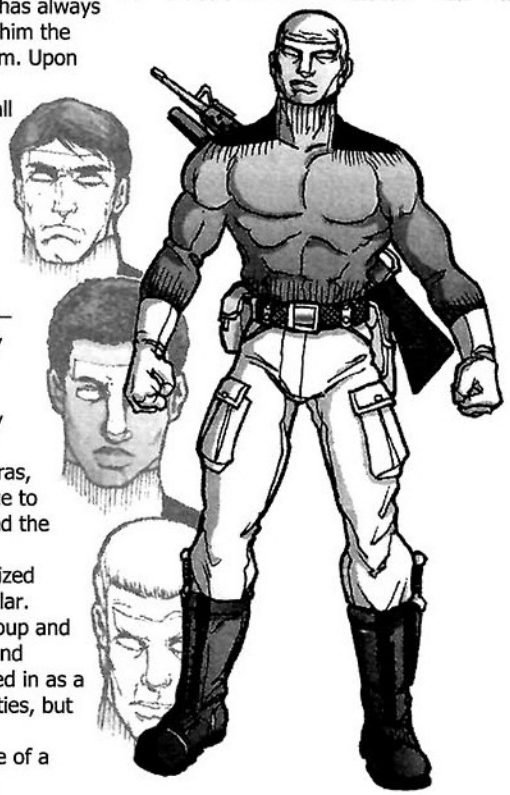
POWERS
Amazing Save: Damage +5 (*Extras:* Fortitude, Reflex, Willpower, *Source:* Mystical, *Cost:* 4 pp)
Super-Skill +10 (*Extras:* All STR, All DEX, All INT, All WIS, All CHA, *Stunt:* Renaissance Man (page 126), *Source:* Mystical, *Cost:* 6 pp)

EQUIPMENT
Armor +5 (*Source:* Mystical, *Cost:* 1 pp), **Mithran Weapons** [Gadgets +10 (*Source:* Mystical, *Cost:* 1 pp)]

SAMPLE GADGETS
"Vorpal" Blade [Weapon +4, Penetrating Attack x3], **Infinite Clip SMG** [Weapon +5 (*Extra:* Multifire)]

DESCRIPTION

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



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

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

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

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

NOTE

Though they are listed as any other mental/physical skill, the GM should use his discretion. For example, no Templar has ever been an astronaut, so Pilot (Spacecraft) should probably be disallowed.

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

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

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Mystic warrior
30	Associated with The Covenant

The Chapter House

Background

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

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

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

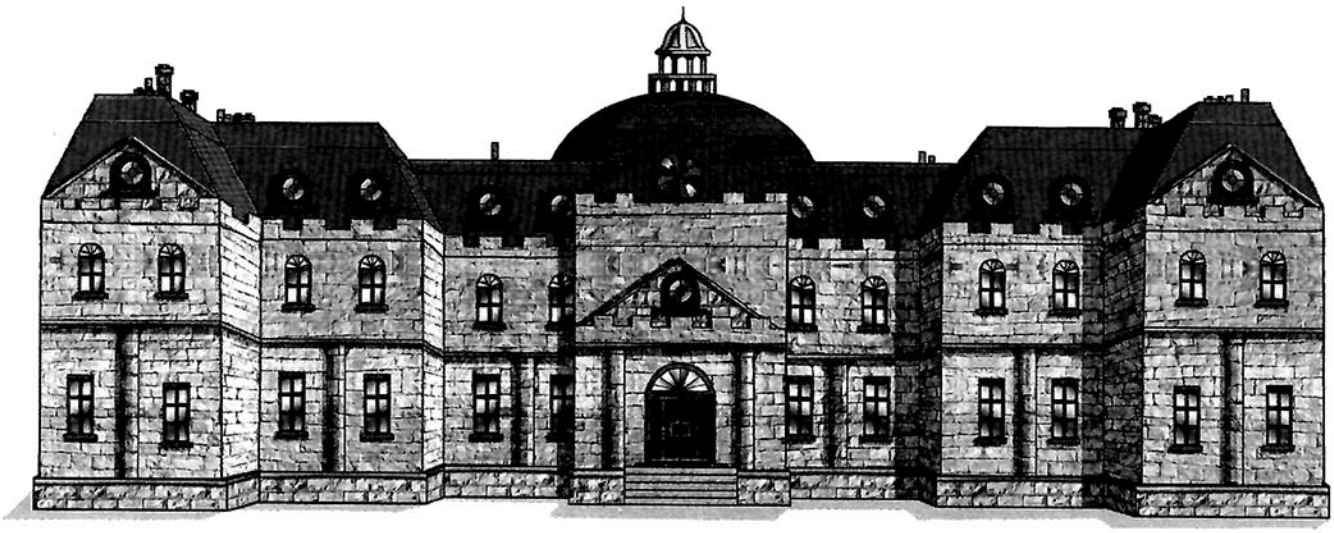
The entire structure is warded against a variety of scrying and black magicks. These wards are reset and recast well before any of them reach a point in their duration where they would begin to weaken and dissipate.

Chapter House

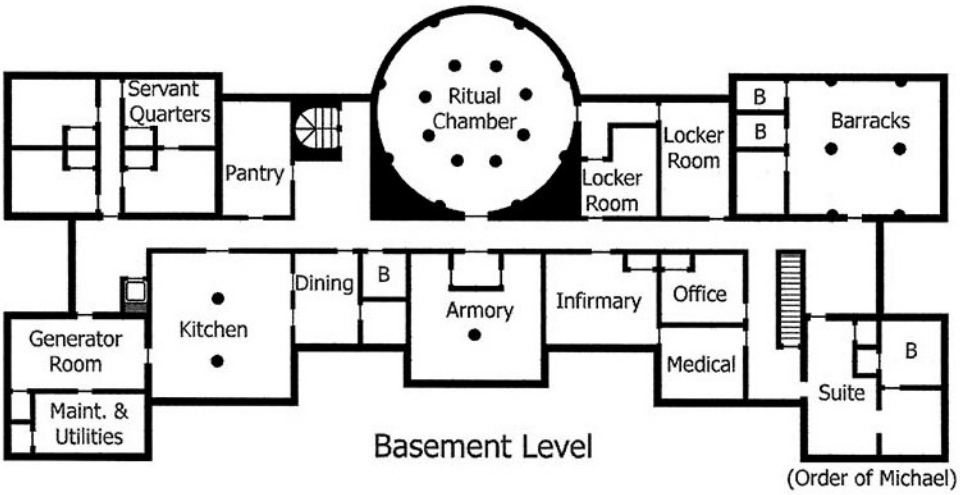
PL 13; Communications, Computer, Fire Prevention Systems, Garage, Gym, Infirmary, Library, Living Space, Power System, Security System, Staff, Wards*.

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

Wards [Luck +13 (*Extras:* Area (x5), Fortune, Jinx, Selective, *Flaws:* No Range [centered in Ritual Chamber], *Source:* Mystical, *Cost:* 12 pp), Neutralize +13 (*Extras:* Neutralizing Block, Neutralizing Field (*Extras:* Area (x4), Selective), Nullification (*Extra:* No concentration required to maintain), *Flaws:* Mystical source effects only, No Range [centered in Ritual Chamber], *Source:* Mystical, *Cost:* 9 pp)].

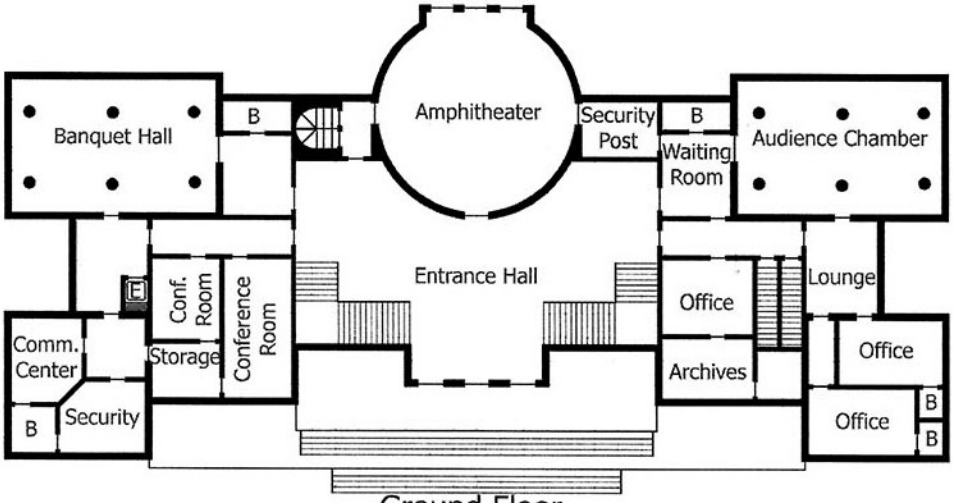


Chapter House Maps

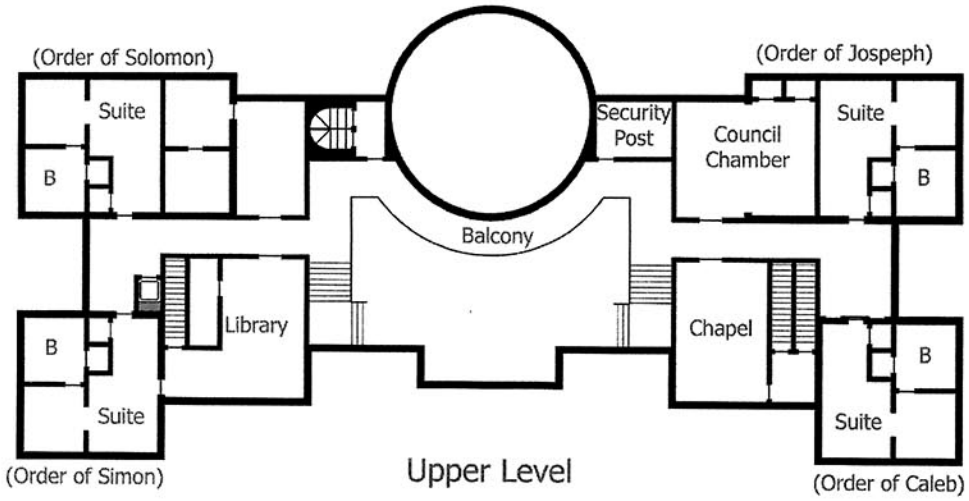


Basement Level

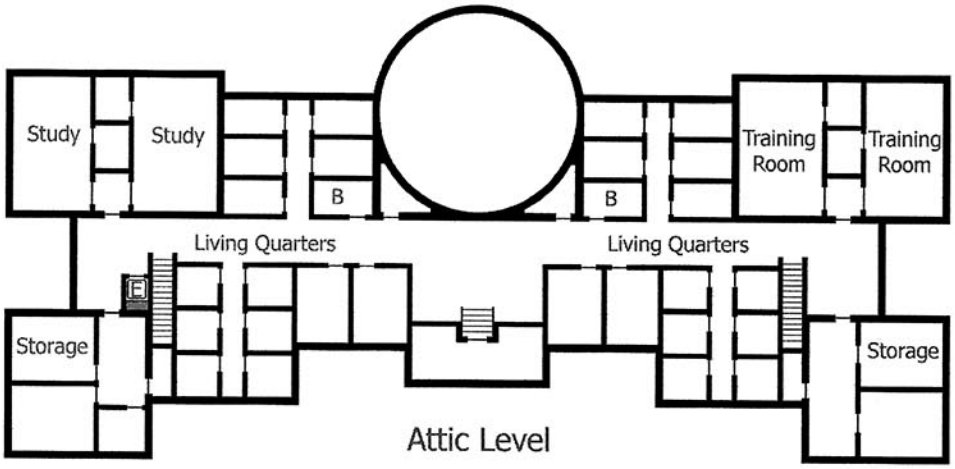
(Order of Michael)



Ground Floor



Upper Level



Attic Level

Chapter 2: Allies

Part V: Independents



THE BEST MAN



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

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

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

DESCRIPTION

Davis Seth Jameson has it all, and he's giving it away.

He was born into a respected wealthy family 29 years ago. He was given both love and discipline growing up, and inherited the ambition of his father, the financial wizard, along with the compassion of his mother, the nurse.

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

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

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

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

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

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

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

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

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

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

LEVEL	The Fashionably Perfect Man	HERO
10		7

STR	18	+4
DEX	18	+4
CON	18	+4
INT	14	+2
WIS	14	+2
CHA	18	+4

DMG	PROT
+8	-4
FORT	**RUN**
+8	40 ft
REF	**INIT**
+8	+9
WILL	**M.PROT**
+4	N/A

MELEE
+9 (+10S Cane)
RANGED
+8
DEFENSE
20 (15 Flat, 17 Mental)

SKILLS

Acrobatics +10, Bluff +12/+15, Diplomacy +12/+15, Drive +10, Knowledge (Chivalry, Etiquette, Fashion) +3, Language (French, Italian)

FEATS

All-Out Attack, Attack Focus (Armed), Attractive, Connected, Fame, Headquarters (The Flat), Hero's Luck (x2), Indomitable Will, Iron Will, Leadership, Rapid Healing, Rapid Strike, Talented (Bluff, Diplomacy), Wealth

POWERS

Super-STR +4 [*Extras:* Super-CON, Super-DEX, Super-CHA, Protection, Running +2; *Source:* Mutation; *Cost:* 12/11 pp]

EQUIPMENT

Flashlight Cane [Weapon +2S; *Extra:* Deflection, Energy Control (Light); *Source:* Science; *Cost:* 3 pp)]; **Police Radio** [Radio Hearing (*Flaw:* Device; *Source:* Science; *Cost:* 1 pp)]; **Stylish Shades** [Protected Senses +2 (*Flaw:* Device, Sight Only; *Source:* Science; *Cost:* 1 pp)]

FILM NOIR

LEVEL		HERO
11	Two-Dimensional Detective	6

STR	12	+1
DEX	14	+2
CON	16	+3
INT	12	+1
WIS	16	+3
CHA	18	+4

DMG	PROT
+5	-10
FORT	**RUN**
+5	30 ft
REF	**INIT**
+2	+2
WILL	**M.PROT**
+5	-10

MELEE
+4 (+1S Punch)

RANGED
+5 (+5L Pistol)

DEFENSE
15 (13 Flat, 17 Mental)

SKILLS
Bluff +5, Diplomacy +5, Forgery +2, Gather Information +11, Innuendo +5, Intimidate +7, Knowledge +2 (Police, The Underworld), Listen +6, Open Lock +3, Profession (Detective) +4, Read Lips +2, Science (Criminology, Psychology), Search +4, Sense Motive +10, Spot +4

FEATS
Alertness, Assessment, Fame, Great Fortitude, Iron Will, Point Blank Shot, Quick Draw, Radio Hearing, Talented (Gather Information, Intimidate, Search, Sense Motive), Toughness, Track

POWERS
Incorporeal +10 (*Extras:* Animation (*Flaw:* Images Only), Ghost Touch, Immunity [Aging, Critical Hits, Disease, Energy (Cold, Fire), Exhaustion, Poison, Pressure, Starvation, Suffocation], Mental Protection, Phase Attack, Possession (*Flaw:* Images Only), Scramble Electronics, *Flaw:* Permanent, *Source:* Alien, *Cost:* 8 pp)

EQUIPMENT
Pistol [Weapon (ranged) +5 (*Source:* Science, *Cost:* 1 pp)]

WEAKNESSES
Vulnerability (Illusions)

DESCRIPTION

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

At a detective film festival, while some of the old classics were being shown, The Assembly (page 109) merged with the projection equipment during a battle against Horus, Son of Ra (page 58). No one is sure why the image of Nat Nails "peeled off" the screen and came to life then; it may have been a divine event or an electronic one. But the classic film detective has been in our reality since then, and in fact, all of his old movies are missing their former star. His memory hasn't been erased from the public consciousness – in fact, he's still quite famous – but his image is no longer a part of the old films, leaving hours of "dead air" in those movies. The other characters are seen talking and reacting to someone who isn't there.

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

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

As if all that wasn't strange enough, he can also talk to photographs and movies as if they were alive. He can ask a photograph hanging on the wall if anyone has walked by in the last two minutes, and it will animate long enough to audibly answer him. He can also "enter" a photograph or movie. If he's searching an office and hears someone coming, he can jump into a family portrait, and instead of a husband, wife, and child, for a while it becomes a husband, wife, child, and himself. He can still see and hear what's going on in the room, and as long as he's not spotted (Search Check at a -1 for each of his power ranks), he'll be hidden in plain sight. As a result of his ability to interact with other images, it is quite easy to trick or harm him with illusions.

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

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

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



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

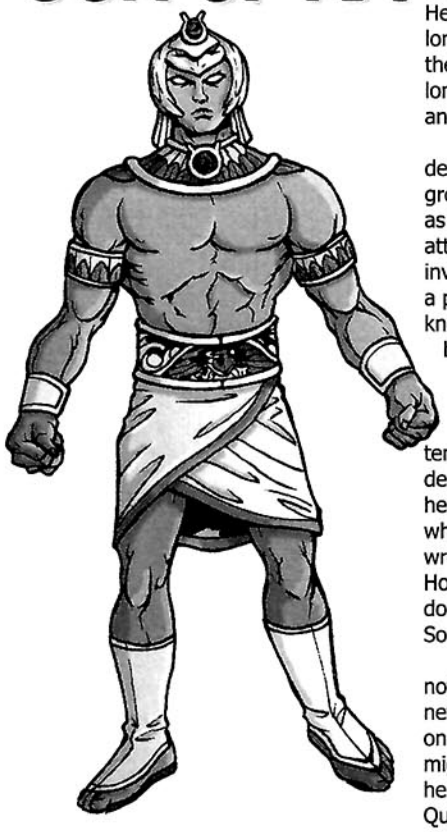
RACE	SEX	HT	EYES
Film	M	5'10"	Grey
GROUP	**AGE**	**WT**	**HAIR**
None	50	0#	Black

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

NOTES

Film Noir's bullets hurt so much because he's using his Phase Attack ability with his gun. If that seems a little unbalanced, just buy the Ranged Extra for 5 ranks of his Incorporeal Power, amounting to the same effect.

HORUS
SON OF RA



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

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

PUBLIC KNOWLEDGE	
5	Famous '60s hero
10	Strong with light-based abilities
15	Acts like he really *is* a god
20	
25	
30	Somehow connected with The Serpent Queen

DESCRIPTION

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

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

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

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

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

LEVEL 16	Egyptian God of the Sun	HERO 8

STR	20	+5
DEX	14	+2
CON	20	+5
INT	10	+0
WIS	20	+5
CHA	20	+5

DMG	PROT
+17	N/A
FORT	FLY
+15	70 ft
REF	INIT
+2	+6
WILL	M.PROT
+15	N/A

MELEE
+11 (+15S Punch)
RANGED
+8 (+14S Light Blast)
DEFENSE
18 (16 Flat, 21 Mental)

SKILLS
Diplomacy +13, Intimidation +15, Language (Coptic Egyptian), Listen +8, Sense Motive +10, Spot +8
FEATS
Durability, Improved Initiative, Power Attack, Toughness, True Sight
POWERS
Amazing Save: Will +10 (*Source:* Alien, *Cost:* 1 pp) **Super-STR +10** (*Extras:* Immunity [Aging, Disease, Energy (Cold, Fire, Electricity), Exhaustion, Poison, Pressure, Starvation, Suffocation], Regeneration, Super-CON, Super-CHA +5, *Source:* Alien, *Cost:* 10/9 pp)
EQUIPMENT
Mantle of the Sunhawk [Light Control +14 (*Extras:* Energy Blast, Flight, Power *Stunt:* Super Flight, *Flaw:* Device, *Source:* Mystical, *Cost:* 3 pp)]
WEAKNESSES
Quirk (Social – "Fish Out of Water")

WENDY WILDSTAR

LEVEL		HERO
10	Little Miss Heroine	5

STR	10	+0
DEX	16	+3
CON	14	+2
INT	12	+1
WIS	14	+2
CHA	16	+3

DMG	PROT
+9	N/A
FORT	**RUN**
+9	55 ft
REF	**INIT**
+10	+8
WILL	**M.PROT**
+2	N/A

MELEE
+5 (+5S Punch)

RANGED
+8 (+10S Energy Blast)

DEFENSE
23 (15 Flat, 17 Mental)

SKILLS
Diplomacy +7/+10, Listen +5, Spot +5, Taunt +8

FEATS
Attractive, Dodge, Evasion, Expertise, Fame, Great Fortitude, Lightning Reflexes, Power Attack, Toughness

POWERS
Super-STR +5 (*Extras:* Super-DEX, Super-CON, Running, *Source:* Science; *Cost:* 11 pp)
Energy Blast +10 (*Stunt:* Dazzle, *Source:* Science, *Cost:* 2 pp)

DESCRIPTION

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

Randolph's opportunity finally came when he, his brother, and his two sisters were fighting one of their family's oldest enemies, a prematurely senile megalomaniac called Simple Simon. Somewhere, somehow, the lunatic had acquired a piece of experimental technology called a Cosmic Ray Fluctuator. Neither Randolph nor his siblings knew what the device did, but they knew it sounded impressive, and if Simple Simon wanted it bad enough to steal it, they needed to get it back before he could put it to use. It took them only a few days to track him down, and to Randolph's consternation, his oldest brother brought along his daughter. It was to be Wendy's first real case with the rest of them, her introduction to the family business proper. Apparently Randolph's niece had been having her own little adventures without brother Patrick's consent, and the elder Wilde wanted her to get the proper training to do it right. Randolph didn't care, but didn't see the point in arguing. While the rest of the Wildes were dealing with Simon and his rent-a-thugs, Randolph went to look over the machine in question. Always very good with machines, Randolph immediately saw a chance, a chance he knew would probably never come again. A switch flipped here, an input converted to an output and presto-chango, instant bomb. As his siblings came to find their brother, young Wendy saw him in the distance making himself scarce and exiting Simon's sanitarium hideout. Behind her, the exotic device reached a critical stage and detonated. Her father's last act was to throw himself onto his daughter in an effort to shield her. He died instantly in the wave of radiation that spilled in every direction form the improvised bomb. Cassandra, the eldest sister and the closest to the device, also died. Only Wendy and her aunt Samantha survived, and Aunt Sam was crippled in the blast.

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

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



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

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

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

WRAITH



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

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

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

DESCRIPTION

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

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

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

LEVEL		HERO
15	Resurrected Spoilsport	8

STR	14	+2
DEX	20	+5
CON	16	+3
INT	14	+2
WIS	15	+2
CHA	15	+2

DMG	PROT
+8	N/A
FORT	RUN
+6	30 ft
REF	INIT
+17	+19
WILL	M.PROT
+2	N/A

MELEE
+11 (+5S Punch)
RANGED
+11
DEFENSE
31 (16 Flat, 18 Mental)

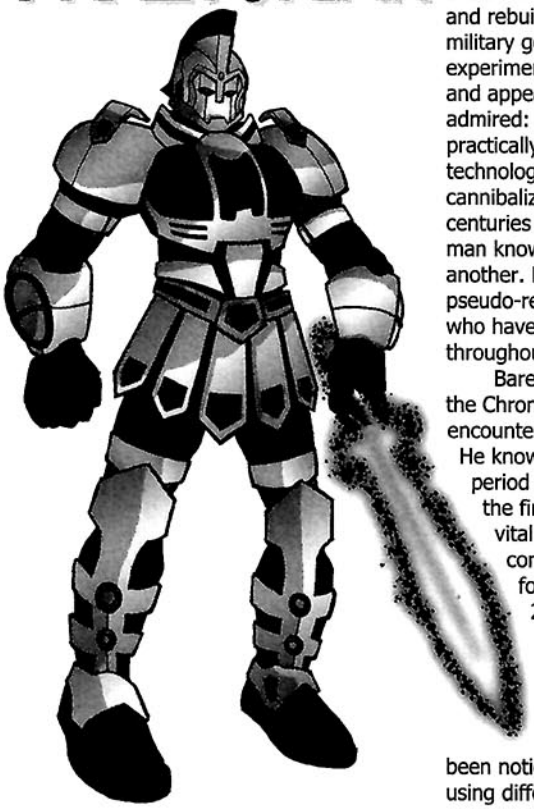
SKILLS
Acrobatics +16, Hide +25, Intimidate +10, Listen +7, Move Silently +25, Profession (Attorney) +5, Taunt +7
FEATS
All-Out Attack, Attack Finesse, Blind-Fight, Dodge, Durability, Evasion, Expertise, Immunity [Aging, Disease], Improved Initiative, Improved Trip, Heroic Surge, Lightning Reflexes, Move-By Attack, Power Attack, Rapid Strike, Startle, Surprise Strike, Toughness, Whirlwind Attack
POWERS
Leap +4 (*Source:* Science, *Cost:* 1 pp) **Regeneration +10** (*Source:* Science, *Cost:* 2 pp) **Super-DEX +10** (*Source:* Science, *Cost:* 4 pp) **Super-STR +3** (*Extra:* Super-CON, *Source:* Science, *Cost:* 7 pp)

Chapter 3: Enemies

Part I: Heavy Hitters



PRAETORIAN



QUOTE
"My destiny is to rule. Your destiny is to fail."

RACE	SEX	HT	EYES
Human	M	6'5"	?
GROUP	**AGE**	**WT**	**HAIR**
None	Unk	312#	?

PUBLIC KNOWLEDGE	
5	Would-be world conqueror
10	Reputed to be from the future
15	Scary weapons and an army
20	Apparently the same guy as in the '40s through the '70s
25	
30	

DESCRIPTION

In a possible future, the discovery of time travel led to seemingly interminable temporal warfare that has left the timestream a tattered mess and the Earth a wasteland. In this desolate era, a single strong leader rose to prominence and rebuilt the Earth into a great and terrible power. A military genius and the product of grueling scientific experimentation in eugenics, this leader adopted both name and appearance from an ancient period of history he admired: Praetorian. Aside from small bits and pieces, practically nothing else is known about him. Using technology stolen from across the timescape, and cannibalizing hapless souls kidnapped from countless centuries as genetic fodder for his bioengineered armies, the man known only as Praetorian has conquered one era after another. His only rivals seem to be a mysterious and pseudo-religious consortium calling itself the Chronumvirate, who have engaged him in a brutal guerilla conflict throughout all the eras over which he holds sway.

Barely kept in check by the necessity of dealing with the Chronumvirate's attacks, Praetorian has also encountered difficulty extending his grasp to modern times. He knows from fragmented historical records that the period spanning the second half of the 20th Century and the first half of the 21st Century is, for some reason, a vital link in the temporal chain for his continuing conquest of the entire temporal continuum. However, for several hundred years in both directions from the 21st Century, there is a "temporal storm," which makes it impossible to accurately travel to and from this period using the technology he has acquired, and exceedingly difficult for his extratemporal incursions to stay here for any real duration. Oddly, this storm has neither been noticed by nor interfered with the travels of others using different forms of time travel than Praetorian's bulk quantum tunnelers. There seems little rhyme or reason as to the dates on which Praetorian has attempted his invasions, with encounters ranging from as little as a few months apart to decades from one another. What is known is that he must secure beachheads of a sort, using his terrible Time Tower weapons to literally tear holes in the fabric of time. These holes must then be continually reinforced to allow him to bring his troops through, or they will collapse and his armies and equipment vanish, abruptly yanked back through time to their rightful origin. Not that these obstacles have in anyway deterred him from attempting his temporal invasions – on the contrary, the difficulties involved just seem to goad him into stronger resolve. Praetorian holds the dubious distinction of being the sole enemy shared by all three incarnations of the Sentinels, having fought each in their own era.

The product of comparatively primitive eugenics (technology is unevenly distributed through Praetorian's home era in the aftermath of the Temporal Wars), the man called Praetorian is an impressive physical specimen. To some, his physique may even seem abnormally or overly well-developed. He wears a suit of highly advanced combat armor he calls his "warskin." This suit is stylized to resemble an idealized Roman centurion's uniform. It contains weapons systems practically unmatched by anything that exists on modern Earth, even one where superhuman inventors have been at work for decades. A favorite of his is an energy sword that has proven able to cut through a meter thick section of Omnium steel. The combination of his own considerable combat prowess matched with the suit's internal weaponry makes for a daunting opponent. The self-repairing smart-tech in the suit has even proven capable of reconfiguring itself to produce whatever systems Praetorian has needed, and includes a personal version of the time-tunneling technology he uses for his army, but on a more stable scale. The helmet has an opaque and featureless faceplate simulating something like an LCD on which a stylized face is projected. No one in this century has even seen the true face of the man inside. On those few occasions where he has been personally overcome, the individual in the suit has proven to be an android or genetic homunculus.

LEVEL 20	Time-Traveling Conqueror	HERO 10

STR	18	+4
DEX	18	+4
CON	18	+4
INT	16	+3
WIS	16	+3
CHA	20	+5

DMG	PROT
+11	-14
FORT	T-PORT
+11	70 ft
REF	INIT
+9	+8
WILL	M.PROT
+11	N/A

MELEE
+12 (+24L Energy Sword)
RANGED
+12 (+14L Energy Blast)
DEFENSE
22 (18 Flat, 21 Mental)

SKILLS

Bluff +16, Computers +10, Diplomacy +16, Disable Device +10, Intimidate +18, Knowledge (His Timeline) +5, Profession (Soldier) +15, Survival +5

FEATS

Accurate Attack, Blind-Fight, Dodge, Expertise, Immunity [Disease, Radiation], Improved Trip, Great Fortitude, Improved Initiative, Infamy, Inspire, Iron Will, Leadership, Legion (page 125), Mastermind (page 125), Minions, Point Blank Shot, Power Attack, Surprise Strike, Toughness, Vehicle (page 126)

POWERS

Amazing Save: All +5 (*Source:* Training, *Cost:* 4 pp)
Super-CHA +10 (*Source:* Training, *Cost:* 2 pp)

EQUIPMENT

Warskin [Armor +14 (*Extras:* Immunity +5 [Energy (Heat, Cold), Pressure, Starvation, Suffocation], Regeneration +10, Strike, Super-Senses, Super-STR+6, Time Travel, Variable Effect, *Stunts:* Blindsight, Darkvision, Dazzle, Energy Blast, Energy Field, Paralysis, Snare, Teleportation, *Source:* Science, *Cost:* 10/9/8/7 pp)]

The first sign of an invasion is usually the appearance of one of the Time Towers, a needle-like structure some ten or twelve stories tall. This weapon will build up a charge over the following hours or days and then explode, punching a hole in the local space-time continuum which destroys everything for some distance around it. Surging through this aperture will then be whatever number of invaders the explosion "charged" the surrounding area with enough chronal energy to accept. This could be anything from a handful of troops to an entire invasion force (his failed incursion in 1979 was the largest anyone has seen to date, numbering in the thousands of troops and including the only appearance of his dreaded Battle Spheres). His ground troops are genetically modified humanoids between six to seven feet tall called War Dogs. Absolutely loyal to their master, these soldiers wear advanced body armor and carry enhanced energy weapons. The elite of his soldiers are the Bloodhawks and the Stridermechs. The Bloodhawks are apparently from the same basic stock as the War Dogs, but have been bred for somewhat greater intelligence and problem-solving capacity. They wear powered armor with flight capabilities and carry lance-like energy weapons usable at close quarters or at range. Even more fearsome are the Stridermechs, enormous walking tanks piloted by cyborgized soldiers who are little more than brains and nervous systems plugged into large and monstrous shells. Seen only once in this century, but believed to float in large numbers over the wastelands of Praetorian's home era enforcing his will, are the enormous Battle Spheres. Larger than an aircraft carrier, these aerial constructs float above the battlefield automatically unleashing devastating firepower with flawless accuracy at any target that enters range, while teleporting War Dogs, Bloodhawks, and Stridermechs all around the surrounding territory.

Time Tower: *Size*: Colossal; *Hardness*: 15;

Powers: Disintegration +15 (*Extras:* Area (x7), Disruption, *Flaws:* No Range, One Use, Normally takes ½ hour to build "charge" per rank*, *Source:* Science, *Cost:* 5 pp), Time Travel +10 (*Extras:* Portal, Continuous, *Flaw:* Requires Generator in linking era to reinforce, *Source:* Science, *Cost:* 3 pp). [*Every ½ hour builds Disintegration ranks – after 15 ranks build up, Area extras begin to accrue at same rate; anytime after Disintegration ranks are complete, device can be detonated at current Area Rank.]

War Dog: PL 5; Init +1, Defense 14 (13 Flat, 13 Mental); Spd 30 ft; Atk +8 melee (+5S Punch), +7 ranged (+5L Weapon); SV Dmg +7, Fort +7, Ref +1, Will +0; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 12.

Skills and Feats: Profession (Soldier) +5, Search +2, Spot +3, Listen +3; Attack Focus (Ranged), Great Fortitude, Improved Teamwork (page 125), Power Attack, Toughness.

Powers: Super-STR +2 (*Extras:* Immunity [Disease, Radiation], Super-CON, *Source:* Science, *Cost:* 8 pp).

Equipment: Armor +5, Weapon (Ranged) +5L, Commlink.

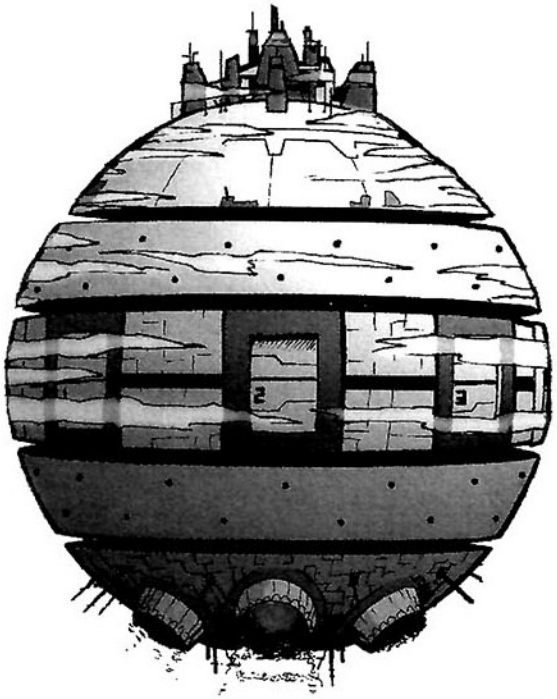
Weakness: Quirk (Fanatic).

Bloodhawk: PL 8; Init +2, Defense 18 (16 Flat, 17 Mental); Spd 30 ft (Fly 40 ft); Atk +8 melee (+7S Punch, +10L Lance Strike), +8 ranged (+8L Weapon); SV Dmg +2, Fort +2, Ref +2, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 14.

Skills and Feats: Profession (Soldier) +5, Search +2, Spot +3, Listen +3; Attack Focus (Ranged), Great Fortitude, Immunity [Disease, Radiation], Improved Teamwork (page 125), Power Attack, Toughness.

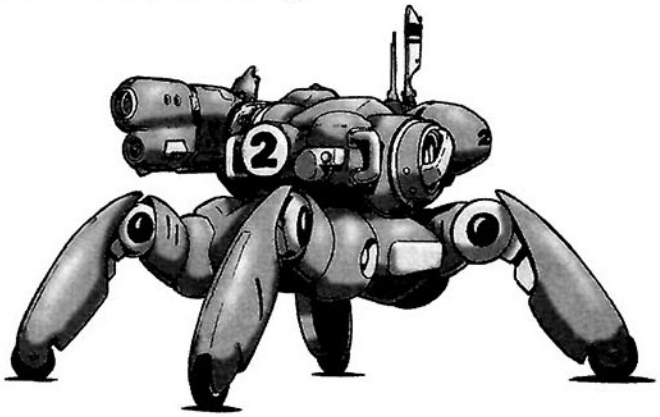
Equipment: Armor +8 (*Extras:* Flight, Super-STR +5, *Stunts:* Blindsight, Darkvision, Immunity [Energy (Heat, Cold), Pressure, Starvation, Suffocation], Rapid Healing, Photographic Memory, *Source:* Science, *Cost:* 5/2), Weapon (Ranged) +8 (*Extra:* Strike +3, *Source:* Science, *Cost:* 2/1).

Weakness: Quirk (Fanatic).



Battle Sphere: *Size*: Awesome; *Movement*: 14 (air); *Hardness*: 18; *Armor Bonus*: 20.

Features: Defense Field [Energy Field +18 (*Extras:* Energy Blast, Area (x6), Selective, *Source:* Science, *Cost:* 9 pp)], Landing Transporter [Teleportation +12 (*Extras:* Portal, Extended Teleport, *Flaws:* Portal Only, Extended Teleport Only, *Source:* Science, *Cost:* 2 pp)], Sensors [Blindsight (with Telescopic Sense) +6, Darkvision, Radio Broadcast, Radio Hearing].



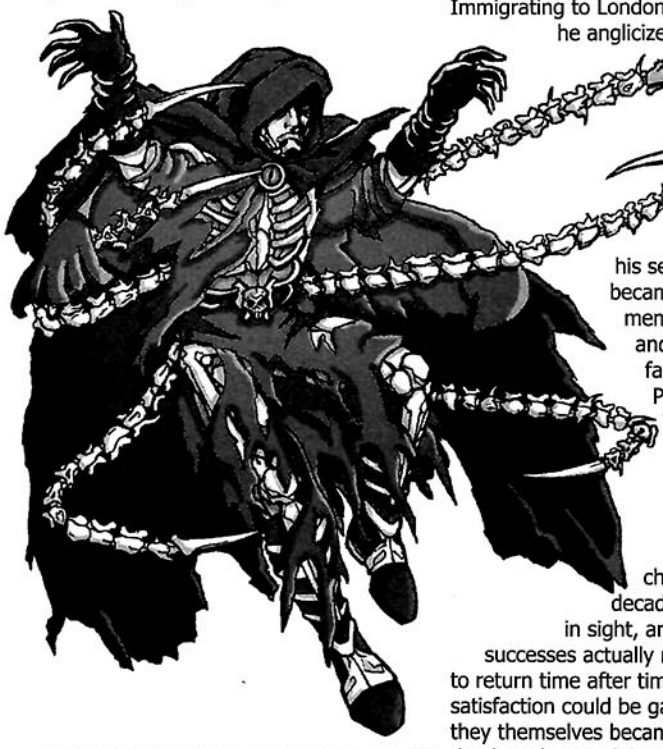
Stridermech: PL 12; Init +6, Defense 13 (11 Flat, 11 Mental); Spd 60 ft (Leap 30 ft); Atk +7 melee (+12S Punch), +12 ranged (+12L Energy Blast); SV Dmg +2, Fort +2, Ref +2, Will +0; Str 15, Dex 15, Con 15, Int 12, Wis 10, Cha 12.

Skills and Feats: Profession (Soldier) +5, Search +4; Improved Initiative, Rapid Shot, Rapid Strike.

Equipment: Mech Shell [Growth +5 (*Extras:* Protection, Immunity [Energy (Heat, Cold), Pressure, Starvation, Suffocation], *Flaw:* Permanent, *Source:* Science, *Cost:* 7 pp), Running +6 (*Extras:* Leaping, Clinging, *Source:* Science, *Cost:* 4 pp), Energy Blast +12 (*Extras:* Autofire, Area, *Source:* Science, *Cost:* 4 pp), Super-STR +5, Base Attack Bonus +5 (*Flaw:* Ranged Only, *Source:* Science, *Cost:* 1 pp), *Stunts:* Blindsight, Darkvision, Improved Teamwork (page 125), *Source:* Science, *Cost:* 4 pp].

Weakness: Quirk (Fanatic).

SEPULCHRE



DESCRIPTION

The seventh son of a seventh son, born to a family that could trace its bloodline to the Slavic witch-kings of old, Lazarius Arkannos knew his abilities made him special long before he came of age and left his native Lithuania. Immigrating to London in the early part of Victoria's reign, he anglicized his name to Lazarus Arcane, the vanity of its connotations amusing him, and, thanks to his abilities, soon came to the attention of the organization known as The Covenant.

Their ethos appealed to him and his sense of adventure. In short time he became one of their most respected members, continuing to grow stronger and stronger in his natural gifts as he faced the depredations of The Parliament of Shadows, The Skinmiser, The Lord of Mirrors (page 115), Amos Isaacson and his Unbelievers, and all the other enemies the Covenant found for him to fight. He grew stronger, and ever more disenchanted with the path he had chosen. Year after year, decade after decade, the fight continued – with no end in sight, and only the smallest signs that his successes actually mattered. The Parliament continued to return time after time, as did his other foes. And what satisfaction could be garnered in defending humanity, when they themselves became ever more efficient in seeking the death and pain of their fellows? Arcane's old world sensibilities, especially as tempered by his adopted Victorian outlook, left him little prepared for the appalling brutality of the 20th Century.

Still, he might have eventually come to grips with the pains of progress, might have recovered his inner focus, if not for Montressor. The self-styled "Baron Brimstone," Montressor's experiments with siphoning anguish-filled life-energies from the hellish Dachau provided the key for Arcane's horrible metamorphosis. When Montressor's guilt-ridden ex-protégé eventually brought details of his experiments to the attention of the Covenant in the years following the war, it was Arcane whose experience, skills, and power, resulted in his being appointed to study the aftermath of the "experiment." What finally happened in the ruins of that concentration camp can only be speculated upon. Some members of the Covenant insist that Arcane was warped by his exposure to the tortured spiritual residue of the site. Others believe that he finally decided that a race capable of perpetrating such an evil, aside from Montressor's involvement, was no longer worthy of protection. But those closest to him, and they are few, say that Dachau simply provided Arcane with one last glimpse too many into the abyss, and that Nietzsche's fatal pronouncement claimed another victim as the abyss became him.

Regardless, Arcane returned from his journey weeks earlier than anticipated, speaking to no one as he removed his few belongings from the London Chapter House. On a cold and windless midwinter's night, he entered the Covenant's Motherhouse in Paris, storehouse of the groups' most treasured secrets and collections. Murdering those unlucky enough to be standing guard that fateful night, he quickly found and took a number of items from the vaults – items that the order had kept hidden and warded for fear of their foul and malicious power, such as Typhon's Teeth and the Shroud of Belial. He left a hastily scrawled note in their stead that read only, "I no longer suffer the company of fools."

LEVEL		HERO
24	World-Class Occult Terror	12

STR	10	+0
DEX	14	+2
CON	14	+2
INT	18	+4
WIS	20	+5
CHA	16	+3

DMG	PROT
+10	-10
FORT	RUN
+10	30 ft
REF	INIT
+2	+2
WILL	M.PROT
+18	N/A

MELEE
+6 (+15L Bone Tendrils)
RANGED
+8 (+16L Energy Blast)
MENTAL
+11 (+16S Mental Blast)
DEFENSE
18 (16 Flat, 31 Mental)

SKILLS

Concentration +21, Knowledge (Arcane Lore and The Occult) +14, Profession (Occult Scholar) +16, Language (Arabic, Atlantean, English, Enochian, Latin)

FEATS

Infamy, Immunity [Aging], Indomitable Will, Iron Will, Mystic Awareness, True Sight

POWERS

Sorcery +16 ([Mind Control, Neutralize, Deflection, ESP, Illusion, Mental Blast, Energy Blast, Incorporeal, Telekinesis, Create Object], *Source:* Mystical/Training, *Cost:* 7 pp) **Super-WIS +11** (*Source:* Training, *Cost:* 3 pp)

EQUIPMENT

Shroud of Belial [Super-CON +8 (*Extra:* Immunity [Acid, Disease, Energy (Fire, Cold), Exhaustion, Poison, Pressure, Suffocation], Super-CHA (*Extra:* Intimidating Presence); *Flaw:* Device, *Source:* Mystical, *Cost:* 6 pp)], **Typhon's Teeth** [Armor +10 (*Extra:* Natural Weaponry (*Extra:* Trigger: Targets within reach of tendrils, *Flaw:* Every tendril in active use drops his armor rating by one point to a maximum of six tendrils), Elasticity +3 (*Flaw:* Tendrils Only), Super-STR +5, *Stunts:* Extra Limb (x6), *Source:* Mystical, *Cost:* 5/4/3)

QUOTE

"Well, it *is* your life to throw away. Come then."

RACE	SEX	HT	EYES
Human	M	5'10"	White
GROUP	**AGE**	**WT**	**HAIR**
None	50(183)	145#	Grey

PUBLIC KNOWLEDGE	
5	
10	Occult world-beater
15	
20	
25	Once a hero
30	Once associated with The Covenant

Under the name "Sepulchre," Arcane then began a three-decade-long reign of terror, quickly rising to the status of major threat in the minds of the world's authorities. Again and again his schemes met defeat at the hands of those few champions brave enough to face him, but always by only the narrowest of margins.

Finally, on All Hallow's Eve in 1995, he met his most telling defeat when, in combat with the metahuman teams known as The Sentinels and The Vanguard, he was tricked into using a tainted focus for one of his Great Summonings and the resultant backlash sent him falling through the trackless Netherwastes. Though the mundane authorities breathed a collective sigh of relief at the apparent end of Sepulchre's threat, wiser members of The Covenant know it is only a matter of time before the man who was the greatest willworker in their history eventually finds his way back to this plane.

Even before he adopted the Sepulchre identity and delved into the darker aspects of the art, Lazarus Arcane was a mighty sorcerer; his peers, men not given to exaggeration, had long ago started calling him "arch magus." Easily one of the most powerful mages on Earth, Sepulchre also has in his possession any number of powerful artifacts he uses to support his schemes. Further, he has shown no compunction in calling on the influence of eldritch entities from outside Earth's spheres, entities in some cases so powerful that lesser summoners tremble at the mere thought of invoking them. Given time and sufficient preparation, there is little he cannot and will not do.

Over the decades, Sepulchre's plans and motives have come under great scrutiny from his former associates. What they find every bit as worrisome as his personal level of power is the sometimes random and apparently meaningless actions he's taken at times. He has sought world domination, but not consistently. He's killed many times, but not always with any discernible reason. He's been in congress with dread and terrible beings whose very presence pollutes reality around them, and yet he has betrayed these entities as casually as he has aided them, and with no show of any real concern. Given that, in many cases, he seems to have instigated chaos and destruction on mere whims, the fear is that the true reason he fell from grace wasn't so much the darkening of his soul as the breaking of his mind. That a willworker of his terrifying abilities is now insane is a possibility that causes many even greater concerns than that of having yet another powerful pawn of evil to fight. He has proven every bit as difficult to predict as he has been to defeat. The only constant is that any situation involving Sepulchre will be very dangerous, and probably very costly.

Directly engaging Sepulchre in combat is somewhat easier than it is other spellcasters. He apparently doesn't have any real concern for his own safety, and openly enjoys the look of fear on his opponents' faces when they discover he is quite capable of defending himself from physical assault, whether through the Baleful Shields of Baapheroth or the lethal black lightnings of Asmodeus' Withering Spite. In addition to his spells, which are powerful, Sepulchre has the Shroud of Belial, which protects him from many forms of harm while granting him an almost demonic level of presence. Most people he faces simply flee when confronted with this overwhelming aura of menace. He also has the Teeth of Typhon, which form a kind of plate armor over his body, not only granting him even further protection, but increasing his strength to inhuman levels as well. The bone tendrils protruding from the back of this armor seem to almost have a mind of their own, attacking anyone who comes within reach, as well as moving Sepulchre about in a manner visually reminiscent of a spider's walk.

Lazarus Arcane is a thin man, bald on top, with piercing gray eyes and an aquiline nose. As Sepulchre, he is covered head to toe in bony plate armor which itself is draped under a tattered dark brown half-cloak that looks much like a medieval bishop's robes.

OPTIONAL RULE: VERSATILE SORCERY

Even moreso than Gadgets, Sorcery is the most inherently variable of the powers listed in the M&M Core Rulebook. However, given the vast repertoire of spells available to a competent caster, sometimes said caster won't want the "plain vanilla" sub-power as given. Adding extras is easy enough, and treated the same as with Gadgets – it reduces the effective rank of the power in question. For example, adding Area to Energy Blast when dealing with Sorcery +10 results in an Area effect Energy Blast +5 (while a second extra would make it +3, and so on). But a Sorcerer can also add flaws "on-the-fly" to offset the reduction, with the actual reduction being based on the numbers of extras "left over" after any flaws have been included. A modified on-the-fly version of one of the standard spells a caster chose as his normal spells counts as a different spell than the standard version of the power and requires the same hero/villain point expenditure as it normally would to spontaneously cast. Additionally, modified spells can be picked for the Power Stunt: Additional Spell.

At the GM's discretion, the extras in question can be other powers being used in combination for more exotic effects.

Example: Sepulchre wants to use a version of Mind Control that includes the Area and Selective extras, but the spell he is using requires a large shard of enchanted dragon bone as a (reusable) focus, and it takes a little longer to take effect than most of his other spells . He therefore also adds the Device and Slow flaws to the spell. Two flaws offset the two extras, so there is no reduction in effective rank – the spell works at +16 (Sepulchre's normal Sorcery rank).

SAMPLE SPELLS FOR SEPULCHRE

Baleful Bonds of Balthazar [Telekinesis +16 (*Extra:* Grapple, Energy Blast, *Flaw:* Obvious, Limited – Energy Blast only for Grapple Damage)]

An enormous number of slithering, sickly-green glowing bonds writhe through the air at terrible speed toward their target. Once these loathsome constructs grip a target, they constrict, literally squeezing the life out of their poor victim.

Cthonian Wyrm [Element Control – Earth +16 (*Extra:* Create Elemental, *Flaw:* Create Elemental Only)]

An enormous serpentine creature composed of rock and dirt erupts from the ground in front of a target and attacks him. [Size: Colossal, Hardness: 8, Attack Bonus: +3]

Atlantean Warmage's Fist of Pain [Paralyze + 10 (*Extras:* Mental Attack +5 (Sustained), *Flaw:* Uses (x2))]

A black crackling aura resembling a hand settles roughly around a target, paralyzing his muscles and sending horrible pain coursing through his bodies. This spell requires a rare alchemical component consumed by the casting (represented by the Uses flaw).

THE SERPENT QUEEN



QUOTE
"We are eternal. You are not, as you are about to discover... painfully."

RACE	SEX	HT	EYES
Human	F	5'7"	Green
GROUP	**AGE**	**WT**	**HAIR**
None	25(?)	120#	Black

PUBLIC KNOWLEDGE	
5	World conqueror, hasn't been around in a while
10	Turns into **GIGANTIC SNAKE**
15	Claims to be a goddess
20	Has worldwide cult following
25	
30	Somehow connected to Horus

DESCRIPTION

She roamed the black skies before the first man walked the Earth, unopposed in her lordship over all she claimed. As new powers rose, as new gods declared themselves, she warred with them, forced to adapt as she found rivals and equals she could not cow with her displays of strength. She adopted different aspects as her enemies changed and grew, and she has known many names. To the people of the Fertile Crescent she was Tiamat, Queen of Darkness; the Greeks knew her as Echidna, Mother of Monsters; but the name under which the great powers imprisoned her was Apophis, the Nightbringer. As Apophis, she shook the pillars of Heliopolis and chased the sun in her hunger. Finally, she was thrown down and imprisoned. The son of her greatest enemy was set as her jailor, and her enemies allowed themselves to breathe easy in her long anticipated absence.

Millennia passed as the great serpent railed against the walls of her prison to no avail. During this time her strength continued to ebb, removed from the power of sacrifice at her followers' hands, and as the years and centuries passed, her followers died away themselves, further diminishing her. Eventually her name was remembered only as legend and myth, her great power dismissed as fables told by the ignorant and savage.

In the early '60s, fate chose a new path. A group of brigands and thieves fled into the deep desert to evade capture by the authorities. Lost in the midst of a terrible sandstorm, they stumbled upon the temple that acted as the physical anchor for Apophis' prison, a temple that had gone undisturbed for thousands of years. The great serpent roused from its long slumber when it sensed mortals wandering close to her prison. She didn't know where her jailor was, and she didn't care. For the first time in millennia she was close to small and petty mortal hearts, hearts she could speak to, hearts that she could call to her. A plan came to her in her desperation; the pit that kept her did so by holding on to her full form and power – a smaller shard of her could leave, but it would need a mortal host immediately, else it would perish. She searched through the minds and hearts of the petty criminals sheltering within the temple walls. None were strong enough to hold even the smallest fraction of her essence. She had almost given up when she entered the mind of the young woman accompanying the men. This was the daughter of the men's leader, and her will was strong, as was the anger, the hate, and the ambition she carried within her. This was a worthy vessel. In the space of a heartbeat, it was done. She took the girl's body, and a moment later, the lives of the poor men surrounding her, replenishing a small measure of the fraction of strength she held. She walked out into the storm, unharmed by the elements that were once again hers to command and dreaming of the conquests that would aid her in returning fully to Earth.

LEVEL 20	Divine Avatar of the Snake	HERO 10

STR	15	+2
DEX	14	+2
CON	16	+3
INT	12	+1
WIS	20	+5
CHA	20	+5

DMG	PROT
+15	-5
FORT	RUN
+15	30 ft
REF	INIT
+2	+6
WILL	M.PROT
+17	N/A

MELEE
+7 (+7S Punch)
RANGED
+7
MENTAL
+10
DEFENSE
17 (15 Flat, 20 Mental)

SKILLS
Concentration +15, Intimidation +15
FEATS
Attractive, Blindsight, Durability, Headquarters, Improved Initiative, Infamy, Legion (page 125), Minions, Mystic Awareness, See Invisibility, True Sight
POWERS
Minor Avatar [Super-STR +5 (*Extras:* Immunity [Aging, Disease, Poison, Starvation, Suffocation], Protection, Regeneration, Super-CON, Super-CHA, Super-WIS, *Source:* Alien, *Cost:* 13 pp) **Amazing Save: Will +7** (*Extras:* Fortitude, Damage, *Source:* Alien, *Cost:* 3 pp)] **Divine Power** [Transmutation +12 (*Extras:* Illusion, Mind Control (*Extra:* Area), Teleportation, Transformation, Weather Control, Variable Effect, *Source:* Alien, *Cost:* 11 pp)]

Moments after she left, another person staggered into the temple. Before the thieves had found what they thought was sanctuary within the temple walls, they had attacked a remote archaeological expedition, slaughtering most of the people there. One man, the expedition leader, had survived and had become lost while escaping from the brigands. Dr. Matthew MacTyre stumbled into the temple to find the bodies of those who had earlier attacked him and his group. Continuing further into the structure's interior, he came across a room containing an enormous ankh standing upon a small altar. As he approached the altar, a voice rang in his head. Apophis' jailor had let his attention wander but a moment, and she had used his failing. Now he was forced to ask of Dr. MacTyre what the great serpent had taken from the young girl by force. Much had changed since Apophis walked the earth before, and those once called gods had long since ceased interacting with the physical world. Seeing what had been released, and the evil she would do, Dr. MacTyre agreed to provide a host so that her jailor could retrieve his charge. In a burst of light Dr. MacTyre's frail mortal frame was changed into the powerful Horus, Son of Ra (page 58). He left to pursue his ancient foe, starting a series of battles between the two.

Now calling herself The Serpent Queen, Apophis quickly grew in power once she was free. Over the next two decades, she and Horus would fight again and again as she strove to acquire enough power to bring herself fully out of the celestial prison. Finally, after a quarter century, it

seemed that she had achieved that level of power. In a terrible battle, Horus and several of his former allies in the second Sentinels' team, as well as the current Sentinels' team in one of their first major challenges, fought the Queen to a standstill. The battle ended with what seemed like Horus sacrificing himself to destroy the Queen's physical form. Horus was mourned, and the world went on.

For many years, both Horus and The Serpent Queen were considered dead and gone. But recently, there was a tumultuous change in the way many other dimensions interact with Earth after the Hierophant once again attempted to bring his patron Ex Machina onto the physical plane. Agents of The Covenant reported to several of their allies in the mundane world that something very large and powerful had also come through the break in Earth's natural defenses during the Hierophant's assault. Then an Egyptian army unit, while on maneuvers deep in the desert, reported encountering a large contingent of the serpent cultists that had followed Apophis in her prime and who hadn't been seen since her apparent demise. This report was a radio communication, which ended with a description of a giant serpent coming to the cultists' defense. Reinforcements found the remains of that unit, with several of their armored vehicles dissolved in a manner consistent with the acidic venom The Serpent Queen displayed in her "Divine Manifestation" form.

At this point, the world's heroes can do little but wait and see if their fears are founded.

In human form, The Serpent Queen resembles a young and very attractive woman of middle-eastern descent. Only the serpentine cast of her eyes betrays her inhuman nature. While in this form, she has demonstrated a vast range of powers controlling matter, weather, space, and even life itself. But far deadlier than even this is her other form, what she calls her "Divine Manifestation," a serpent the size of a building, stretching well over a hundred feet in length. This serpent form possesses acidic venom that it can spit accurately over long distances, and fangs the size of a grown man that can punch through any material. More than one brave hero lost his life thinking he was faster than this serpent's strike.

NOTES

Divine Manifestation Form: This is not a simple shape change. These are different forms, different personalities, and to some extent, different entities. Since both forms are the same PL, neither the Identity Change feat nor the Transformation weakness are applicable.

CULTISTS

The Serpent Queen's power, personality, and background attract a number of devoted followers to her from around the world. These followers generally fall into three categories. The first are the Acolytes, the hidden servants that act as her eyes and ears in mundane society around the world. She has these minions secreted in governments and militaries, in labs and offices around the world – all waiting for their goddess to call them to service. The second are what the authorities have called her Pit Vipers, fanatical assassins marked by their serpent eyes, their extendable fangs, the shaved heads and the elaborate chest tattoos of a serpent's scales. Having undergone some nightmarish arcane ritual tying them to their mistress, these men and women possess great strength and a fanatical devotion to her will. The highest ranking of her many agents are the Initiates of the Hidden Coil, her priests and generals, who call on her power in the casting of the magicks she demands of them. Also secreted around the world, these are planners who will pull the Acolytes strings when she commands it.

Acolytes: Use the Bystander write-up provided in the M&M rulebook on page 154.

Pit Vipers: PL 6; Spd 30 ft; Initiative +6; Defense 17 (15 Flat, 17 Mental); Atk +7 melee (+8L Enchanted Fangs, +5S Punch), +7 ranged; SV Dmg +7 [-3], Fort +5, Ref +2, Will +2; Str 15, Dex 15, Con 15, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +8, Hide +5, Jump +8, Move Silently +5, Open Lock +5, Profession (Assassin) +8; Darkvision, Expertise, Immunity [Poison], Improved Teamwork (page 125), Power Attack, Toughness.

Powers: Cast in the Serpent's Image [Super-STR +3, (*Extras:* Natural Weapon (*Extra:* Paralysis, Attacks are linked, *Flaw:* Natural Weapon attack must do damage first), Protection, Super-CON, *Source:* Alien, *Cost:* 10 pp)].

Weakness: Quirk (Fanatic).

Initiates of the Hidden Coil: PL 6; Spd 30 ft; Init +0; Defense 13 (13 Flat, 17 Mental); Atk +2 melee (+0S Punch), +2 ranged (+5L Energy Blast); SV Dmg +0 [-5], Fort +0, Ref +0, Will +6; Str 10, Dex 10, Con 10, Int 15, Wis 18, Cha 16;

Skills and Feats: Concentration +10, Diplomacy +10, Knowledge (The Occult) +8, Language (Coptic Egyptian); Darkvision, Immunity [Poison], Iron Will, Leadership, Minions.

Powers: Sorcery +5 ([Mind Control, Force Field, ESP, Illusion, Energy Blast, Shapeshift, Teleportation], *Source:* Mystical, *Cost:* 7 pp), Super-WIS +5 (*Extra:* Super-CHA, *Source:* Training, *cost:* 4 pp);

Weakness: Quirk (Fanatic).



LEVEL	Divine Form of the Snake	HERO
20		10

STR	20	+5
DEX	20	+5
CON	20	+5
INT	10	+0
WIS	16	+3
CHA	20	+5

DMG	PROT
+9	-18
FORT	RUN
+20	70 ft
REF	INIT
+5	+9
WILL	M.PROT
+18	N/A

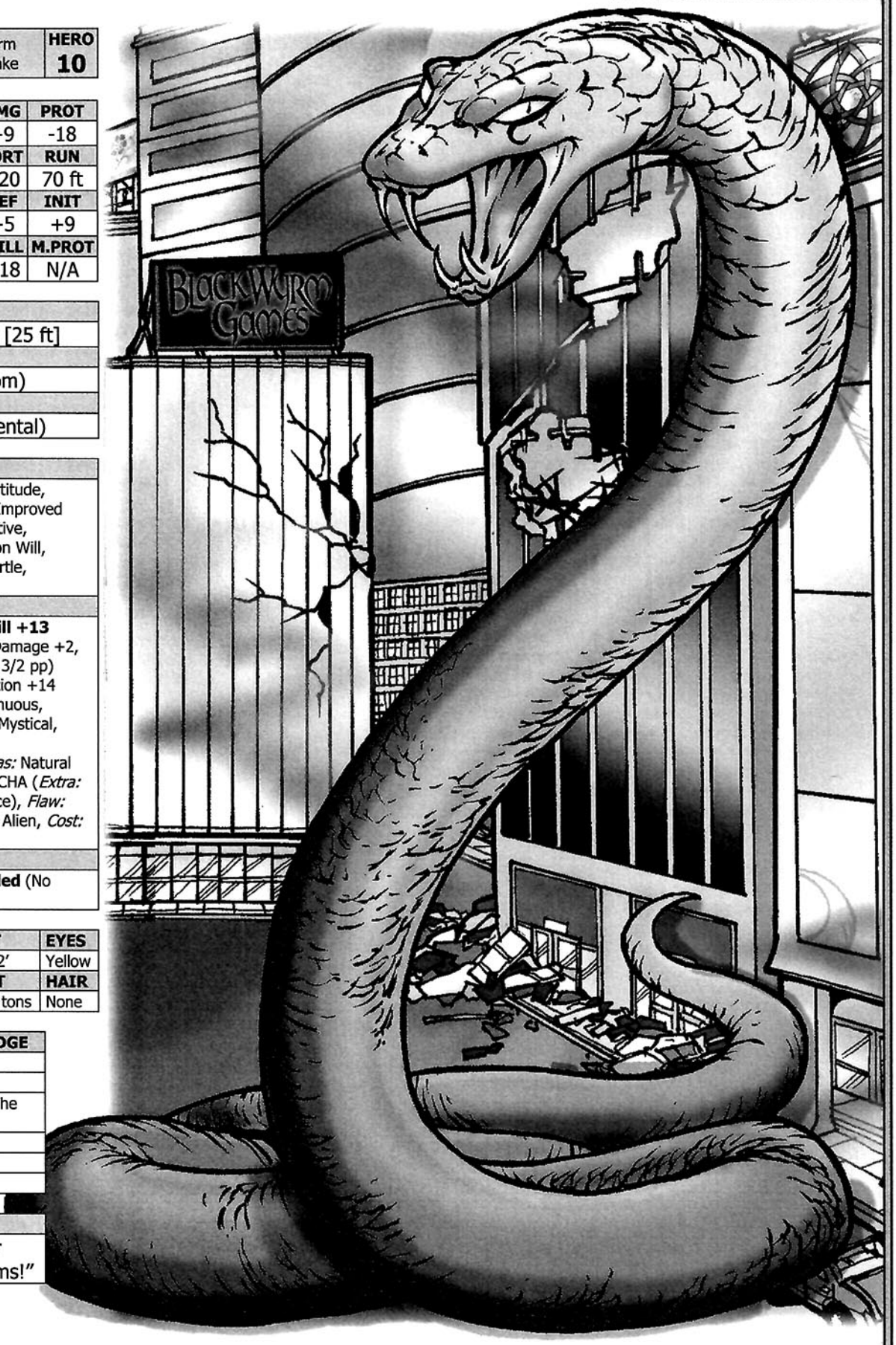
MELEE
+10 (+25L Bite) [25 ft]
RANGED
+10 (+14L Venom)
DEFENSE
13 (8 Flat, 13 Mental)

FEATS
Durability, Great Fortitude, Improved Grapple, Improved Pin, Improved Initiative, Indomitable Will, Iron Will, Move-By Attack, Startle, Toughness
POWERS
Amazing Save: Will +13 (*Extras:* Fortitude, Damage +2, *Source:* Alien, *Cost:* 3/2 pp) **Venom** [Disintegration +14 (*Extras:* Area, Continuous, Disruption, *Source:* Mystical, *Cost:* 5 pp)] **Growth +18** (*Extras:* Natural Weapon +2, Super-CHA (*Extra:* Intimidating Presence), *Flaw:* Permanent, *Source:* Alien, *Cost:* 7 pp)
WEAKNESSES
Disturbing, Disabled (No Limbs)

RACE	SEX	HT	EYES
Deity	F	162'	Yellow
GROUP	**AGE**	**WT**	**HAIR**
None	(?)	50 tons	None

PUBLIC KNOWLEDGE	
5	Giant monster
10	
15	Other form of The Serpent Queen
20	
25	
30	

QUOTE
"Hisssss! Run or die, mortal worms!"



Chapter 3: Enemies

Part II: The Black Knights



The Black Knights

The Black Knights

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

Their leader has long since worked to erase his real name from databanks worldwide, even the government for whom he originally worked. Going under the name Prodigal, Major Lucas Hennesy was once part of the now infamous and defunct U.S. Army supersoldier program called Project Nine (see also Heartbreaker, page 101, and The Ghoul, page 112). One of the few survivors of the program's rigors, Hennesy hid his newfound physical and psionic abilities from his superiors and was mustered out with a medical discharge. He soon found himself working for The Orchard, under whom he was every bit as unhappy as he had been in the army. He left those employers under less than pleasant circumstances, stealing an experimental living weapon on his way out, the biological construct nicknamed Carapace (due to the semi-organic bioarmor with which it symbiotically exists). Hunted by The Magi, as well as a U.S. government that had discovered his earlier deceptions, Prodigal and his new associate worked around the world, picking up the speedster assassin Terminal Velocity, who was on the run from both the Triads and Russian Mafia. Along the way, they also rescued a young Sikh mutant from covert imprisonment and experimentation by the Chinese; an appallingly powerful energy-projector at even his young age, Mohan Nahadi has been saddled with the name Kid Shiva and has learned quite a bit in the intervening years about using his abilities. The last member to join, injured and in hiding after her last confrontation with her former teammates in The Sentinels, was Façade. Once operating under the name Spellbinder, before she betrayed the other Sentinels to their enemies and put her own talents out for hire, Façade's injuries now necessitated a few cybernetic additions. These implants, much to her delight, incidentally increased the facility of her existing illusion-casting abilities. And the tab for her new toys was paid by her new teammates, who turned out to be much more in line with her personality than her original associates.

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

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

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

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



PRODIGAL

LEVEL		HERO
15	Mercenary Supersoldier	8

STR	18	+4
DEX	18	+4
CON	18	+4
INT	15	+2
WIS	15	+2
CHA	18	+4

DMG	PROT
+9	-5
FORT	RUN
+9	30 ft
REF	INIT
+12	+11
WILL	M.PROT
+9	-5

MELEE
+12 (+8S Punch)

RANGED
+13 (+10L Gun)

MENTAL
+10 (+5S Mental Blast)

DEFENSE
25 (18 Flat, 25 Mental)

SKILLS
Acrobatics +18, Balance +18, Diplomacy +5, Hide +18, Listen +13, Move Silently +18, Pilot +18, Profession (Soldier) +13, Sense Motive +13, Spot +13

FEATS
Assessment, Dodge, Evasion, Expertise, Improved Critical (Ranged), Improved Initiative, Iron Will, Headquarters, Leadership, Minions, Power Attack, Surprise Strike, Takedown, Rapid Healing, Rapid Strike

POWERS
Amazing Save: Will +5 (*Extras:* Damage, Fortitude, Reflex, *Source:* Science, *Cost:* 4 pp)
Super-STR +3 (*Extra:* Super-DEX, *Source:* Science, *Cost:* 7 pp)
Telepathy +5 (*Extras:* Group Link, Mental Blast, Mental Protection, *Source:* Science, *Cost:* 5 pp)
Super-Skill +10 (*Extras:* All DEX, All WIS, *Source:* Training, *Cost:* 3 pp)

EQUIPMENT
Armor +5 (*Extra:* Immunity [Disease, Suffocation, Energy (Cold, Electricity, Heat)], *Source:* Science, *Cost:* 2 pp); **Really Big Gun** [Weapon +10 (*Extra:* Area (*Flaw:* Uses on Area Attack), *Source:* Science, *Cost:* 1 pp)]

DESCRIPTION

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

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

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

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

Lucas Hennesy is a tall and well-built blonde man with an athletic build. In the field he wears a suit of advanced body armor and carries a staggering array of large weapons.



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

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

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

CARAPACE



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

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

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

DESCRIPTION

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

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

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

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

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

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

LEVEL 15	Unstoppable Juggernaut	HERO 8

STR	20	+5
DEX	10	+0
CON	20	+5
INT	8	-1
WIS	8	-1
CHA	16	+3

DMG	PROT
+7	-15
FORT	**RUN**
+22	30 ft
REF	**INIT**
+0	+0
WILL	**M.PROT**
-1	-15*

MELEE
+10 (+20S Punch)
RANGED
+5
DEFENSE
13 (Flat 13, Mental 12)

SKILLS
Listen +4, Spot +4
FEATS
Attack Focus (Unarmed), Blindsight, Chokehold, Durability, Great Fortitude, Improved Grapple, Improved Pin, Power Attack, Takedown Attack, Toughness
POWERS
Super-STR +15 (*Extras:* Amazing Save: Fortitude, Protection, Immovability +6, Immunity [Aging, Critical Hits, Disease, Energy (Cold, Electricity, Fire, Magnetic, Radiation, Sonic, Vibration), Exhaustion, Poison, Pressure, Starvation, Suffocation], Regeneration +5, Tunneling +8, *Stunt:* Dual Damage, *Source:* Science, *Cost:* 8/7/6 pp) **Mental Protection +15** (*Flaw:* Only versus Telepathy and Mind Control, *Source:* Science, *Cost:* 1 pp) **Sensory Protection +15** (*Source:* Science, *Cost:* 1 pp)
WEAKNESSES
Disturbing

FAÇADE

LEVEL 15	Manipulative Illusionist	HERO 8

STR	13	+1
DEX	16	+3
CON	15	+2
INT	18	+4
WIS	18	+4
CHA	12	+1

DMG	PROT
+2	-3
FORT	**RUN**
+2	30 ft
REF	**INIT**
+8	+3
WILL	**M.PROT**
+9	N/A

MELEE
+9 (+4S Punch)
RANGED
+9
MENTAL
+10 (+13S Illusion)
DEFENSE
21 (18 Flat, 22 Mental)

SKILLS
Bluff +9, Demolitions +5, Diplomacy +10, Disguise +9, Language (Chinese, German, French, Russian, Spanish), Hide +5, Listen +11, Move Silently +5, Profession (Spy) +17, Spot +11, Sense Motive +14

FEATS
Attack Finesse, Darkvision, Dodge, Evasion, Improved Initiative, Iron Will, Surprise Strike

POWERS
Cybernetics [Super-STR +3 (*Extra:* Protection, *Source:* Science, *Cost:* 5 pp)]
Amazing Save: Will +5 (*Extra:* Reflex, *Source:* Training, *Cost:* 2 pp)
Super-Skill +5 (*Extras:* All WIS, All CHA, *Source:* Training, *Cost:* 3 pp)
Illusion +13 (*Extras:* Area, Damaging, Selective; *Stunt:* Dual Damage, *Source:* Mutation, *Cost:* 6 pp)

DESCRIPTION

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

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

Facing a group of mercenaries called The Black Knights, who were still very new as a team at that time, and who had been contracted by The Magi to steal a very valuable set of rare computer components, The Sentinels were on the verge of taking the mercenaries down completely, when Prodigal pulled a desperate and very surprising tactic. He blurted out the offer of a million dollars apiece to any of The Sentinels willing to switch sides then and there. She still doesn't know who was the most surprised when she took him up on the offer: Prodigal, her former teammates, or herself. With the shock of her betrayal and the adept use of her illusions, she was able to help the Knights turn the tide of battle long enough to make their escape, with her accompanying them. She was then in a bad way due both to her unplanned and very public entry into the criminal lifestyle, and because she had been very seriously hurt by one of her teammates, the enraged Salvo, while escaping the scene. Impressed by her performance, and intrigued at the prospect of having her abilities at his disposal, Prodigal paid for the surgery that restored her, surgery extensive enough that it involved the implanting of cybernetics to replace those parts of her that were beyond help. Since that day, Daphne, now known as Façade, has become very comfortable in her role as spy and infiltrator for her new teammates. For the first time in her life, she's actually presenting the real Daphne to the world, and to herself. And she's enjoying every violent second of it.

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

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

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



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

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

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

KID SHIVA



QUOTE
"Ha, Ha, Ha! Glorious!"

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

PUBLIC KNOWLEDGE	
5	
10	Member of The Black Knights
15	*Very* powerful mutant
20	
25	Borderline psychotic
30	

DESCRIPTION

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

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

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

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

Kid Shiva is a mutant – and a powerful one. He is, in essence, a living star, constantly channeling electromagnetic energies up and down the spectrum. He can project and control a staggering range and magnitude of energy forms, from microwaves to photons, from sound waves to gamma rays. And he is still only 15 years old – though his powers have accelerated his body's natural growth. As he continues to grow older, his abilities undoubtedly will continue to grow with him.

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

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

LEVEL 15	Teenage Mutant "God"	HERO 8

STR	10	+0
DEX	16	+3
CON	20	+5
INT	10	+0
WIS	10	+0
CHA	15	+2

DMG	PROT
+5	-13
FORT	**FLY**
+5	65 ft
REF	**INIT**
+3	+3
WILL	**M.PROT**
+0	N/A

MELEE
+5 (+0S Punch)
RANGED
+9 (+13S/L Blast)
DEFENSE
18 (15 Flat, 15 Mental)

SKILLS
Intimidate +4, Language (English; Hindi is native), Listen +2, Spot +2
FEATS
Aerial Combat, Attack Focus (Ranged), Point Blank Shot, Power Attack, Power Immunity, Rapid Shot
POWERS
Cosmic Power +13 (*Extras:* Area, Boost STR, Energy Control (Radiation), Energy Field, Scramble Electronics; *Stunts:* Disintegration, Energy Absorption, Energy Control (Cold, Heat, Light, Sound), Penetrating Attack (Energy Blast), *Source:* Mutation, *Cost:* 13 pp)
WEAKNESSES
Berserker

TERMINAL VELOCITY

LEVEL		HERO
15	Speedster Assassin	8

STR	15	+2
DEX	20	+5
CON	18	+4
INT	13	+1
WIS	13	+1
CHA	15	+2

DMG	PROT
+4	N/A
FORT	**RUN**
+4	80 ft
REF	**INIT**
+15	+19
WILL	**M.PROT**
+1	N/A

MELEE
+10 (+12S/L Punch)
RANGED
+13 (+5L Thrown Items)
DEFENSE
33 (18 Flat, 19 Mental)

SKILLS
Language (English, German, Spanish; French is native), Listen +6, Profession (Assassin) +7, Sense Motive +6, Spot +6
FEATS
Attack Focus (Ranged), Connected, Dodge, Evasion, Expertise, Move-By Attack, Rapid Strike, Rapid Shot
POWERS
Super-Speed +10 (*Extras:* Blade Storm, Incorporeal (*Extras:* Ghost Touch, Phase Attack), Mach One Punch, Sonic Boom, *Stunts:* Dual Damage, Spinning, Wall Run, Water Run, Whirlwind, Whirlwind Attack, *Source:* Science, *Cost:* 12 pp)
WEAKNESSES
Vulnerability (Drugs and Toxins)

DESCRIPTION

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

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

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

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

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



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

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

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

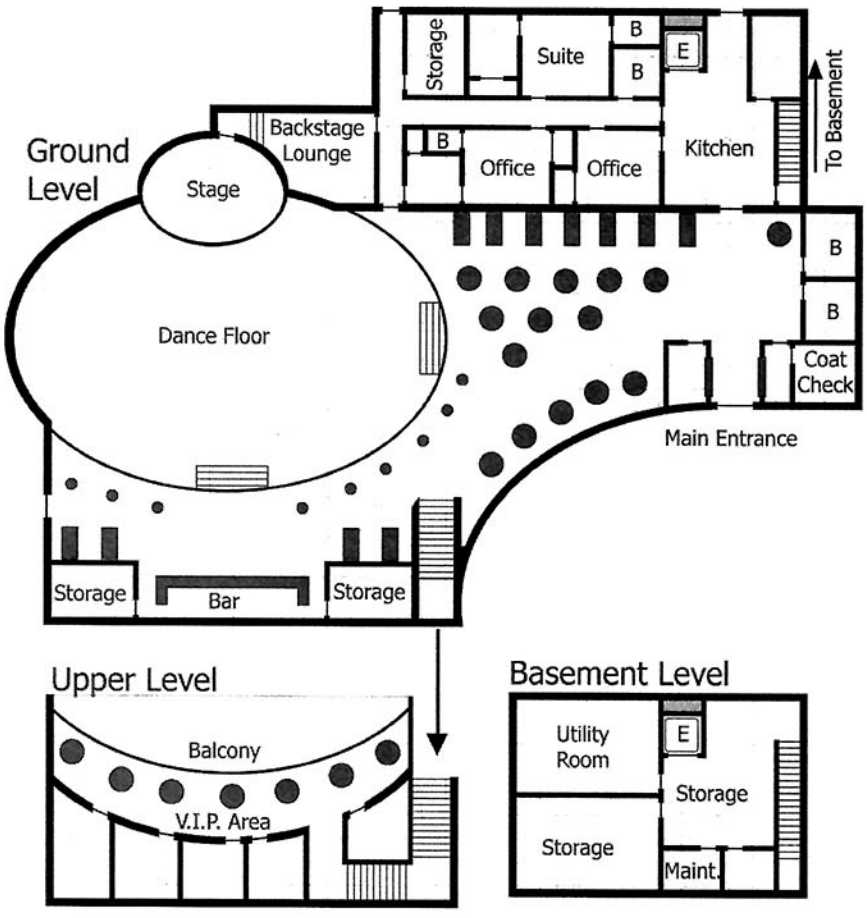
The Hole in the Wall

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

No one really knows who the people behind the bar's creation and operation really are, though rumors abound. The Black Knights are rightly assumed to have some involvement, as they seem to have the run of the place, and always meet potential employers in one of the private meeting rooms on site. Other potentials included in the rumors have ranged from Dr. Prometheus to The Magi, from leftovers of FENRIS' destruction in the sixties to pawns of either the Shadowlord or the Serpent Queen. No one has ever been able to find support for any of these rumors, which just feeds the creation of more.

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

The Hole in the Wall
PL 10 HQ; Communications (radio and TVs still receive from Earth, and pretty much from anywhere on the planet the customers want), Concealment (door overlap setup), Fire Prevention System, Isolated Location (Pocket Dimension), Power System, Reinforced Structure, Security System, Staff, Super Power (Dimensional Travel, built in to the doors and requires the tokens).



Chapter 3: Enemies

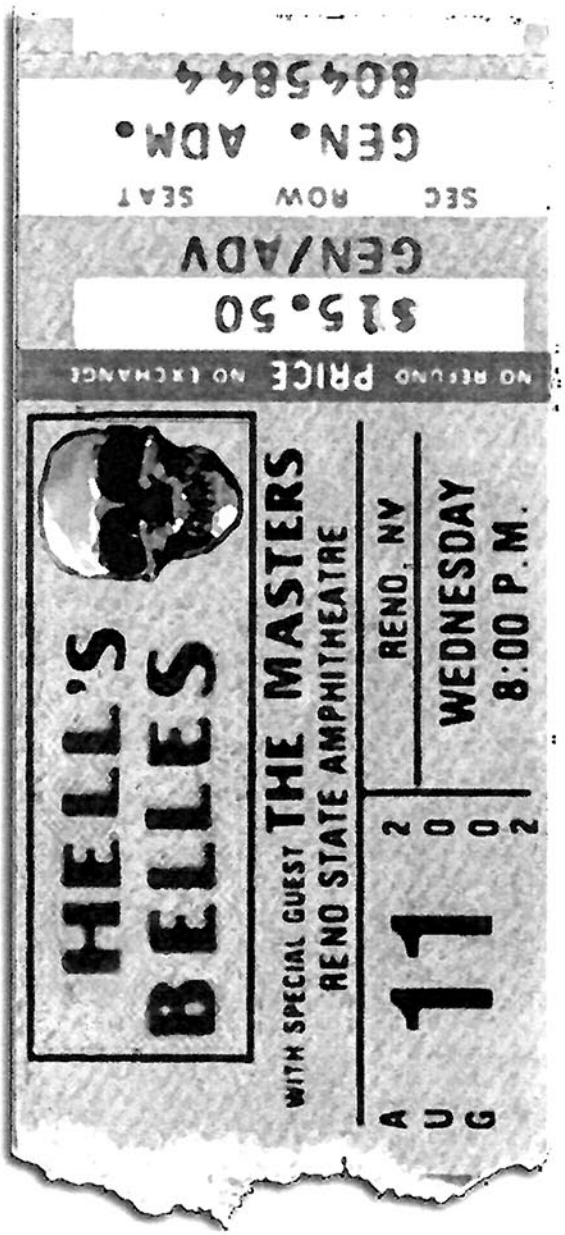
Part III: Hell's Belles



Hell's Belles

Hell's Belles

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



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

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

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

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

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

SANGUINE

LEVEL		HERO
12	Faux Vampiress	6

STR	15	+2
DEX	18	+4
CON	16	+3
INT	13	+1
WIS	16	+3
CHA	16	+3

DMG	PROT
+11	N/A
FORT	**RUN**
+3	30 ft
REF	**INIT**
+8	+8
WILL	**M.PROT**
+11	N/A

MELEE
+10 (+8L Claws)

RANGED
+10

DEFENSE
20 (16 Flat, 19 Mental)

SKILLS
Diplomacy +8, Hide +10, Listen +14, Move Silently +10, Perform (Sing) +8, Profession (Management) +6, Sense Motive +5, Spot +14

FEATS
Attack Finesse, Attractive, Darkvision, Durability, Expertise, Headquarters (The Cathedral), Improved Initiative, Leadership, Lightning Reflexes, Power Attack, Scent, Surprise Strike

POWERS
Amazing Save: Damage +8 (*Extra:* Will; *Source:* Mystical; *Cost:* 2 pp)
Leap +4 (*Source:* Mystical; *Cost:* 2 pp)
Natural Weapons +2 (*Source:* Mystical; *Cost:* 2 pp)
Super-Senses +8 (*Source:* Mystical; *Cost:* 2 pp)
Super-STR +4 (*Extras:* Immunity [Aging, Disease, Fatigue, Poison], Regeneration, Super-DEX; *Source:* Mystical; *Cost:* 9 pp)

DESCRIPTION

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

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

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

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

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



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

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

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

CARRIONETTE



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

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

PUBLIC KNOWLEDGE	
5	Drummer for Hell's Belles
10	Killer drum sets
15	
20	She's a *real* necromancer
25	
30	Bad reputation in The Bayou

SIDEKICK

Dead Man Walking: PL 9; Init +0; Defense 15 (15 Flat, 15 Mental); Spd 30 ft; Atk +10 melee (+13S Punch); SV Dmg +9 [-4], Fort –, Ref +0, Will —; Str 20, Dex 10, Con –, Int –, Wis 10, Cha 18 Hardness 9;

Skills and Feats: Intimidate +16; Attack Focus (Unarmed), Construct Immunities, Hideous (page 125), Power Attack, Startle, Surprise Strike, Trance;

Powers: Super-STR +4 (Extra: Protection, Regeneration, Strike), Tunneling +8, Super-CHA +5 (Extra: Intimidating Presence);

Weakness: Disturbing

DESCRIPTION

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

As Charlotte grew older, she developed a good deal of wanderlust. She left home, accompanied by her sister's "ghost" (Hauntress, page 84), and wandered around Louisiana, working in one band after another to earn money to live. It was while playing in one of these forgettable bar bands that she met the other Belles, and showed Sanguine her powers while interfering with a robbery occurring at the bar. After animating the murdered bar owner's body to use against his murderers, she was approached by the other Belles with an offer to join them. When they not only didn't balk at her sister coming along, but became even more excited upon meeting her ethereal sibling, she knew she'd found a home.

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

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

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

TYPICAL ANIMATED CORPSE

Animated Corpse: Init +0; Defense 12 (12 Flat, 12 Mental); Spd 30 ft; Atk +8 melee (+5S Punch); SV Dmg +10, Fort –, Ref +0, Will —; Str 20, Dex 10, Con –, Int –, Wis 10, Cha 1; Hardness 10;

Skills and Feats: Construct Immunities;

Powers: Grave Walking [Tunneling +3 (Source: Mystical; Cost: 2 pp)], Fear [Paralysis +1 (Source: Mystical; Cost: 2 pp)]

LEVEL	Punk Rock Reanimator	HERO
10		5

STR	10	+0
DEX	14	+2
CON	14	+2
INT	14	+2
WIS	18	+4
CHA	14	+2

DMG	PROT
+2	N/A
FORT	**RUN**
+4	30 ft
REF	**INIT**
+2	+2
WILL	**M.PROT**
+4	N/A

MELEE
+3 (+0S Punch)
RANGED
+5 (+5L Pistol)
DEFENSE
15 (13 Flat, 17 Mental)

SKILLS

Bluff +8, Gather Information +8, Innuendo +8, Intimidate +11, Listen +4, Perform (Drums) +8, Sense Motive +5, Spot +4

FEATS

Detect (Corpse), Headquarters (Cemetery), Infamy, Mystic Awareness, Sidekick (Dead Man Walking), Startle, Talented (Bluff, Sense Motive)

POWERS

Animation +10 (*Extra:* Horde (x3), *Stunt:* Minions, *Flaw:* Corpses Only, *Source:* Psionic/Mystical, *Cost:* 4 pp)
Regeneration +10 (*Extra:* Back from the Brink, *Flaws:* Only to Cheat Death, Nearby Corpse Required, *Source:* Psionic/Mystical, *Cost:* 1 pp)
Speak With Dead [Postcognition +5 (*Flaw:* Only Of Corpse's Experiences, *Source:* Psionic/Mystical, *Cost:* 2 pp)]
Super-CHA +5 (*Extra:* Intimidating Presence, *Source:* Psionic/Mystical, *Cost:* 3 pp)
Undead Aspect (*Feats:* Durability, Great Fortitude, Immunity [Aging, Critical Hits, Disease, Exhaustion, Starvation, Suffocation], Rapid Healing, Trance, *Source:* Psionic/Mystical, *Cost:* 20 pp)

EQUIPMENT

Mobile Phone [Radio Broadcast (*Extra:* Radio Hearing, *Flaw:* Device, Phone Wavelengths Only, *Source:* Science, *Cost:* 1 pp)]; **Pistol** [Weapon +5L (*Source:* Science, *Cost:* 1 pp)]

WEAKNESSES

Disturbing

GOTH

LEVEL		HERO
12	Superhumanly Tough Rock Chick	6

STR	18	+4
DEX	13	+1
CON	18	+4
INT	20	+5
WIS	10	+0
CHA	13	+1

DMG	PROT
+9	-8
FORT	RUN
+9	45 ft
REF	INIT
+4	+8
WILL	M.PROT
+0	N/A

MELEE
+8 (+12S Punch)

RANGED
+5

DEFENSE
20 (16 Flat, 16 Mental)

SKILLS
Bluff +7, Drive +4, Hide +3, Knowledge (Art, Music, Philosophy) +11, Perform (Guitar) +8, Taunt +9

FEATS
Chokehold, Durability, Great Fortitude, Improved Initiative, Photographic Memory, Power Attack, Surprise Strike

POWERS
Super-Speed +3 (*Source:* Science, *Cost:* 6 pp)
Super-STR +8 (*Extras:* Immunity [Aging, Disease, Energy (Cold, Fire), Exhaustion, Poison, Starvation, Suffocation], Protection, Super-CON +5, *Source:* Science, *Cost:* 9/6 pp)

DESCRIPTION

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

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

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

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



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

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

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

HAUNTRESS



QUOTE
"Wanna see something neat?"

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

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

DESCRIPTION

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

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

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

LEVEL 10	Disembodied Astral Projection	HERO 5

STR	11	+0
DEX	16	+3
CON	15	+2
INT	13	+1
WIS	15	+2
CHA	15	+2

DMG	PROT
+2	N/A
FORT	**FLY**
+2	50 ft
REF	**INIT**
+3	+3
WILL	**M.PROT**
+12	N/A

MELEE
+9 (+10S Mental Blast)
RANGED
+9
DEFENSE
19 (16 Flat, 18 Mental)

SKILLS
Concentrate +7, Knowledge (The Occult) +11, Sense Motive +5
FEATS
Attack Finesse, Attractive, Blindsight, Darkvision, Indomitable Will, Mystic Awareness
POWERS
Amazing Save: Will +10 (*Source:* Training, *Cost:* 1 pp) **Astral Projection +10** (*Extras:* Mental Blast [*Flaw:* Range: Touch], Possession [*Flaw:* Range: Touch], Regeneration, Super-CHA +8 [*Extra:* Intimidating Presence, *Flaw:* Permanent], *Source:* Alien/Mystical, *Cost:* 8/7)

PERDITION

LEVEL		HERO
11	Fast-Talking Pyrokinetic	6

STR	8	-1
DEX	16	+3
CON	14	+2
INT	11	+0
WIS	8	-1
CHA	16	+3

DMG	PROT
+2	N/A
FORT	RUN
+2	30 ft
REF	INIT
+13	+12
WILL	M.PROT
-1	N/A

MELEE
+3 (-1S Punch)

RANGED
+8 (+10L Flame Blast)

DEFENSE
23 (15 Flat, 18 Mental)

SKILLS
Bluff +6/+19, Diplomacy +6/+19, Perform (Keyboards) +8, Sense Motive +2

FEATS
Attack Focus (Flame Blast), Attractive, Dodge, Evasion, Immunity [Energy (Fire)], Point Blank Shot, Power Attack, Surprise Strike

POWERS
Amazing Save: Reflex +5 (*Source:* Alien, *Cost:* 1 pp)
Elemental Control (Flame/Hellfire) +10 (*Extras:* Create Elemental, Elemental Absorption, Elemental Blast, Shape Element, *Stunts:* Create Element, Destroy Element, Elemental Snare, *Source:* Alien, *Cost:* 6 pp)
Super-DEX +5 (*Source:* Alien, *cost:* 4 pp)
Super-Skill +10 (*Extra:* All CHA, *Flaw:* Only for seductive efforts, *Source:* Alien, *Cost:* 1 pp)

DESCRIPTION

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

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

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

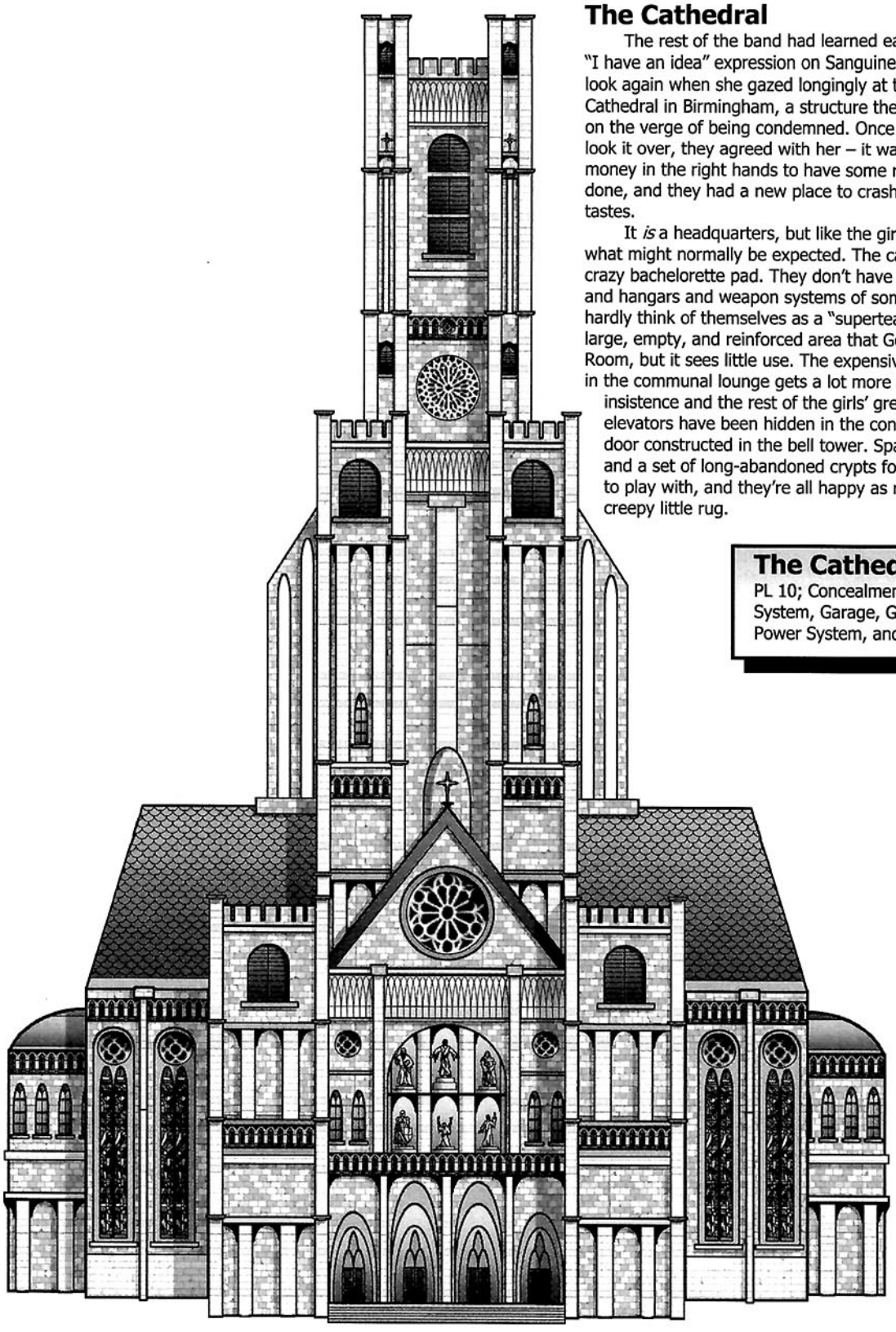


QUOTE
"A hot time? Honey, you don't know the meanin' of the words."

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

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

The Cathedral

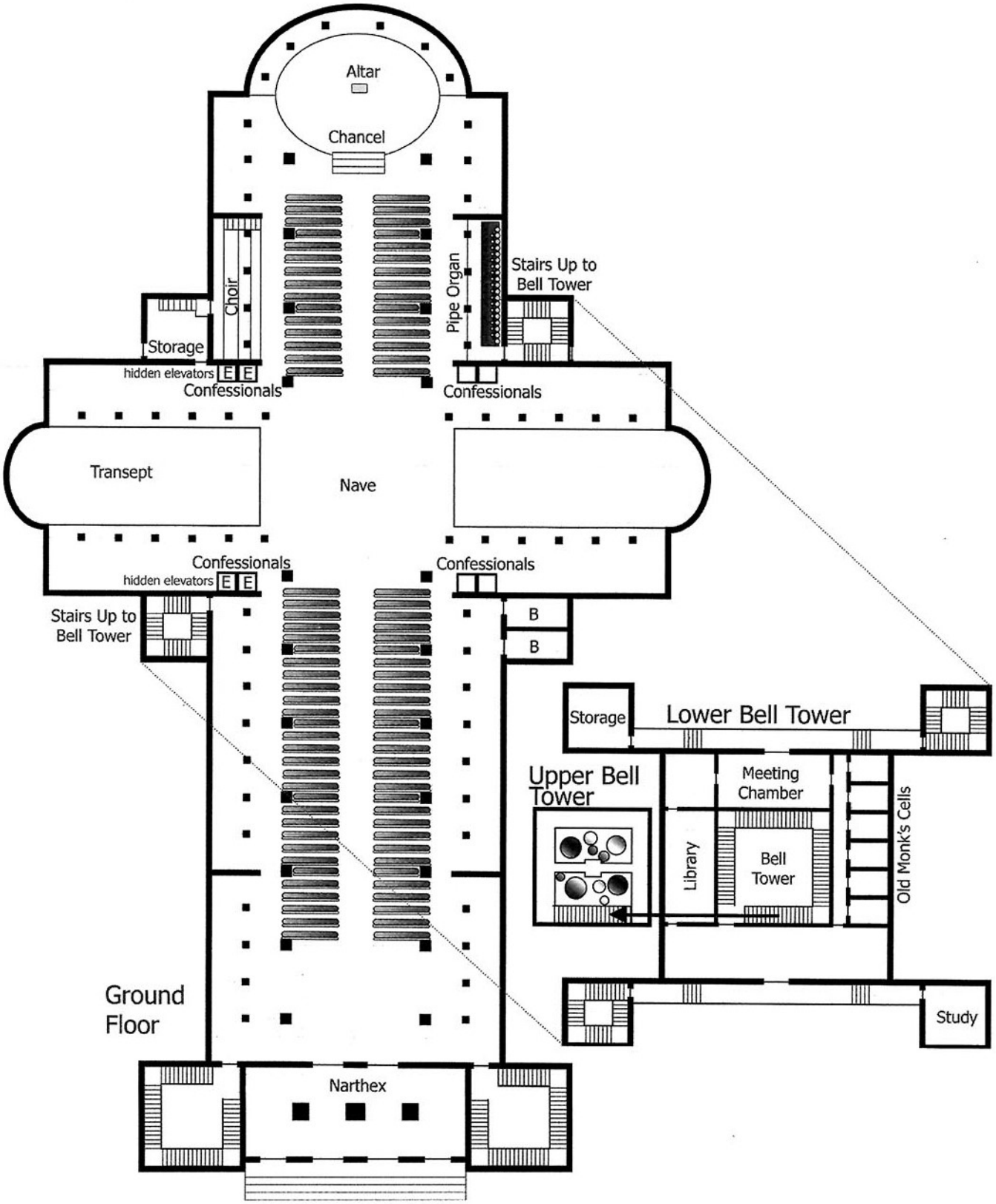


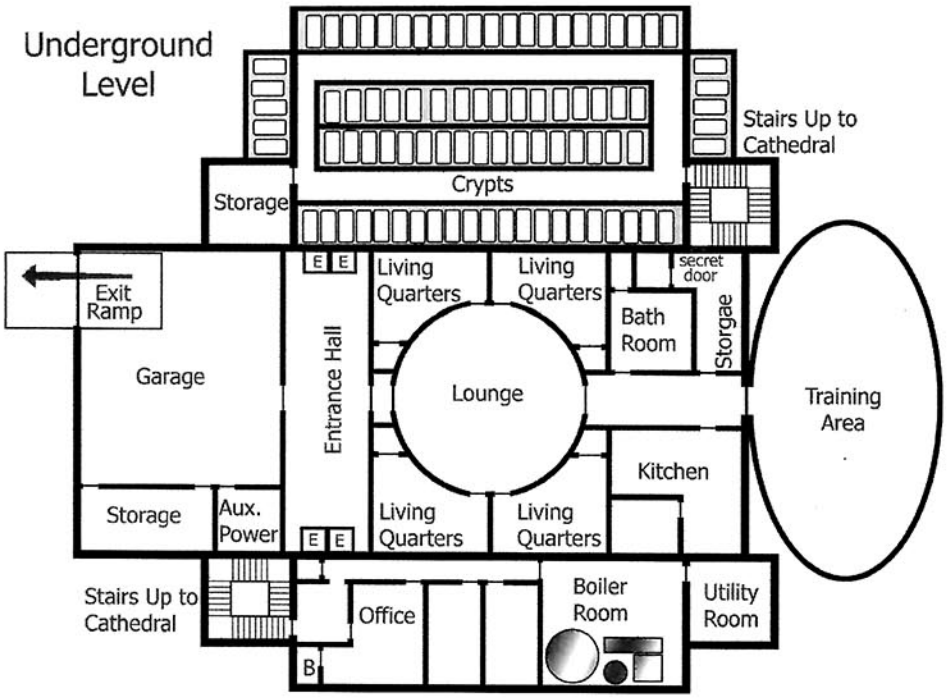
The Cathedral

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

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

The Cathedral
PL 10; Concealment, Fire Prevention System, Garage, Gym, Living Space, Power System, and Security System.

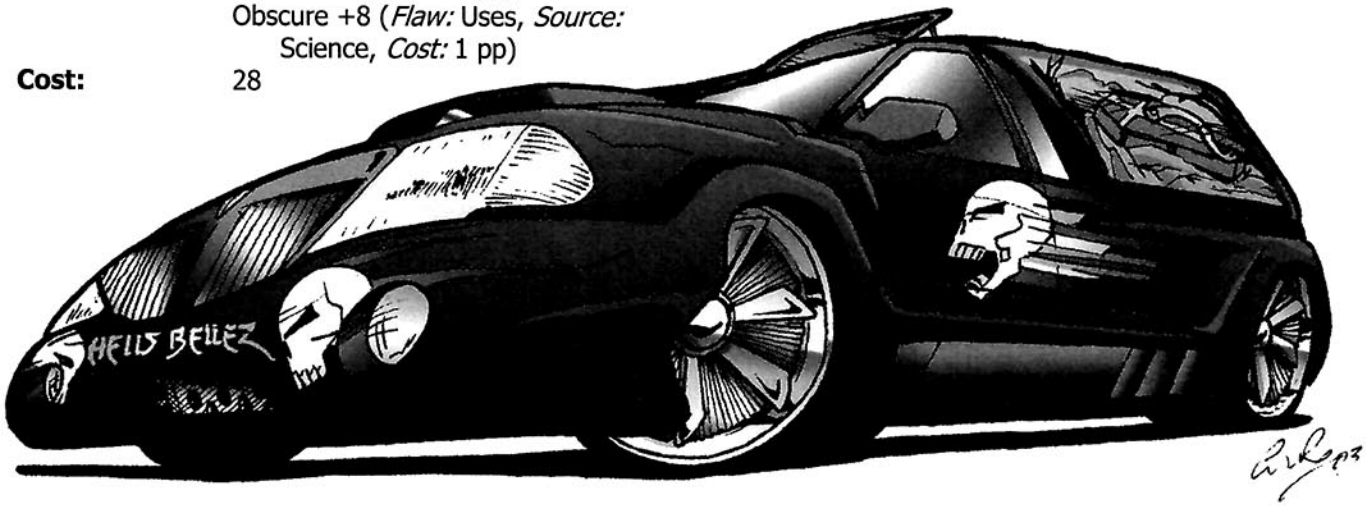

Altar
Chancel
Choir
Pipe Organ
Stairs Up to Bell Tower
Storage
hidden elevators
E
E
Confessionals
Confessionals
Transept
Nave
Confessionals
Confessionals
hidden elevators
E
E
Stairs Up to Bell Tower
B
B
Storage
Lower Bell Tower
Upper Bell Tower
Meeting Chamber
Library
Bell Tower
Old Monk's Cells
Study
Ground Floor
Narthex



The Hearse

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

Vehicle Type: Ground
Size: Large
Speed: 8
Hardness: 12
Armor Bonus: 8
Features: Slick +8 (*Flaw:* Uses, *Source:* Science, *Cost:* 1 pp)
Obscure +8 (*Flaw:* Uses, *Source:* Science, *Cost:* 1 pp)
Cost: 28



Chapter 3: Enemies

Part IV: The Prometheans



The Prometheans

The Prometheans

In the late '60s, the criminal mastermind and super-genius Dr. Prometheus used his unmatched knowledge of genetic engineering to create for himself a family. He used combinations of his own genetic material and the material he had acquired from a number of extant metahumans to bring into being twelve engineered individuals he called his children. Once created, each was artificially aged to adulthood and taught language and other skills through mental interfaces. They emerged from his labs ready to do their creator's bidding. Each exhibited superhuman abilities and nearly absolute loyalty to Prometheus himself. Unfortunately, due to the nature of their "upbringing," each also exhibited the emotional and psychological problems one might expect from people deprived both of a childhood and any real semblance of the socialization normally acquired during those years.

Over time, the group slowly winnowed down from its original complement. The only female of the group, after dealing with the warped attitudes of her siblings and her father, eventually left the group to find her own place in the world (see Blackheart, page 14). The geokinetic Antaeus was injured in battle with Danger, Inc. and the Sentinels, two hero groups of the '70s. He was left in a coma that would last years. The remainder would follow Prometheus through scheme after scheme, even when he left this Earth and escaped to the Earth of an alternate timeline. Using them as his "shock troops," Prometheus quickly conquered that alternate world, only to grow utterly and inconsolably bored with the situation after only two years. When he decided to return, Orion and Argus chose to stay behind. Orion, his physical abilities comparatively unremarkable in comparison to his siblings, liked being able to lord over the cowed populace of his new home. Argus, whose hypersensitive senses were constantly bombarded and tortured by all the signal traffic of the technologically developed world of his birth, found the more primitive world he helped conquer to be a serene paradise. And so, when the Prometheans (the name given the group by the media due to the nature of their creation) returned to the world they had left, they numbered only eight.

Today, they continue to serve their father in whatever capacity he sees fit, as bodyguards, enforcers, or assassins. Though Dr. Prometheus himself moves around frequently, his children reside in a base on the lunar surface, using teleportation technology to move back and forth to Earth. The base is still continuing to be refurbished and repaired, as it lay hidden and unused for almost thirty years, but the Prometheans like it, as it's modeled after the same facility they first came out of after their creation.

In group dynamics, the team works well together when they have to do so. Usually, however, they prefer to act independently of one another on the battlefield. This changes rapidly if they are dealing with opponents they feel require teamwork, but such situations are uncommon. Telemachus, Damocles, Geryon, and Perseus are normally the frontline, with their brothers acting as support.

Outside of combat or a mission, they don't really socialize with each other. Cadmus enjoys his own company, Perseus goes into a fugue state and simply shuts down, and Geryon craves isolation. No one likes Damocles, so he's normally left alone. Tiresias and Charon get along well enough, but each has their own tastes in sick, little games, and so they separate on and off to satisfy their individual perversions. Bellerophon prefers the company of his own creations, and Telemachus doesn't like any of his brothers, sequestering himself in a lab at the earliest convenience. Disparate as their personalities are, the siblings all share a few unpleasant social traits, self-importance chief among them. The Prometheans look on their father as the greatest man who has ever lived, and as his "children," regardless of the technical nature of their birth, they are akin to royalty. The world is theirs, and everything and everyone on it are rightfully their playthings. Except for Geryon, they dress and act the part of the spoiled aristocrats they see themselves to be. It is also worth noting that, despite their appearance as adults, none of the Prometheans are actually more than ten years old, so "children" is not an inaccurate image to use.

All of the brothers share at least two pieces of technology, both supplied by their father: a psi-link and an "escape button." The former is a sophisticated subspace Commlink using psionic-technology, and the latter a teleportation key that remotely activates the long-range teleportation system in their base, allowing rapid transit over great distances anywhere on Earth.

EQUIPMENT

Psi-link: Mental Link (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp)

Escape Button: Teleportation +20 (*Extra:* Extended Teleport, *Flaws:* Device, Extended Only, *Source:* Science, *Cost:* 1 pp)

DR PROMETHEUS

LEVEL		HERO
20	Genius of Genetics	11

STR	8	-1
DEX	11	+0
CON	11	+0
INT	20	+5
WIS	20	+5
CHA	14	+2

DMG	PROT
+0	-18
FORT	RUN
+0	20 ft
REF	INIT
+0	+0
WILL	M.PROT
+17	N/A

MELEE
+2 (-1S Punch)

RANGED
+12 (+15L Laser)

DEFENSE
15 (15 Flat, 20 Mental)

SKILLS
Computers +23, Craft (Genetic Engineering) +28, Craft (All others, untrained) +20, Disable Device +23, Knowledge (The Humanities) +21, Medicine +23, Repair +23, Science (Biology, Genetics) +28, Science (Chemistry, Engineering, Physics, Robotics, Weapon Design) +23, Science (All others, untrained) +20

FEATS
Artisan (page 124), Devil's Own Luck, Egghead (page 124), Headquarters, Infamy, Leadership, Minions, Photographic Memory, Skill Focus (Biology, Genetics, Genetic Engineering), Talented (Craft, Science)

POWERS
Super-INT +15 (*extras:* Super-WIS +12, Super-Speed +10 (*Flaw:* Only for Mental Processing Speed), *Source:* Mutation, *Cost:* 5/4/2)

EQUIPMENT
Auto Targeting System [+9 Attack Bonus (*Flaws:* Ranged Only, Device, *Source:* Science, *Cost:* 1 pp); **Force Field +18** (*Extras:* Deflection, Immunity, Invisible, Offensive, *Flaw:* Device, *Source:* Science, *Cost:* 5 pp); **Guard Spheres** [Energy Blast +15 (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp)]; **Gadgets +18** (*Source:* Science, *Cost:* 1 pp)

WEAKNESSES
Slow (Disabled)

DESCRIPTION

Sometime in the last years before the beginning of the 20th Century, a foundling was discovered on the steps of a Baltimore orphanage. The nuns named him Anthony. An outcast among the other children due to his deformities, dwarfism and clubfoot, the boy demonstrated a remarkable intelligence. His refuge from the taunts of the other children was the orphanage's small library. He read every book he could get his hands on, consuming the information like a starved man at a banquet. He particularly concentrated on books of science, anything dealing with technical matters, from clockmaking to mathematics. But his truest treasure among them was a battered book full of myths and folktales. He would lose himself in stories of larger-than-life people doing astounding things, gods and demigods who changed the world around them to suit their needs and whims. Those stories would have a profound effect on how he later viewed the world.

When the young man first left the orphanage, he kept the name he had grown up with, Anthony Smith. Traveling north to Boston, Smith demonstrated his intellectual gifts to the entrance boards of several universities, ultimately winning himself any number of prestigious scholarships. Sadly, a lifetime of rejection had ill-prepared him for the social demands of dealing with academic and intellectual circles. Quickly disillusioned and disgusted with those around him, none of whom could teach him anything he had not already mastered, none of whom sparked any kinship in a mind so far surpassing their own, the young man left the ivory towers of academia and attempted to enter the professional world. Unfortunately, despite his many and tremendous gifts, his appearance was always the first thing people judged him by, a strike compounded by his now poisonous reputation following his brief foray into university. What grace his abilities might have won him in industry was quickly and assuredly squandered by his harsh, dismissive, and vitriolic demeanor. He soon found honest work almost impossible to find, and harder still to keep as his personality alienated even those around him who could look past his physical frame to his genius. He most likely would have continued in this downward spiral if it weren't for a chance remark made by one of a handful of government specialists he briefly worked with – a comment upon how much the young Anthony was reminiscent of another genius, one who, in decades past, had made life very difficult for a pair of the specialist's old acquaintances within the government. His curiosity piqued, the young man began delving into the past, discovering not only the breadth of a criminal genius' handiwork, which the government had strenuously covered up, but his own connection – a family connection. His investigation led him to the knowledge that he was the orphaned son of that great mind, placed in that orphanage by a destitute mother with nowhere else to turn. No longer was he a freak, an outcast from a society that didn't recognize his superiority. Anthony was the legacy of genius, a genius that had also known rejection. Anthony Smith disappeared, gone forever. In his place returned Anton Loveless, who would mold the world to his whim, as the gods and demigods of his childhood fancies had done.

Anton began to put his vast inventive genius to work for his own interests and no one else's. He soon made a name for himself as an inventor par excellence; unfortunately, his inventions weren't generally used for the betterment of society. Weapons that would see use against law enforcement authorities, deadly chemicals used to blackmail and assassinate, fiendish engines of destruction responsible for vengeance against those with whom he had personal grudges, these were the instruments of his genius. On rare occasions, he would be faced by the first generation of what would later be termed "Mystery Men." Few of these masked men did anything but annoy him, and he collected the mask off of more than one corpse.



QUOTE
"Do you know how many of your annoying ilk my intellect has put in the grave, Mr. Hero? Hmm?"

RACE	SEX	HT	EYES
Human	M	3'11"	Green
GROUP	**AGE**	**WT**	**HAIR**
Prometheans	45(76)	80#	Grey

PUBLIC KNOWLEDGE	
5	Criminal genius
10	Father of The Prometheans
15	Decades-old feud with Steele family
20	Wanted by practically every nation on Earth
25	Spent last 30 years on an alternate Earth
30	

SAMPLE GADGETS
Cyberkinetic Inhibitor [Mental Protection +18 (Flaw: Only versus Machine Control and Datalink)]
Neural Scrambler [Paralysis +15]
Gravitic Clamp [Telekinesis +18]
Combat Boost [+2 to main Force Field, Area extra on Energy Blast]

It would be an incident in the late '30s that would set the course for his future. Experimenting with advanced radio technology, Loveless discovered a signal being transmitted from Antarctica, a signal far beyond the technical capabilities of anyone else on Earth to find or trace. Tracking it to its source, he found a crashed section of a craft that was not built on this planet. Taking possession of the wreckage, Loveless would spend the next several decades working out its mysteries and deciphering its technology. Even the initial benefits he gained from what he could understand pushed his already peerless mastery of science and engineering far, far beyond anything else on Earth. He adapted what he learned, and sold what he didn't want to use for himself (through various middlemen, some of these inventions found their way into nazi hands – one reason the Reich's achievements seemed so far ahead of the Allies in the early years of the war). In Loveless' eyes, the alien technology represented fire taken from the gods for mortal use. Taking inspiration from the masked men that occasionally vexed him, Anton Loveless chose yet another name, one as colorful as their monikers. He began calling himself Dr. Prometheus. Not longer after adopting his "professional" name, Prometheus encountered the adventurer known as Doc Steel for the first time. Unlike those of his ilk before him, Steel managed not only to hold his own against Prometheus' plans, he actually managed to confound them. The mastermind had finally met someone who could challenge him on his own level, and he was surprised to find himself actually enjoying it. The two of them began a contest of intellects that would play out over the next thirty years. His clashes with Steel brought Prometheus an exhilaration and sense of challenge he had never known before, and he reveled in it, at least at first. Unfortunately, over time this sense of challenge would sour into a bitter hatred and a desperate need for one-upmanship, as this contest brought something else new to Prometheus' life – the taste of defeat. Again and again, they clashed. Again and again, the best Prometheus could manage was a stalemate. His frustration festered into an obsession. He would face many of the new generation of post-war heroes as they emerged, but Prometheus always returned to his one true foe.

Though he had been using his advanced knowledge of biology and genetics to extend his own longevity for years prior to the '60s, it wasn't until after his hated nemesis began his own family with the birth of a son, that Prometheus felt his own need for kinship and perpetuity. So he *created* a family. Using his own genetic material combined with that of various metahumans he'd faced over the years, and artificially accelerating their aging to adulthood, Prometheus engineered a dozen metahuman progeny. The media dubbed them the Prometheans, each named after a figure from his beloved myths.

Eventually, an epiphany arrived. Growing weary of a life of hiding from the world, and the constant struggle against a number of enemies, Prometheus decided to find a place where he and his progeny could live openly and, preferably, from the luxury of rulership. Using an experimental transceiver he had worked on bit by bit over the years, Anton found a way to breach the dimensional barriers that separated the infinite chain of parallel Earths. He then managed to locate a world where the Industrial Revolution had never occurred, a world ripe for conquest by what would there be his unmatched weapons. Further, the world seemed to have no metahumans, meaning his children would be a terrifying and unbeatable force. Prometheus used his research into dimensional travel to form a gate device for transit between worlds, and begin planning his journey and conquest. But, succumbing to his obsession, Prometheus decided to first make one last strike against his hated enemy before leaving this Earth behind.

It was no secret that Steele was about to be graced with the birth of a second child. By taking that child away and raising him to hate his father, with the father knowing who had his child but never being able to recover him, Prometheus would enjoy a lasting, personal, and deeply painful victory. Diverting Steele from the hospital succeeded perfectly, but the intervention of the child's uncle ruined the rest. Prometheus was furious with the Prometheans he had sent, but had little time to dwell on the failure as Steele was in fevered pursuit. This personal blow had enraged the hero; not only was he concentrating on discovering Prometheus' location with an intensity he had never before exhibited, he was also calling in favors owed him from throughout the costumed community – when he arrived to face Loveless it would be with a small army at his back. And so the journey was made. When Doc and his allies arrived it was to find an empty lab, and the ruins of a gate apparatus designed to destroy itself after use and leave no trace to where it had opened.

It took Prometheus and his masterworks less than two weeks to conquer the entire scope of that alternate Earth. And it took less than two years to become completely and utterly bored with their "paradise." Prometheus discovered that his real enemy was tedium. With the same aplomb with which he had decided on making the journey in the first place, Prometheus just as certainly decided that returning was the only way to retain his sanity. In the depths of his ego, he even admitted to himself that his extended duel with Steele was the only challenge, the only purpose that had impassioned him since he was child. Of the Prometheans, only Orion argued against returning. It was a simple matter to arrange an accident during an exercise between him and his brother Damocles that claimed Orion's life. Though he didn't argue against the group leaving, Argus desired to stay behind himself. On a world mercifully free of all the overwhelming sensory and electronic input that constantly barraged his heightened senses on their original world, Argus had finally found peace. Disgusted, but believing a second "accident" would strain his other children's loyalty, Prometheus reluctantly allowed Argus to stay. Constructing a second gate, Prometheus and his progeny returned to their true home. It was a rude surprise to discover that time on their "vacation" planet had moved differently than on the first Earth. Where two years had passed for them there, thirty had passed here. They had once again found a new world, in a fashion.

In the few short months since that return, Prometheus has begun a quickly constructed and brutal campaign designed for a new generation of heroes to learn to fear his name, and for one old hero to discover that their contest was only paused... and now easily resumed.

Belying his miniature frame, Prometheus possesses one of the most powerful minds ever conceived on this planet. He has only ever acknowledged one near equal, and none his superior. Capable of producing weapons and other technology decades (if not centuries) ahead of the norm for today, Prometheus' true area of expertise is genetics and biophysics, where his accomplishments seem almost magical. He has literally created life. He is acutely aware of his gifts and never forgets to remind his opponents of them. Everything is fodder for experimentation. Only Prometheus ultimately matters to Prometheus. Even his so-called children are really only valued for their usefulness. His antipathy for the Steele family is the stuff of legend; religions have been founded from weaker passions. His build has never made personal combat practical, and Prometheus will almost always avoid it whenever possible, preferring to let his technology do his work for him. If forced to fight, he will hide behind an almost impenetrable personal force field long enough to inflict an object lesson or two with the armaments controlled by the ornamental cane he carries. He *always* has a contingency plan. The reason he's never been captured and put behind bars is because he is always thinking ten moves ahead of most of his opponents.

Anton Loveless stands somewhat less than four feet in height, and has grown heavy-set as he's gotten older. Thanks to his work on his own genetics, he has extended the prime of his life well beyond what nature intended, still looking no older than forty or so. He maintains a well-trimmed beard, but also a mane of unruly hair that would have made Karl Marx proud. He wears well-cut suits when grandstanding to an audience, but a utilitarian one-piece coverall when working on one of his projects.

Bellerophon



Bellerophon is able to create objects out of psionic force and animate them. He's very artistic, and spends a considerable amount of time practicing his "sculpting." Though he's capable of generating more mundane or pedestrian shapes, he almost never does so in a fight, preferring creatures out of mythology that he then talks to and treats as real animals until such time as he "sends them home." He's very versatile in his creations, and though all are obvious constructs, vaguely transparent with glowing edges, their outline and shapes are startlingly realistic. Bellerophon uses his "friends" for almost his entire combat role, and rarely resorts to using his own fists.

Bellerophon: PL 14; Init +2; Defense 21 (16 Flat, 21 Mental); Spd 30 ft; Atk +9 melee (+6S Punch), +8 ranged; SV Dmg +3 [-5], Fort +3, Ref +2, Will +1; Str 16, Dex 15, Con 16, Int 10, Wis 20, Cha 15;

Skills and Feats: Bluff +5, Craft (Create Objects) +11, Diplomacy +5, Sense Motive +7; Attractive, Dodge, Expertise, Iron Will, Skill Focus (Craft (Create Object));

Powers: Create Object +11 (*Extras:* Animate Object (*Extra:* Grant Powers (x4)), Continuous, Create Attack, Shapeable, *Source:* Science, *Cost:* 10 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)

Cadmus



Cadmus is able to generate duplicates of himself – a large number of duplicates. Each has a unique, albeit similar personality, and each thinks of himself as an individual. It isn't uncommon to find his duplicates having involved debates with each other over various esoteric subjects, and in the past he's even staged plays for his siblings' entertainment, with himself playing all of the different roles at once. In combat, his standard tactic is to have as many active duplicates as possible before entering a fight, and overwhelm his enemies by sheer numbers, one enemy at a time.

Cadmus: PL 14; Init +7; Defense 22 (16 Flat, 17 Mental); Spd 30 ft; Atk +10 melee (+7S Punch), +9 ranged; SV Dmg +5 [-5], Fort +3, Ref +3, Will +1; Str 18, Dex 16, Con 16, Int 12, Wis 12, Cha 14;

Skills and Feats: Knowledge (The Humanities) +6, Perform (Act) +7; Durability, Improved Initiative, Improved Pin, Rapid Healing, Toughness;

Powers: Duplication +10 (*Extras:* Absorption Healing, Continuous, Horde (x5), Mental Link, *Source:* Science, *Cost:* 10 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)

Charon



Charon is a teleporter, opening holes in space and through other dimensions that he can enter himself, or allow his brethren to use. He can also refine his apertures, using them to spy on other people at great distances. Charon is also a pathological voyeur, and when not in combat can routinely be found peeping into people's bedrooms in Hong Kong, eavesdropping on lover's spats in Los Angeles, and so on. He varies his targets on a day-to-day basis, but does have a few favorites that he treats as his own personal soap operas. He also is inordinately fond of teleporting new clothes onto himself at odd times, sometimes going through the equivalent of an entire wardrobe in just a few moments. Charon is a match for most humans in a fight, but is strictly support when facing other metahumans. He avoids direct confrontation almost as effectively as Tiresias does, staying in the rear and helping his more martially-oriented brothers move around the battlefield.

Charon: PL 13; Init +2; Defense 21 (16 Flat, 19 Mental); Spd 30 ft (Teleport 60 ft); Atk +7 melee (+4S Punch), +8 ranged; SV Dmg +2 [-5], Fort +2, Ref +5, Will +3; Str 12, Dex 14, Con 14, Int 14, Wis 16, Cha 11;

Skills and Feats: Bluff +3, Concentration +7, Perform +3, Spot +6; Dodge, Expertise, Identity Change;

Powers: Teleport +12 (*Extras:* Blink, Disorient, Extended Teleport, Portal, ESP (*Extra:* Transdimensional), Dimensional Travel, *Source:* Science, *Cost:* 9 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)



Damocles

Able to generate fields of destructive force around his hands, fields which disassociate matter on a molecular level, Damocles prefers to shape them into either two vaguely sword-like shapes, or a sword and a shield. His "swords" will cut through practically anything, and his "shield" can destroy (or at least deflect) most incoming attacks. He is a highly accomplished melee combatant, and revels in using his powers. With concentration, he can even generate a rapidly expanding lattice of molecular disassociation through surrounding solid matter, causing a sort of shockwave effect. Unfortunately, since he views everything, living and inanimate, as matter waiting to come apart, Damocles is detached, verging on sociopathic. He disturbs even his siblings, all of whom avoid him when possible.

Damocles: PL 14; Init +11; Defense 23 (16 Flat, 19 Mental); Spd 30 ft; Atk +11 melee (+11L "Sword", +7S Punch), +10 ranged; SV Dmg +9 [-5], Fort +4, Ref +9, Will +10; Str 18, Dex 18, Con 18, Int 14, Wis 16, Cha 16;

Skills and Feats: Acrobatics +12, Hide +12, Listen +8, Move Silently +12, Sense Motive +8, Spot +8; Ambidexterity, Attack Focus (Melee), Blind-Fight, Dodge, Evasion, Expertise, Improved Critical ("Sword"), Improved Initiative, Improved Two Weapon Fighting, Instant Stand, Iron Will, Lightning Reflexes, Rapid Strike, Surprise Strike, Takedown Attack, Two Weapon Fighting;

Powers: Amazing Save: Will +5 (*Extra:* Damage, *Source:* Training, *Cost:* 2 pp), Disintegration +11 (*Extras:* Continuous, Disruption, Deflection, Shockwave, *Flaw:* No Range, *Source:* Science, *Cost:* 6 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)



Perseus

A living tactical computer, Perseus is able to instantly analyze any battlefield situation, any set of tactics, any attack or set of attacks used by opponents, and come up with the best possible counter. He is a terrifying opponent, able to predict what his enemy is going to do before that person even begins to do it, determine the exact spot to hit a person or a defense to do the most damage, and outmaneuver practically anyone. He's also autistic, only vital and functioning when actively engaged in combat, when ordered to enter combat, or when forced to defend himself or his father. Otherwise, he just shuts down, with no noticeable interaction with his surroundings. Other than at their father's order, the only time the Prometheans have been known to retreat from a fight is when they notice Perseus disengage a target. If he decides a battle can't be won, his siblings take his judgment as gospel and act accordingly.

Perseus: PL 15; Init +9; Defense 27 (20 Flat, 20 Mental); Spd 30 ft; Atk +14 melee (+16S/L Punch), +14 ranged; SV Dmg +4 [-5], Fort +4, Ref +7, Will +0; Str 18, Dex 18, Con 18, Int 10, Wis 10, Cha 8;

Skills and Feats: Bluff -1/+14, Listen +5, Sense Motive +5/+20, Spot +5; Attack Focus (Unarmed), Chokehold, Counterstrike (page 124), Dodge, Evasion, Expertise, Improved Feint (page 125), Improved Initiative, Improved Trip, Improved Unarmed Combat (page 125), Martial Artist (page 125), Power Attack, Stunning Attack, Takedown Attack;

Powers: Living Tactical Computer [Luck +8 (*Extras:* Fortune, Jinx (*Flaw:* Luck, Fortune, and Jinx only usable in combat situations and applications), Combat Sense, Deflection, Strike, Precognition (*Flaw:* Only in combat, and only to determine outcome, responses, etc., of tactics), *Source:* Science, *Cost:* 9 pp)], Super-Skill (Bluff) +15 (*Extra:* Sense Motive; *Flaw:* Both skills only for combat applications, *Source:* Science, *Cost:* 1 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)

Geryon

Geryon is deformed – grossly deformed – with extra arms, both vestigial and useable, as well as no neck and multiple partial-faces and eyes, as if other heads had begun to form, but then stopped. Enormous, he can grow even larger when he wants, and is terribly strong. Surrounded and mocked by his physically perfect siblings all of his life, Geryon is proof to the adage that if you mistreat a puppy long enough he'll grow into a vicious animal. Treated as a monster for so long, he now thoroughly acts like one. Geryon is a savage combatant, attacking multiple opponents at once, charging into groups, or jumping into the air at normal size and landing at full, devastating growth on top of targets. His multiple sets of eyes are all functional, effectively giving him 360° vision.



Geryon: PL 13; Init +14; Defense 19 (15 Flat, 14 Mental); Spd 40 ft; Atk +10 melee (+12S to +17S Punch) [5 ft], +3 ranged; SV Dmg +6 [-5 to -10], Fort +4, Ref +1, Will -1; Str 18, Dex 12, Con 18, Int 8, Wis 8, Cha 14;

Skills and Feats: Intimidate +10/+15, Listen +5, Spot +5; All-Around Sight, All-Out Attack, Darkvision, Durability, Extra Limb, Hideous (page 125), Power Attack, Startle, Takedown Attack, Too Big to Move that Fast! [Heroic Surge], Whirlwind Attack;

Powers: Growth +5 (*Extras:* Continuous, Leaping, Shockwave, Thunderclap, *Flaw:* Permanent, *Source:* Science, *Cost:* 5 pp), Growth +5 (*Extras:* Continuous, Leaping, Shockwave, Thunderclap, *Source:* Science, *Cost:* 7 pp), Super-CHA +10 (*Extra:* Intimidating Presence, *Flaws:* Only for Intimidating Presence, Level in Super-CHA Equal to Current Level of Growth, *Source:* Science, *Cost:* 1 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp)



Telemachus

Telemachus is the only Promethean whose genetic "donor" is known without a doubt: Dr. Ulysses Steele. Telemachus possesses many of the metahuman gifts that Doc Steel does, but to Prometheus' vast disappointment, not Doc's intelligence. Telemachus *is* brilliant, with a thorough mastery of a number of scientific disciplines, but it is only human-scale brilliance, which isn't what Prometheus intended. Prometheus has always made sure that Telemachus has seen and understood that he simply doesn't measure up in his father's eyes. Telemachus hates Hardcore and Technomancer for having the familial love and acceptance he never received, and he is almost insanely jealous of Hardcore in particular. This antipathy is reciprocated, as both Hardcore and Telemachus view the other as a pale reflection and perverse mockery of themselves.

Telemachus: PL 14; Init +3; Defense 19 (16 Flat, 17 Mental); Spd 30 ft; Atk +11 melee (+15S Punch), +9 ranged; SV Dmg +5 [-10], Fort +15, Ref +3, Will +6; Str 20, Dex 16, Con 20, Int 18, Wis 18, Cha 18;

Skills and Feats: Listen +15, Medicine +10, Science (Biology, Chemistry, Physics) +10, Sense Motive +9, Spot +15; Darkvision, Durability, Iron Will, Photographic Memory, Power Attack, Surprise Strike, Takedown Attack;

Powers: Amazing Save: Fortitude +10 (*Source:* Science, *Cost:* 1 pp), Super-STR +10 (*Extras:* Immunity [Aging, Disease, Energy (Cold, Electricity, Fire), Exhaustion, Poison, Pressure, Starvation, Suffocation], Protection, Regeneration, Super-Senses, *Source:* Science, *Cost:* 8 pp)



Tiresias

Tiresias is a highly effective and accurate precognitive. Though physically blind, he has learned to always use his abilities to see a fraction of a second into the future, circumventing his handicap almost completely. With a touch, he can share his visions with whomever he chooses. Tiresias could, theoretically, sway a battle with precise intervention at key points in accordance with his visions, but he has never chosen to develop the skill to do so. In fact, he likes watching the physical abuse his brothers take during a fight, and would hate to cut such suffering short. On occasion, when recognized by people who he then knows are aware of his abilities, he likes to make up futures for them and tell them, either getting them not to do something that would have worked out well for his target, or instead getting them to do something he knows will end badly for the unfortunate soul. He also likes going on the internet and "ruining" sporting event outcomes, or posting winning lottery numbers so that far too many can win to make it worth even entering the lottery in question. In short, he's something of an arrogant little sadist. Like Charon, he makes it a point to never enter combat directly, instead acting as a support player, such as warning of traps or surprise attacks. When forced, he fights defensively, usually baiting his opponent and setting him up to step into others attacks, or to hurt himself "accidentally," and so on.

Tiresias: PL 15; Init +6; Defense 25 (25 Flat, 26 Mental); Spd 30 ft; Atk +6 melee (+3S Punch), +8 ranged; SV Dmg +2 [-5], Fort +2, Ref +13, Will +13; Str 10, Dex 15, Con 15, Int 16, Wis 16, Cha 14;

Skills and Feats: Concentration +9, Craft (Cook) +6, Diplomacy +5, Taunt +14; Blindsight, Dodge, Evasion, Expertise, Improved Initiative, Iron Will;

Powers: Amazing Save: Reflex +10 (*Extra:* Will, *Source:* Science, *Cost:* 2 pp), Combat Sense +2 (*Source:* Science, *Cost:* 1 pp), Precognition +12 (*Extra:* Postcognition, ESP (*Extra:* Can share with others by touch), *Source:* Science, *Cost:* 7 pp), Super-STR +3 (*Extras:* Super-DEX, Immunity [Aging, Disease, Exhaustion], *Source:* Science, *Cost:* 8 pp);

Equipment: Armor +5 (*Source:* Science, *Cost:* 1 pp)

Elysium

Elysium

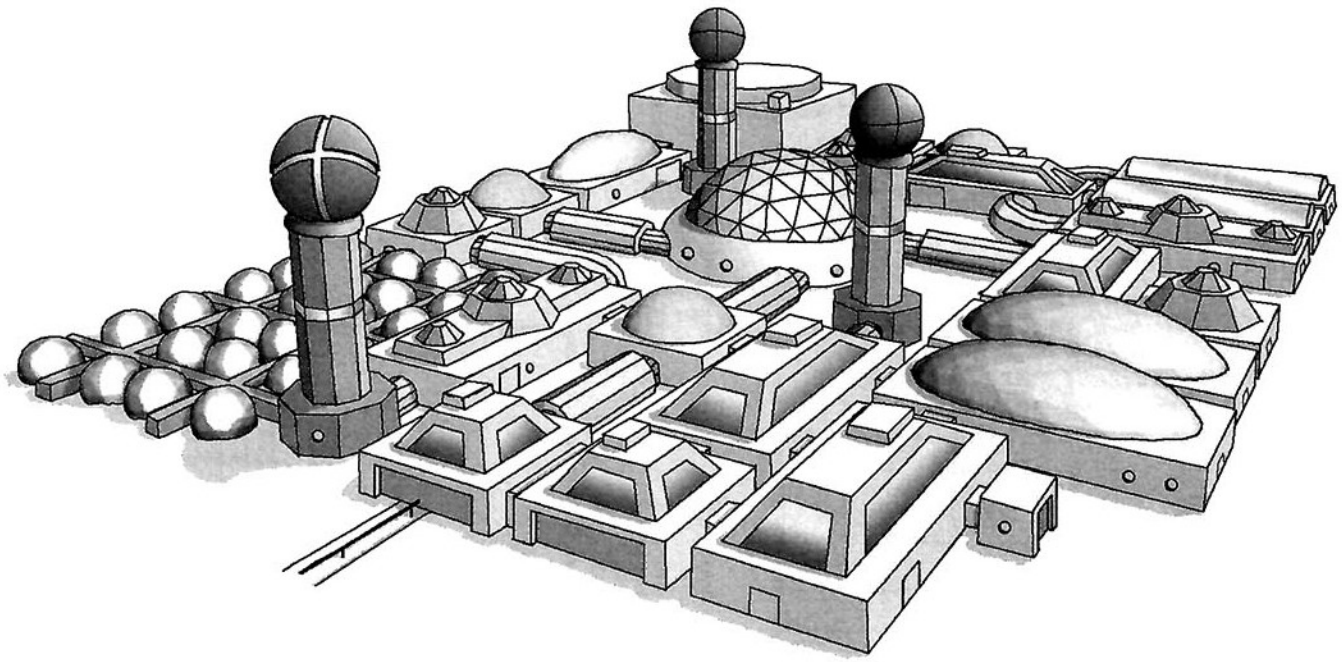
The Prometheans reside in a facility hidden on the dark side of the moon. Built by their father in the mid-'60s, the facility is still decades ahead of anything any conventional nation has managed to construct as yet, and its existence remained hidden after all of these years behind a holographic cloak that continued operating in its creator's absence. In fact, walking undetected through the halls of Goddard Station on the other side of the moon and laughing at the equipment and personnel (particularly the lack of an artificial gravity field) is a pastime that sometimes amuses the brothers. The technology curve is likely to stay disparate as Prometheus is constantly refurbishing and upgrading the facility as the whim strikes him. Should anyone have the misfortune of actually discovering the base, they will find that the weapon emplacements are every bit the same formidable technological marvel as the rest of the facility.

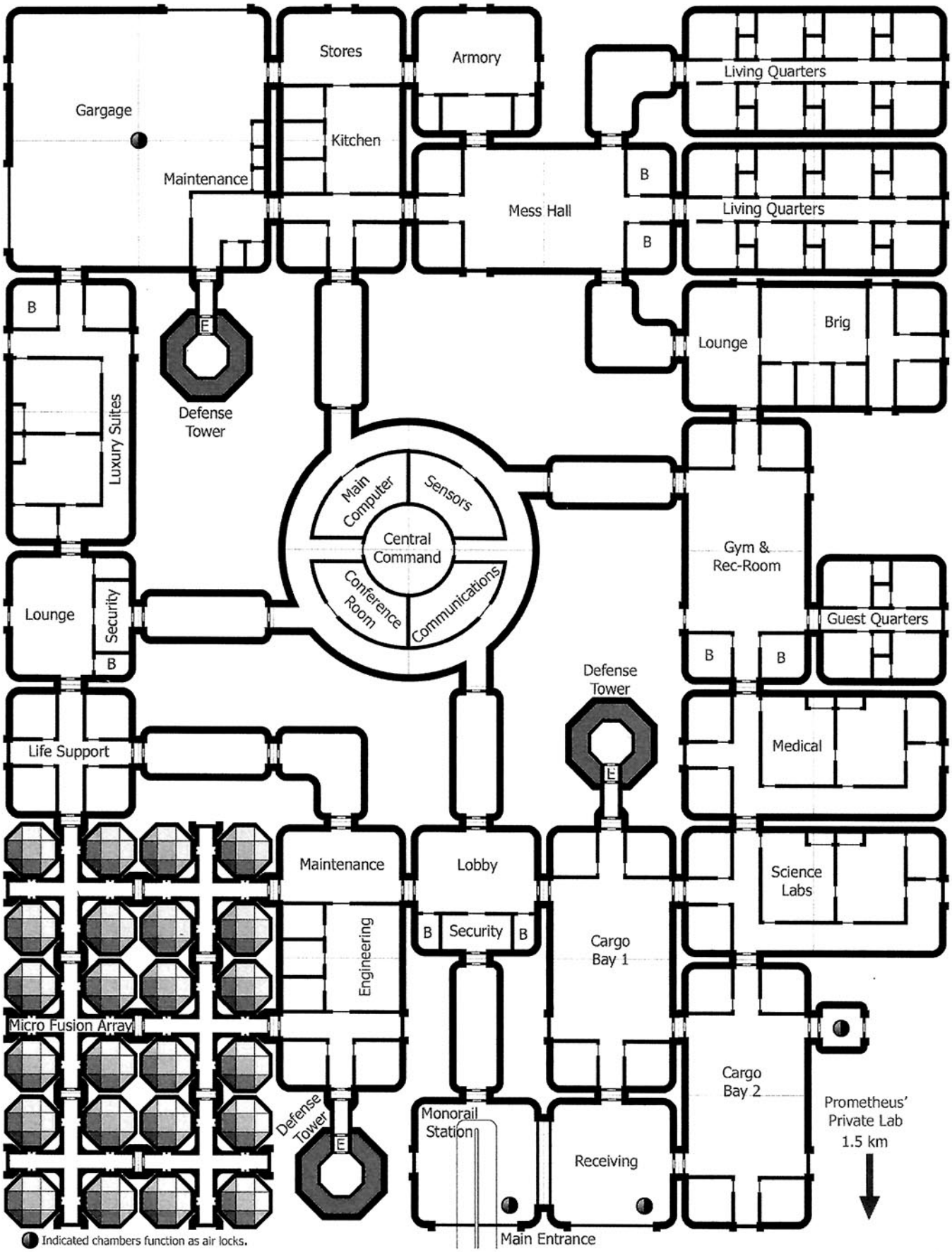
The moon base contains space for all of the Prometheans to live and train and amuse themselves. The facility is large enough that not all of it even sees use. The garage, for example remains empty, as lunar craft are unnecessary given the teleportation technology the group use. In addition to the brothers, it's also home to Delphi, the supercomputer Prometheus built in a moment of jealous pique over Algernon's successful inception.

The only part of the station that is off limits to even the brothers is the isolated lab connected only by a single monorail transit tube. The Prometheans assume their father has a good reason to keep them out of his private lab, but the curiosity weighs heavily on them. However, after Charon was painfully chastised for attempting to spy on its interior, the brothers have left their father's sanctuary unmolested.

Elysium

PL 20; Combat Simulator, Communications, Computer, Concealment, Defense System (Energy Blast +20L, *Flaw:* Fixed Locations), Fire Prevention System, Gym, Holding Cells, Infirmary, Isolated Location, Laboratory, Library, Living Space, Power System, Reinforced Structure, Security System, Staff (robots), Super power [Cloaking Device (Invisibility [*Extras:* Radar, IR]), Nanotech Regenerator Units (Healing – both on the base structure itself and the people in the proper equipment in the infirmary)], Workshop.




Stores
Armory
Living Quarters
Gargage
Kitchen
Maintenance
Mess Hall
B
Living Quarters
B
B
Brig
Lounge
E
Defense Tower
Luxury Suites
Main Computer
Sensors
Central Command
Conference Room
Communications
Gym & Rec-Room
Lounge
Security
B
Guest Quarters
B
B
Defense Tower
Life Support
E
Medical
Maintenance
Lobby
Science Labs
Engineering
B
Security
B
Cargo Bay 1
Micro Fusion Array
Cargo Bay 2
Prometheus' Private Lab 1.5 km
Defense Tower
E
Monorail Station
Receiving
Main Entrance
Indicated chambers function as air locks.

Chapter 3: Enemies

Part V: The Sinister Circle



The Sinister Circle

The Sinister Circle

Not all people or groups have the luxury of choosing the name they become known by. A case in point would be the Sinister Circle. There have been five different groups to carry that name. Not a one of them did so by choice. The first was in the mid-'60s and consisted of over a dozen of the various adversaries each of that era's Sentinels had garnered individually. As a group, this formidable force had been put together by the diminutive mastermind Dr. Prometheus (page 89) in order to deal with those Sentinels and keep them from becoming involved in stopping another of his plans. In other words, as sizable and as powerful as that first Circle was, ultimately they were nothing more than an elaborate diversion. A news report following their defeat and imprisonment dubbed them a "sinister circle" of criminals and the name simply stuck. Two more conglomerations of that era's Sentinels' enemies also found themselves saddled with the appellation. At some point, the media simply decided that any group comprised of the enemies of a complement of the Sentinels was to be called The Sinister Circle, and the tradition has simply survived, regardless of the chagrin of those involved.

Recently, the supernatural mastermind and criminal genius who calls himself Stiltskin began a similar recruitment drive, carefully selecting a team of metahuman criminals with grudges against the members of the current Sentinels and training them to work together. What his plan is, and the reasoning behind his selections, remains to be seen but what is known is that following a few skirmishes with their favorite enemies, this Sinister Circle (as the press will inevitably begin calling them) has expanded their hit list and brutally encountered a few other unlucky heroes while pursuing their leader's as yet unfathomable scheme.

Stiltskin, himself long a thorn in Troll's side, has put together the following line-up: the mercenary supersoldier Heartbreaker, presumably looking for payback on Blackheart; Crucible, using his associates to run interference while he works towards Iron Angel's downfall; Opaque and Seventh Son, longtime foes of Onyx and Brimstone respectively; Speed Metal, once again trying avenge his many defeats at Speed Demon's hands; Mean Machine, who hopes to finally make Technomancer pay the price for his public humiliation; and Phalanx, who, unable to make Hardcore's father suffer for his years of imprisonment, has transferred his anger to the son (pages 14-21 for Sentinels, and 99-106 for Sinister Circle).

The first circle, the one gathered by Prometheus as an elaborate diversion, was comprised of White Lightning and Moonshine, teenage brother and sister energy projectors that had often run afoul of Jack Frost and Hotshot; Kid Cobalt, nuclear-powered juvenile delinquent, and also an enemy of Jack and his sister; Timepiece, self-proclaimed temporal thief who, along with the sticky, shape-changing Tar Baby, numbered among The Blur's many sparring partners; The Iron Knight, delusional robot warrior with a grudge against Dynamo; I.V.A.N. the Terrible, renegade Russian machine intelligence that had learned how to hate following one too many losses at Dynamo's hands; the mutant plasma generator Manstar, finally freed from the prison Dynamo had placed him in; Fenris the Hunter, legendary shape-changing wolfen demi-god who had followed Horus back through the planes lusting for a challenge; The Eye, immortal Egyptian Sorcerer and ancient enemy of all Ra's family; Rictus, Empathic master of emotional control whose paralyzed face robbed him of the ability to express the very emotions he forced on others, and who desperately wanted to teach fear to the wise-cracking Killjoy; and The Muse, criminal mastermind obsessed with his precious arts.

Smallest and most powerful of the gatherings, the second grouping was put together by The Alchemist, archmage and sworn foe of Dynamo, who opted for quality over Prometheus' quantity. He somehow managed to get Starbane, a living fusion reactor and sentient alien superweapon, Dementia, the insane extra-dimensional mistress of time, mind, and space, and Simon Sez, psionic powerhouse with the ability to mold reality at his whim, to somehow all work together. Well, show up at the same time to attack their enemies, anyway. This group only lasted for the duration of one afternoon and one fight, but what a fight it was.

Oddest, last to face the second Sentinels team, and least logical of the incarnations of this group, the third set were brought together on a whim by the dread Starbreed known as Lord Erebus, who hated all of the team, but Horus with the greatest passion. Apparently Erebus wanted to gather a more detailed set of data on how the Sentinels operated, and opted for the direct approach in gathering said information. In addition to his man-dragon ally and fellow Starbreed Drakko, who had a score to settle with the expatriate Atlantean prince Sea Devil, Erebus brought together a cross-section of people he knew to be Sentinels' enemies. The telepathic Mother Mayhem, looking for revenge on the Blur; Warhead, one of the many Russian soldiers wearing that suit of combat armor, this one with a major hate-on for Dynamo in particular; Deadpan, mutant master of disguise, and long-time nemesis of Troubleshooter; Nocturne, shadowy thief with a love-hate relationship between her and Killjoy; and the original Dr. Grimm, psychotic genius with a fixation on fairy tales who returned time and again to test Killjoy's wits in addition to his speed.

The first group to carry the name in almost twenty years was gathered by the Quantum Mechanic, the nanotech gadgeteer who claimed to come from the future and who didn't appreciate being upstaged by Technomancer. It included Control Freak, a mutant with the ability to mentally animate, warp, and transmute any matter he touches. Krasnoivolk ("Red Wolf"), the same enhanced werewolf that had fought for his Russian homeland in World War II and later as a member of the soviet's Crimson Cadre, was an easy recruit as he blamed Brimstone for his son's death at the mage's hands – unable to accept that his son had become an insane killer that had left Brimstone little choice. The wolf brought with him his former teammate Warhead, last of the wearers of that series of combat armor, and who had suffered a mental breakdown with the dissolution of his beloved government; this Warhead looked at Troll as a traitor to the motherland whose treason could no longer go unpunished. Black Angel, whose fiery black aura and the superhuman speed and flight it grants are the result of a demonic pact, was every bit as eager when it came to a chance to strike at Speed Demon. The fast moving Dreadnought, whose superhuman strength is enhanced by his armored suit which the Magi had partially copied from Speed Metal and which greatly increases his movement speed, also came with no need for negotiation after being promised another shot at Hardcore. Sundance's old enemy The Hellfire Kid, demonic gunslinger extraordinaire, came looking for the Quantum Mechanic, somehow aware of the team's formation without ever having been contacted. And Lament, psychic sadist and telepathic thief, was the easiest recruit of all, her hatred for Iron Angel having long since seeped into the pathological. The combined efforts of this grouping gave the modern Sentinels the hardest fought challenge they had faced up until that time, with victory only achieved through cunning tactics and a goodly amount of luck.

STILTSKIN

LEVEL	Precognitive Trickster Gnome	HERO
12		6

STR	8	-1
DEX	18	+4
CON	10	+0
INT	20	+5
WIS	18	+4
CHA	16	+3

DMG	PROT
+0	-5
FORT	T-PORT
+0	25 ft
REF	INIT
+9	+9
WILL	M.PROT
+9	N/A

MELEE
+3 (-1S Punch)

RANGED
+8 (+5L Sling)

MENTAL
+8 (+5 Spells)

DEFENSE
21 (17 Flat, 21 Mental)

SKILLS
Bluff +16, Concentration +10, Diplomacy +16, Gather Information +14, Hide +12, Innuendo +14, Knowledge (Magic) +16, Listen +10, Move Silently +12, Search +16, Sense Motive +10, Sleight of Hand +12, Spot +10, Taunt +14

FEATS
Assessment, Dodge, Evasion, Immunity [Aging], Leadership, Mystic Awareness, Talented (Bluff, Diplomacy, Hide, Move Silently), True Sight

POWERS
Precognition +5 (*Extras:* Combat Sense, Deflection, Super-DEX, Super-WIS; *Flaw:* Restricted – Material Ward (Straw); *Source:* Mystical; *Cost:* 10 pp)
Sorcery +5 [Mind Control, Force Field, Telepathy, Illusion, Slow, Shape Shift, Teleportation] (*Flaw:* Restricted – Material Ward (Straw); *Source:* Mystical; *Cost:* 6 pp)
Shrinking +6 (*Flaw:* Permanent; *Source:* Alien; *Cost:* 1 pp)
Super-INT +10 (*Extra:* Super-CHA; *Source:* Training; *Cost:* 3 pp)

EQUIPMENT
Sling [Weapon (Ranged) +5, *cost*: 1 pp]

DESCRIPTION

Stiltskin is a magical gnome. He is indeed the famed Rumpelstiltskin of legend, who spun straw into gold, and who was foiled by the girl who guessed his name.

Times change, and so do magical restrictions. Stiltskin was stripped of his magical powers for a time once his True Name had been revealed through his own carelessness. But, once his century of probation had passed, he was able to appeal his case before the Seelie Court, who bestowed magical powers upon him once again, but this time decreed that instead of his True Name, his magic would now be blocked by the very substance which he had used so frivolously – straw. This time around, Stiltskin is much more careful about keeping his magical restriction a secret.

Stiltskin has caused much mischief down through the centuries, and has had his share of opposition. But none has irked him more than Troll, the magically strong Sentinel. Since Stiltskin relies so much upon trickery and stealth, Troll's ability to smell magic has proved to be his foil. After his third humiliation at the hands of the ugly brute, Stiltskin organized the primary archenemy of each of the Sentinels into the newest incarnation of The Sinister Circle.

Through trickery, bribery, and blackmail, the tiny trickster was able to gather the ne'er-do-wells in a collaborative effort to defeat The Sentinels. So far, their success has been minimal, largely as a result of poor teamwork on the part of Stiltskin's team.

Stiltskin himself is tiny, just a shade under two feet tall, and weighing just under ten pounds. His fey nature grants him various mystical powers, primarily the ability to see briefly into the future, an advantage which he uses in myriad ways.

Stiltskin is also a flexible sorceror. Not the most powerful, by any means, but since he focuses on illusion and trickery to achieve his ends, his magicks are more than adequate for most situations.

Stiltskin's greatest asset, however, is his devious mind. He's quite cunning, and formulates complex schemes for mischief, conquest, and revenge.

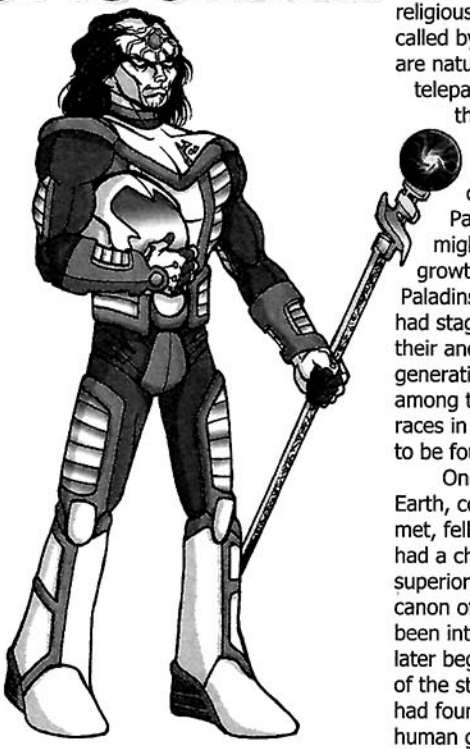


QUOTE
"Ye'll not get away so easily, me bucko!"

RACE	SEX	HT	EYES
Gnome	M	1'11"	Green
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	?(997)	9½#	Red

PUBLIC KNOWLEDGE	
5	
10	Fairy tale legend
15	Cunning magician
20	
25	
30	His magic is somehow restricted
35	
40	Straw blocks his magic

CRUCIBLE



QUOTE
"Hairless monkeys with delusions of grandeur – I'm supposed to be impressed with *that?*"

RACE	SEX	HT	EYES
Saeduun	M	5'11"	Mauve
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	?(220)	191#	Black

PUBLIC KNOWLEDGE	
5	Powerful psi
10	Hates Iron Angel
15	Claims to be an alien
20	Arrogant racist
25	
30	

DESCRIPTION

The Saeduun were an ancient race when Earth's last ice age covered the land under a frozen mantle. They trace their civilization back over 200 millennia to the fall of the Acathii progenitors, whom they look upon as almost religious figures. The Saeduun, or "Pale Ones" as they are called by many of the other races with whom they deal, are naturally psionic as a species, with a long tradition of telepathic and telekinetic development. Oldest among their traditions still observed is the warrior brotherhood The Paladins of the Inner Stars, or simply The Paladins, and their place as the defenders of Saeduun law and culture. It was the Paladins who first brought to the attention of the mighty Commonwealth the state of their continuing growth as a people. As the keeper of such records, the Paladins knew that their race's evolutionary development had stagnated, that their best Psi-talents were shadows of their ancestors' strength, and grew weaker every generation. They proposed that teams of scientists spread among the stars to study the younger and less-developed races in order to determine if there was a biological "key" to be found that could renew their own evolution.

One such scientist was hidden among the peoples of Earth, cosmetically disguised to pass as one of them. He met, fell in love with, married, and much to his surprise had a child with a human woman. This shocked his superiors as much as it shocked him, as it was a long-held canon of Saeduun medical science that they had never been inter-fertile with any other species. When the child later began to manifest Psi abilities markedly above those of the strongest Saeduun living, the Paladins thought they had found if not the key itself, at least its location – the human genetic structure. But one of the oldest and most respected of the order spoke out against this idea. Ce'Te'Vaal had been one of the opponents of the search from its beginning and was appalled at the mating of one of his people with a "lesser life form." The Saeduun, he said, were the highest order of creation and it was an abomination to sully their perfect genetics with the fruit of those he deemed little better than beasts. He was shouted down in his opposition, just as he had been before the search had begun. He tried time and again over the following years to have the child destroyed and her father removed back to Saeduun Prime to be tried and imprisoned, but he was ignored. Eventually he decided to take matters into his own hands. Donning his family's ancient battle armor and stealing a ship, he himself went to Earth to prove to the Order that they grossly overestimated the abilities of the half-breed trash, Sarah Thompson (a.k.a. Iron Angel, page 17). He failed in his self-appointed mission. Instead of humbling the half-breed and killing her, he was thoroughly defeated in fair and honorable combat at her hands. This was the final outrage, and something within him snapped. Since that day, Te'Vaal, or Crucible as he has begun calling himself, has worked tirelessly toward not only destroying Iron Angel, but obliterating the world that gave her life.

LEVEL 15	Alien "Purist"	HERO 8

STR	15	+2
DEX	15	+2
CON	15	+2
INT	16	+3
WIS	18	+4
CHA	16	+3

DMG	PROT
+4	-10
FORT	**FLY**
+4	50 ft
REF	**INIT**
+2	+6
WILL	**M.PROT**
+6	-6

MELEE
+7 (+8L Strike)
RANGED
+7 (+10L Energy Blast)
MENTAL
+10 (+6S Mental Blast)
DEFENSE
17 (15 Flat, 19 Mental)

SKILLS

Diplomacy +5, Hide +5, Language: English (Saeduun Standard is native), Listen +5, Move Silently +5, Pilot +7, Profession (Paladin) +10, Sense Motive +10, Spot +7

FEATS

Attack Focus (Mental), Dodge, Expertise, Improved Initiative, Immunity [Aging, Disease], Indomitable Will, Iron Will, Power Attack, Psychic Awareness, Toughness

POWERS

Telekinesis +6 (*Extras:* Deflection, Grapple, Strike, *Source:* Alien, *Cost:* 5 pp)
Telepathy +6 (*Extras:* Illusion, Mental Blast, Mental Protection, *Source:* Alien, *Cost:* 5 pp)

EQUIPMENT

Armor +10 (*Extras:* Immunity [Energy (Cold, Electricity, Fire, Gravity, Radiation, Sonic, Vibration), Poison, Pressure, Suffocation], Energy Blast, Flight, Invisibility, *Source:* Science, *Cost:* 5 pp), **Staff** [Weapon (Ranged) +10 (*Stunts:* Penetrating Attack x2, *Source:* Science, *Cost:* 1 pp)]

Crucible is a racist fanatic, absolutely convinced of his species' innate superiority over all others. He hates humanity with a passion only surpassed by his singular hate of Iron Angel and her father. The Saeduuns have tried several times to capture him so that he can be treated for what they consider his mental illness. He has always escaped or eluded them, returning to Earth. His ambition is nothing less than genocide, and he can barely tolerate the presence of non-Saeduuns around him. In addition to psionic abilities of his own, somewhat more powerful than the norm for his race, including being able to form a telekinetic sword and shield (traditional for the Paladins), he wears a highly sophisticated suit of powered armor and carries a thin staff that projects intense microwave bursts. As an elder member of a militant order, he has also had extensive combat training.

HEARTBREAKER

LEVEL	Pheromone-Based Supersoldier	HERO
15		8

STR	16	+3
DEX	16	+3
CON	16	+3
INT	12	+1
WIS	16	+3
CHA	18	+4

DMG	PROT
+8	-5
FORT	RUN
+8	50 ft
REF	INIT
+8	+12
WILL	M.PROT
+5	N/A

MELEE
+10 (+8S Punch)

RANGED
+11 (+10L Big Gun)

DEFENSE
25 (17 Flat, 20 Mental)

SKILLS
Demolitions +5, Disable Device +5, Drive +5, Hide +10, Listen +10, Move Silently +10, Profession (Mercenary) +8, Sense Motive +9, Spot +10, Taunt +10

FEATS
Attack Focus (Ranged), Attractive, Dodge, Evasion, Expertise, Improved Initiative, Instant Stand, Power Attack, Rapid Shot, Rapid Strike, Surprise Strike, Takedown Attack

POWERS
Mind Control +10 (*Extras:* Area, Continuous, Super-CHA (*Flaws:* Men Only, Emotions Only, One Command Only [Love me slavishly]), *Source:* Science, *Cost:* 2 pp)
Super-STR +5 (*Extras:* Super-DEX, Super-CON, Immunity [Aging, Disease, Energy (Cold), Exhaustion, Poison], Regeneration, Super-Senses, *Source:* Science, *Cost:* 13 pp)

EQUIPMENT
Armor +5 (*Source:* Science *Cost:* 1 pp), **Big Gun** [Weapon (Ranged) +10 (*Source:* Science, *Cost:* 1 pp)

DESCRIPTION

Madeline "Maddy" Price grew up in a cold and loveless household, the daughter of a man who had wanted a son and blamed Maddy for her mother's death during childbirth. Throughout her life, Price worked twice as hard as anyone around her, just to prove to her father that she was good enough. She never succeeded. On his deathbed, his last words were that at least he wouldn't have to endure her presence anymore.

Unsure of what to do with her life without her father indirectly driving her, Maddy joined the army. Again she was surrounded by people she had to prove herself to, and she took to it readily. Her determination and pathological work ethic served her well and she excelled. Eventually she came to the attention of a group of high-ranking officers responsible for the top secret supersoldier program, Project Nine (Prodigal, page 71, The Ghoul, page 112). When presented with the opportunity, she didn't hesitate for even a moment. The regrets came later. After finishing the last series in the treatments, she went into convulsive shock, followed by a coma.

While she was comatose, her body underwent several changes, as did her brain chemistry. Price was a latent telepath, unbeknownst to her or to the project team. The project's genetic tampering activated this ability, but damaged the areas of the brain responsible for it – warping the talent. About halfway through her coma, she temporarily awakened, though in a berserker state. She seriously injured several soldiers, and ended up in heavy restraints before slipping back into a coma. When she woke up the second time, she was lucid, but still restrained. She asked an orderly to help her and he did. Immediately. He jumped to the task with gusto, and then backed away blushing, unable to look at her. Just talking to the other doctors and soldiers had the same effect. Attraction that went beyond simple attraction; their reactions bordered on worship. As she left the main medical wing she found herself surrounded with besotted men falling over themselves to do anything for her she asked. And then she ran into one of the female doctors assigned to the project. This person reacted normally, though astounded by what she saw. Afraid that the woman would raise an alarm about her being out of bed, Price grabbed her shoulder and spun her around, intending to talk to her. She then discovered that she was very, very strong, as the doctor went spinning off her feet and into a wall, the impact knocking the doctor out cold. Panicking, Maddy fled the facility, ably assisted by all the males she encountered along the way.

Once she had made it back to her home, Maddy reappraised the situation. She found that she had liked the reactions she had gotten. She certainly enjoyed the enhanced strength and speed she was displaying. Captain Price quit the army then and there (though her superiors viewed this action somewhat differently), and left the area. She initially stole what she needed and kept moving. Eventually she discovered that people were willing to pay her for what she could do, and Heartbreaker was born.



QUOTE
"Don't pay any attention to the gun, sweetie. Just come out here and give us a kiss."

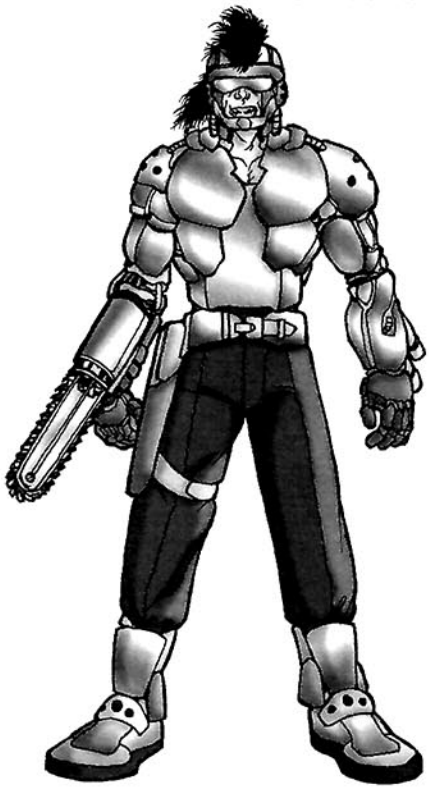
RACE	SEX	HT	EYES
Human	F	5'8"	Blue
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	30	125#	Blonde

PUBLIC KNOWLEDGE	
5	
10	Mercenary criminal
15	Wanted by US government
20	
25	Former soldier
30	Product of Project Nine

Madeline Price was an athletic, if mousy, blonde who had never taken much interest in her appearance. Heartbreaker (who has developed as an almost distinct new personality in her own right) capitalizes on all her assets. Properly presented, Price is a very attractive woman, whose natural appearance is grossly exaggerated in the minds of any men who encounter her – to them she is beautiful beyond the power of words to describe. She wears hi-tech, form-fitting body armor in various shades of red and white. Heartbreaker is almost never without a very large and serious looking piece of firepower. Her combat skills are all that might be expected from a former top-notch Special Forces officer, and now improved by her mercenary experience.

Heartbreaker's physical abilities have been augmented. In addition to her superhuman strength, speed, and senses, she also possesses limited psionic ability. Any male coming within 50 feet of her is subject to a constant telepathic command that she must actually concentrate to mute. The command is to love her, absolutely and slavishly. She revels in the control and attention this power generates.

MEAN MACHINE



QUOTE
"Time to bleed, little man."

RACE	SEX	HT	EYES
Human	M	6'4"	Artificial
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	38	520#	Black

PUBLIC KNOWLEDGE	
5	Former Sentinel
10	Hates Technomancer
15	Has killed several metahumans
20	Generally causes a lot of property damage
25	
30	

DESCRIPTION

Curt Weathers still doesn't know why The Assembly (page 109) chose him. Out of the thousands of people The Assembly captured as hostages during one of its many assimilate-the-world attempts, Curt was one of the few that it used a lab experiment in creating cyborg minions. Most of those it chose died, but Curt had always been the toughest person he'd ever known. In fact, he prided himself on it. He survived the rapid and agonizing surgical implantations with his mind intact. Mostly. He was rescued from digital slavery shortly thereafter by the intervention of The Best Man (page 56) and a few of the Sentinels (page 5).

It took the hospitals months of examining before they had no choice but to pronounce him healthy. Half-machine, with no chance of regaining his humanity, but healthy nonetheless. Of course, he couldn't go back to work for his construction company. After one look at him, the company sent a legal representative to blather on about health insurance coverers objecting and half a hundred other things that Curt droned out on after a few minutes. The point was, and he understood it clearly, they didn't want him there. It was something he got used to over the following weeks – the words were different, but the point always stayed the same. Finally, not knowing where else to turn and having no idea where rent and food money were going to be coming from, he took the first offer he was made, to play the part of rent-a-thug. Just stand around and look intimidating. No problem. Until the two-bit wannabe that had hired him snafued his masterplan and brought down the cops – and then took hostages. Curt could handle looking the part, but when it actually came down to hurting innocent people, he balked. His employer folded over on the first punch.

For a few weeks, he was something of a celebrity; VILLAIN SEES LIGHT/SAVES DAY read the headlines. The prosecutors dropped most of the charges, indicting him only for the lesser offenses – for which he received a slap on the wrist. Many people in the city looked at him as some kind of underdog, some kind of hero, just for showing a conscience. Curt didn't understand it, but he went with it. Went with all the little perks, like getting paid to stand in the background in commercials – good money, and very easy.

Over time he did more and more of the corporate sponsorships. Occasional encounters with no-name second rate metacriminals set up by his sponsors, continued to enhance his reputation, especially with a corporate officer or two helping the presentation. Eventually, one of his sponsors finagled an even higher profile "gig." Early in their career, the current Sentinels made the mistake of taking assistance from a few government and corporate organizations. During that period, one of those sponsors attached strings – and they wanted Mean Machine (as he had become known) on the team. Weathers suddenly found himself in the bigtime.

Unfortunately for Curt, there were two problems. The first was that he now had to do more than just act the part; he was facing real opponents who actually wanted to kill him (and the others). The second was that the constant activity was putting a strain on his systems – his neural interfaces started to affect his brain chemistry. He found it harder to control his temper, and experienced extreme mood swings. One punch was no longer as satisfying as administering a good beating. After a particularly brutal episode ending in severe hospitalization for a couple of opponents who didn't have it coming, he was suspended from the group and faced the very real likelihood of assault charges. He responded violently, but before either Hardcore or Sundance could intervene, Technomancer overrode Curt's systems. He was shut down, quickly, completely, and in a humiliating fashion. Something inside him died in that shame, and when he had control again he escaped custody, determined that he would never again dance to someone else's tune.

Though he's often worked for other people since his psychotic breakdown, he's always been the one to dictate the terms. Mean Machine will work for anyone who meets his steep prices. Gone are the days of the sympathetic anti-hero, as well as the conscience that spawned them. He reserves a special hatred for Technomancer and other cyberpaths, who he'll target first if he has the option. He also responds with incredible violence whenever he feels he's been embarrassed or deceived. Mean Machine is a large and intimidating (obvious) cyborg with a number of weapons attachments. Over the years, he's occasionally accepted payment in the form of upgrades to his systems. He's superhumanly strong, fast, and durable, and his Omnium-tipped chainsaw can cut through most obstacles, regardless of their construction. He's an accomplished brawler, but seldom displays any real grasp of tactics.

LEVEL 15	Cyborg with a Bad Attitude	HERO 8

STR	18	+4
DEX	16	+3
CON	18	+4
INT	10	+0
WIS	13	+1
CHA	16	+3

DMG	PROT
+11	-5
FORT	**RUN**
+9	70 ft
REF	**INIT**
+8	+12
WILL	**M.PROT**
+1	N/A

MELEE
+11 (+18L Chainsaw)
RANGED
+9 (+11S Energy Blast)
DEFENSE
24 (16 Flat, 17 Mental)

SKILLS
Computers +3/+8, Disable Device +3, Gather Info +8, Hide +5, Intimidate +8, Move Silently +5
FEATS
All-Out Attack, Amphibious, Attack Focus (Melee), Darkvision, Dodge, Durability, Expertise, Improved Disarm, Improved Initiative, Infamy, Power Attack, Radio Broadcast, Radio Hearing, Startle, Surprise Strike, Toughness
POWERS
Energy Blast +11 (*Source:* Science, *Cost:* 2 pp) **Cyborg Body** [Super-STR +8 (*Extras:* Leap, Running, Super-DEX +5, Super-CON +5, Protection +5; Natural Weapon +6, Datalink +5, *Source:* Science, *Cost:* 14/13/6 pp)]

OPAQUE

LEVEL		HERO
14	Ultraviolet Projector	7

STR	12	+1
DEX	16	+3
CON	14	+2
INT	18	+4
WIS	14	+2
CHA	16	+3

DMG	PROT
+2	-12
FORT	FLY
+2	60 ft
REF	INIT
+3	+3
WILL	M.PROT
+2	N/A

MELEE
+6 (+1S Punch)

RANGED
+9 (+12S/L Energy Blast)

DEFENSE
19 (16 Flat, 18 Mental)

SKILLS
Computers +12, Craft (Laser Technology) +15, Disable Device +12, Profession (Research Scientist) +5, Science (Electronics, Optics, Physics) +12, Search +11

FEATS
Aerial Combat, Attack Focus (Ranged), Attractive

POWERS
Super-INT +5 (*Source:* Training, *Cost:* 2 pp)

EQUIPMENT
Laser Battle Suit [Energy Control (Light) +12 (*Extras:* Deflection, Energy Blast, Energy Field, Energy Shapes, Flight, Force Field, Invisibility; *Stunts:* Energy Control (Darkness), Dual Damage, *Source:* Science, *Cost:* 9 pp)]

DESCRIPTION

Claudia Weiss always had a reputation as diligent and dedicated to her work. Her work had been her life for as long as she could remember. It was that level of dedication that brought her to the attention of Kessler Technodyne's management. She rapidly rose through the ranks of their project managers before finally being given her own design team. Project Kaleidoscope was their first major assignment – an experimental battlesuit using exotic applications of laser technology as the primary design frame.

The project was a mixed success. Claudia and her team succeeded in developing some very effective applications of the various laser systems, even to the point of creating a way for the suit to efficiently use other electromagnetic energies to channel through the laser array. Anything from microwaves to IR emissions could be converted to power for the lasing process. They were even able to take this idea a step further and use the laser array to manipulate magnetic fields – in effect creating a very high powered gravity lens. Theoretically, this would have let the suit wearer fly. "Theoretically" being the key word, as the suit part of the equation was the problem.

The design team hadn't been able to resolve a number of problems with the cybernetic interface – it wasn't fluid enough, nor could it provide the interface speed the wearer would need to control the incredibly complex systems involved in the suit's capabilities. Nothing they tried seemed to solve more than a few of the many problems. The time involved stretched out and cost overruns became an issue. Claudia began to panic. She was certain, despite the many lucrative advances that her team had developed during their work on Kaleidoscope, that her employers would still consider it a failure – her failure. She had several ideas all her own on how to "fix" the interface, but her coworkers and her superiors had all decried them as too radical and far too dangerous. On the verge of a nervous breakdown because of the pressure she put on herself, Weiss snuck back into the labs late one evening, after everyone else had gone home. It took most of the night, but she made the modifications she wanted on the suit's control systems and power harness. It only needed a few tests before she could show it to anyone. She put on the harness and then connected the suit on over that. The first few tests went perfectly. The suit functioned exactly as she had intended and she felt vindicated. Then the discomfort began. Before she could disengage the suit, the discomfort became pain, and then agony – strong enough to drive her unconscious.

When Claudia woke up, she was in the hospital. She was told that the harness had apparently fused to her body, integrating itself into her nervous system. It couldn't be removed without killing her, at least not in the opinion of the surgeons consulted. Further, her employers were quite upset. Not only was she facing termination of her employment, but they were also considering a number of charges. She cried herself back to sleep. She woke much later that evening, when she felt a feather light touch in her mind. She got of bed and went to the window – floating outside of her window was the suit. Somehow she had called it to her while she slept, and it had responded automatically. She brought it in and put it on, leaving the hospital and her old life behind her. She spent the next few days acclimating herself to what the suit could really do with her in control, and then began to take out some "stress release" on her former employers. When the heroine Onyx intervened, Claudia discovered that she enjoyed the exhilaration of the fight and using the suit in extreme conditions. She introduced herself to her opponent as "Opal," after the color of the light she was omitting, but a nearby reporter heard her incorrectly and called her Opaque in his report. The name stuck, and she has gradually gotten use to using it.

Opaque has a cybernetic harness, lightweight and about the size of a thin vest, fused to her torso. Over the years, she has modified the suit to be smaller and more comfortable; it's now easily mistaken for just another costume. Using the suit, she has a broad range of light manipulation powers, including the ability to destructively interfere with light emission over an area, an intense laser blast, and something she calls "hard light" – focusing a light construct through a gravitic lens to give it something approximating substance. She is extremely intelligent and resourceful, and very versatile in using her abilities. The fusion with the interface has also changed her personality somewhat, instilling a less stable element and a far more "flexible" moral outlook.

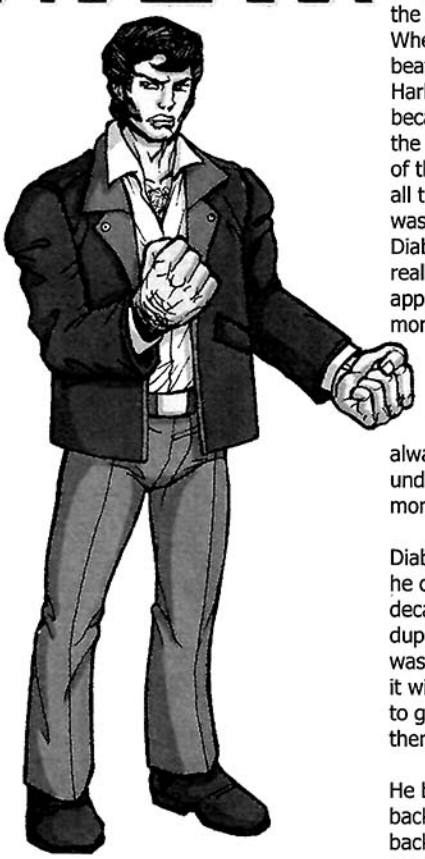


QUOTE
"Tell me, have *you* seen the light?"

RACE	SEX	HT	EYES
Human	F	5'8"	Brown
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	33	132#	Purple

PUBLIC KNOWLEDGE	
5	
10	Light-based battlesuit
15	Major hate-on for Onyx
20	Top-notch scientist
25	
30	

PHALANX



QUOTE
"Dig this, cat. You're outcooled. Like, hopelessly, ya know?"

RACE	SEX	HT	EYES
Human	M	6'5"	Brown
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	25(68)	300#	Black

PUBLIC KNOWLEDGE	
5	Superhuman thug
10	Been around for a long time
15	Antiquated speech
20	Major grudge against the Steeles
25	
30	

DESCRIPTION

Mike Hertzog had only ever been good at two things: breaking legs and riding motorcycles. Luckily for him, he came of age during a time when that was a very popular image. He celebrated his 21st birthday by sneaking into the Bijou to see the opening of *Rebel Without a Cause*. When he wasn't drinking, thinking about drinking, or beating people up for beer money, he was riding his Harley, the one true love of his life. Slowly but surely, he became known to the right people as a legbreaker worth the money. So when he started doing thugwork for a few of the costumed crowd, not many of his few friends were all that surprised; after all, that was where the real money was. Eventually, he started working for this guy named Diablo, Dr. Diablo. The guy was strange, but he paid really, really well, so Mike didn't care. One day, the doctor approached Mike with a proposal – he'd pay Mike more money than the big man had ever seen in one setting if Mike would only help out in an experiment. If it succeeded, Mike would be even stronger than he already was, strong enough to stand up to some of that other costumed crowd – the ones that were always interfering with Mike's good times. Not really understanding the potential problems, and liking the money, he agreed.

The experiment succeeded. When Mike came out of Diablo's lab, he was immensely strong, the strongest thing he or anyone else had ever seen or would see for decades. And there was a bonus – he could make duplicates of himself. At first, this only happened when he was excited or stressed, but soon Mike learned how to do it with just a little mental effort. He even had a cool name to go with his powers. Diablo called him Phalanx (and then explained what it meant). He was in the big time.

Then Doc Steel beat him and put him behind bars. He broke out. The Journeymen beat him and put him back. He broke out. The Sentinels beat him and put him back. And so on. After a few years, Mike found himself in a prison actually designed to hold people like him. He was told that he had Steel and a few other eggheads to thank for it. He still managed to ride along with a few larger jailbreaks on occasion, but they were fewer and far between. Sometimes even years apart. Mike noticed that he wasn't really aging, that he looked pretty much as he had since his career as high-powered muscle-for-hire began – he could afford to wait, even if he didn't like it much.

And so he continues to get out, one way or another. And he continues being put back in, one way or another.

Phalanx possesses vast superhuman strength and durability. In addition, he can psionically generate exact duplicates of himself. Many of them. Unlike some other duplicators, Mike can only make exact duplicates – he's never bothered to learn much more control than that. He's an effective brawler, and he's never seen the need to learn any techniques more complicated than hit and hit again. Phalanx isn't a stupid person; he just doesn't see the need to tax his brain when violence has always been an effective solution to most problems he's faced. He's spent most of the last 40 years cycling in and out of different prisons, and is a little out of touch with the modern world. As far as he's concerned, cool reached its natural pinnacle during his early twenties, and everything's been downhill since. He therefore takes a very dim view of people who don't appreciate his pompadour.

LEVEL 12	An Army of Super-Thugs	HERO 6

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

DMG	PROT
+18	N/A
FORT	**RUN**
+18	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+0	N/A

MELEE
+10 (+16S Punch)
RANGED
+6
DEFENSE
15 (14 Flat, 14 Mental)

SKILLS
Drive (Motorcycles) +5, Repair +3, Hide +3
FEATS
Attack Focus (Melee), Great Fortitude, Immunity [Aging, Disease], Improved Teamwork (page 125), Power Attack, Rapid Healing, Toughness
POWERS
Duplication +12 (*Extras:* Absorption Healing, Horde (x2), *Flaws:* Full Power, Real Duplicates, *Source:* Science, *Cost:* 3 pp) **Super-STR +12** (*Extras:* Super-CON, *Source:* Science, *Cost:* 7 pp)

SEVENTH SON

LEVEL		HERO
15	Mage-Slayer	8

STR	20	+5
DEX	16	+3
CON	16	+3
INT	15	+2
WIS	18	+4
CHA	16	+3

DMG	PROT
+8	-11
FORT	T-PORT
+6	40 ft
REF	INIT
+6	+7
WILL	M.PROT
+6	N/A

MELEE
+11 (+13L Sword)

RANGED
+9 (+8S/L Spells)

MENTAL
+10 (+8 Mind Control)

DEFENSE
19 (16 Flat, 20 Mental)

SKILLS
Concentration +10, Disable Device +4, Gather Information +5, Hide +8, Knowledge (The Occult) +8, Language (English; Romanian is native), Move Silently +8, Open Lock +5, Profession (Witchhunter) +10, Sense Motive +12

FEATS
Blind Fight, Improved Critical (Sword), Improved Initiative, Indomitable Will, Iron Will, Move-By Attack, Mystic Awareness, Power Attack, Rapid Healing, Track

POWERS
Sorcery +8 ([Element Control (Fire), Force Field, Comprehend, Invisibility, Paralysis, Incorporeal, Teleportation]; *Stunts:* Mind Control, Neutralize, Energy Blast, *Source:* Mystical, *Cost:* 7 pp)
Super-STR +3 (Super-DEX, Super-CON, Protection, Regeneration +2, *Source:* Mystical, *Cost:* 12/11 pp)

EQUIPMENT
Sword of Wrath [Weapon (Melee) +5 (*Stunts:* Penetrating Attack (x3), *Source:* Mystical, *Cost:* 1 pp)]

DESCRIPTION

The Vozich family has a long tradition in a very specialized profession. They're witch hunters. Not the kind of faith-blinded fanatics who view all practitioners of the art as profane and evil; no, the Vozich family is simply pragmatic – they spotted a niche and long ago staked it out as their own. Good, evil, they couldn't have cared less at any point. The only thing that's ever mattered is whether or not someone was willing to pay the asking price for bringing the poor soul in dead or alive (preferably dead; that's always easier and less risky). This was the atmosphere into which little Janos was born.

Until very recently, he'd never done his family anything less than proud. Janos took a commission from one of the many people that the Sentinel known as Brimstone (page 15) had offended. His client wanted the mage dead. Slowly, painfully dead. Janos made the trip to America to find and complete his commission, as hired, to the letter. For the first time in his life, Janos, or Seventh Son as he's known in the mystical community, failed. His family was less than understanding, and the shame burns in Janos day and night. He continues to take contracts in North America now mostly so he can continue to watch Brimstone. Watch, and plan, and wait.

Janos Vozich is the latest in a long line of professional witchfinders and mageslayers. He's very good at it, as he's been raised for the role since he was old enough to walk. The Vozich family are very accomplished workers of the art themselves (they sort of have to be considering what they do) and Janos has benefited in both training and "gifts." He's an adept sorcerer with a broad repertoire of spells gleaned from the many, many spellbooks his family has taken off their fallen targets over the years. He's been the subject of rituals which have enhanced his physical abilities to impressive levels. And he carries the Sword of Wrath, an ancient and highly enchanted blade capable of cutting through practically anything. More dangerous than just the sum of his abilities, Janos is methodical, a resourceful planner, and absolutely ruthless in the pursuit of a commission. He will use any and all means he deems appropriate, and so long as he doesn't endanger his kin with unnecessary publicity, he has no appreciation of the concept of collateral damage.

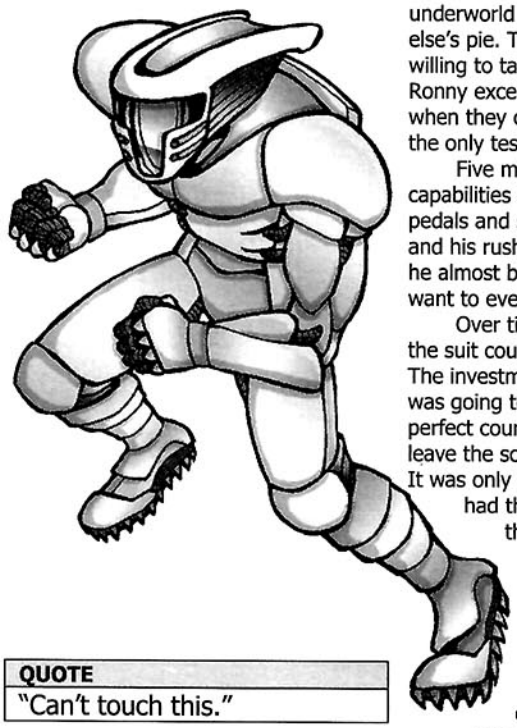


QUOTE
"Sorry, mercy wasn't in the contract."

RACE	SEX	HT	EYES
Human	M	6'6"	Green
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	40	360#	None

PUBLIC KNOWLEDGE	
5	
10	
15	
20	Hitman of some kind
25	Specializes in mystic types
30	

SPEED METAL



QUOTE
"Can't touch this."

RACE	SEX	HT	EYES
Human	M	5'9"	Blue
GROUP	**AGE**	**WT**	**HAIR**
Sinister Circle	29	181#	Red

PUBLIC KNOWLEDGE	
5	
10	Speedster thief
15	The suit is what has the power
20	Surprisingly good lawyers make sure he never spends much time in jail
25	
30	Rumored to have ties to The Magi

DESCRIPTION

Ronny Marston has always liked speed. He never walked anywhere when he could run, and he was driving long before it was legal for him to do so. It was a short step from there to racing. But racing for pink slips alone, regardless of the "course," just wasn't interesting enough after a while; now, racing against the police – that was interesting. Ronny started driving getaway cars, hiring out to various gangs and organizations. He loved it. Eventually he came to the attention of The Magi, those shadowy underworld middlemen who kept their fingers in everyone else's pie. They were always looking for reliable couriers, willing to take whatever risks were needed for the job. Ronny excelled. He impressed his employers so much that when they came into possession of the Speed Metal armor, the only tester they even considered was Marston.

Five minutes after he started exploring the suit's capabilities and design limits, Ronny was in heaven. No pedals and steering wheels needed to come between him and his rush – he just had to think about moving faster and he almost blinked from one position to another. He didn't want to ever take it off.

Over time, he learned everything he could about what the suit could and couldn't do. The Magi were very pleased. The investment in acquiring the suit from Steele Omnitech was going to pay off handsomely. They would have the perfect courier, the perfect getaway "vehicle" for talent to leave the scene of a heist, there were so many possibilities. It was only after they made Marston give up the suit and had their technicians start taking it apart to duplicate the technology that they came across a problem. The suit's interface had been the trickiest piece the engineers had to deal with in integrating the control systems. It actually accelerated the neural activity of the wearer to the point where he could match the movement capabilities of the suit's null-friction field and magnetic displacers. It still hadn't been tested completely when the suit was stolen. And the moment Ronny interfaced with the system for the first time, it calibrated to his neural patterns. His patterns only. Suddenly, Ronny was sitting in the catbird seat. They could replicate the suit as many times as they could afford – but the interface's programming would all be based on the initial model and that only worked for Ronny. It wouldn't even turn on for anybody else.

LEVEL 11	Fast Guy in a Tin Can	HERO 6

STR	14	+2
DEX	14	+2
CON	15	+2
INT	11	+0
WIS	13	+1
CHA	14	+2

DMG	PROT
+2	-8
FORT	**RUN**
+2	80 ft
REF	**INIT**
+14	+16
WILL	**M.PROT**
+1	N/A

MELEE
+7 (+12S Punch)
RANGED
+7 (+10L Laser)
DEFENSE
27 (15 Flat, 16 Mental)

SKILLS
Disable Device +3, Gather Information +5, Drive +12
FEATS
Connected, Dodge, Improved Initiative, Lightning Reflexes, Surprise Strike, Rapid Strike
EQUIPMENT
Speed Suit [Super-Speed +10 (*Extras:* Deflection, Mach One Punch, Neutralize (*Extra:* Area, *Flaws:* No Range, Only versus Slick and Snare), Share Speed, Slick (*Flaw:* No Range, Power *Stunt:* Power Immunity), *Flaw:* Device, *Source:* Science, *Cost:* 8 pp), Armor +8 (*Source:* Science, *Cost:* 1 pp), Energy Blast +10 (*Flaw:* Device, *Source:* science, *Cost:* 1 pp)]

The Magi weren't unreasonable people. Quite the contrary, they hadn't been as successful as they had without being realists, without being willing to compromise when they saw no other option. They made Ronny a very nice offer. Not being stupid (or suicidal for that matter), Ronny accepted. The Magi had their operative, and Ronny had killer job security. After a while, his employers saw the benefit of having an asset that they alone knew was theirs. Ronny became a solo operator, "hiring" out to help any number of people commit crimes. Of course, it's almost always The Magi that arrange the jobs, but they do that for any number of people. And no one outside of the core Magi cell knows that Ronny always gives The Magi a discount when he works for *them*. A 100% discount. In exchange for keeping his mouth shut as to his true role in the suit, Ronny receives all the technical and legal support the considerable machinery of his true employers can bring to bear. They even give him the flexibility to take "outside" commissions, for a cut. The bigger and better the reputation, the higher the price that can be charged after all.

Ronny Marston is an adrenaline junkie. He's only really happy when he's going very, very fast. He's also highly competitive – he doesn't like Speed Demon (page 19) because she can beat him on his own turf, and he doesn't like the criminal Afterburner because Ronny views him as horning in on his schtick. In addition to superhuman speed, one of the suit's secondary abilities is to interfere with function of friction, in effect generating a field of null-friction. The suit's traction surfaces aren't affected by this field, and Ronny has mastered a number of applications with great precision. He can also expand the suit's propulsion aura to include people near him, accelerating others to something close to the speeds he can normally reach. The Magi have made certain that Ronny has a number of back-up suits in case of problems (altering the systems is one thing, duplicating is another), and they have added an effective laser emitter to increase his offensive capabilities. The construction of the suit is incredibly sturdy, and can protect its wearer from injury up to and including small arms fire (assuming he can actually be hit by it).

Chapter 3: Enemies

Part VI: Independents



ADONIS



QUOTE
"Violence is so tiresome, but often so necessary."

RACE	SEX	HT	EYES
Male	M	6'4"	Blue
GROUP	**AGE**	**WT**	**HAIR**
None	30	260#	Blonde

PUBLIC KNOWLEDGE	
5	
10	Businessman (as Ribaldi)
15	Very wealthy
20	Rumored to be a mutant
25	Crime boss
30	Superhuman strength and resilience

SAMPLE GADGETS

Blaster [Energy Blast +4 (*Stunts:* Penetrating Attack (x2)]
EM Cloak [Invisibility +4 (*Stunt:* Hearing]
Ultrasonic Emitter and Earplugs [Stun +2 (*Extras:* Continuous, Area), *Stunt:* Power Immunity]

DESCRIPTION

Michael Ribaldi has always been blessed with good looks. But it wasn't until early adulthood that he discovered the other outcomes of his genetic lottery – he discovered that he was a metahuman, immensely strong and difficult to hurt. He immediately began experimenting, not only to find the limits of his abilities, but also to see if he had any other blessings to count. After trial and error, he found to his delight that the charm he carried with him through his life was also not completely normal. In fact, with some effort, he found that he could do more than persuade people to do what he wanted them to do, he could actually make them do what he wanted... no matter what that person's actual desires were. This was far more entertaining than being able to benchpress a garbage truck. Unfortunately for society, these newfound gifts did not inspire Ribaldi to feats of altruism. A child of privilege long used to getting his way, Ribaldi, or "Adonis" as he had been nicknamed during childhood, saw his abilities as one more means to an end. He wanted wealth, he wanted women, and he wanted the life of leisure and affluence that he knew in his heart he always been destined to have. Starting small, he used his overwhelming charisma and intimidating physical strength to literally muscle his way into the bottom tiers of a local numbers racket. His following ascent was meteoric, as he shot up the ranks of the criminal network that ultimately controlled the rackets he had mastered. Today, Adonis finally has the throne he's always felt was his by right. As the master of a network extending throughout his city and beyond, he controls or influences decisions made at every level, from the percentage of the take he gets from an armored car hold-up to the names of who does and doesn't get municipal contracts from city hall.

Adonis isn't so much an evil or malicious man as he is a spoiled child who never had to grow up and is now and forever too powerful to ever be disciplined – unbridled and self-consuming ego taken to an extreme. Other people exist as the extensions of his own ambitions. He revels in all the levels of control he can exert, more the mental influence than the physical, though. But most of all, he wants to be worshipped by those around him. Worshipped for his looks, worshipped for his power, and obeyed in all things. As far as he's concerned, he's well on his way to reaching that stature.

Ribaldi is a mutant. He possesses an enhanced musculature and skeletal structure that gives him superhuman strength and resilience. In addition, he has a personal presence, which, when aided by his body's robust pheromone production, is almost intoxicating. Prolonged exposure to these pheromones renders most individuals highly amenable to suggestion. He's learned to combine these social talents to a disturbingly effective degree. He's also learned to use his connections to outfit himself with a few hi-tech and well-hidden toys. One never knows when a weapon or one-shot teleporter might come in handy.

Adonis avoids combat. In his eyes, it's beneath him to have to dirty his fists when he has other people to do that. It might also mess up his clothes or his looks, both of which would be an unacceptable bother. If forced into a confrontation, he will first attempt to control his attacker through his superhuman presence and pheromones. Failing that, he will fall back on his brutal strength and bulletproof skin, abilities that have taken more than one enemy by surprise given the image that he has carefully constructed. But, given a choice in the matter, he far prefers to buy or scare off potential threats long before they ever move past the potential stage.

Ribaldi is a tall and massively built man with long blonde hair worn past the shoulders. He is, by any standards, an incredibly handsome man, and one who accentuates his startling good looks both with the constant reinforcement of his mutant pheromones, and excellent taste in exceedingly expensive clothing and accessories.

LEVEL 12	Pretty Boy Crimelord	HERO 6

STR	18	+4
DEX	14	+2
CON	16	+3
INT	16	+3
WIS	16	+3
CHA	20	+5

DMG	PROT
+3	-8
FORT	**RUN**
+3	30 ft
REF	**INIT**
+2	+6
WILL	**M.PROT**
+3	N/A

MELEE
+8 (+12S Punch)
RANGED
+6
MENTAL
+7 (+10 Mind Control)
DEFENSE
18 (16 Flat, 19 Mental)

SKILLS

Bluff +16/+19, Diplomacy +16/+19, Gather Information +16, Innuendo +16, Intimidate +16, Profession (Crime Lord) +12, Sense Motive +12

FEATS

Attractive, Awe (page 124), Connected, Dodge, Headquarters (Nightclub – The Sin Shop), Improved Initiative, Inspire, Leadership, Minions, Surprise Strike

POWERS

Super-STR +8 (*Extras:* Protection, *Source:* Mutation, *Cost:* 5 pp)
Super-CHA +10 (*Extras:* Mind Control (*Extra:* Area; *Flaw:* Pheromones), *Source:* Mutation, *Cost:* 3 pp)

EQUIPMENT

Gadgets +8 (*Source:* Science , *Cost:* 1 pp)

THE ASSEMBLY

LEVEL	Combining/ Separating Robot	HERO
20		10

STR	20	+5
DEX	20	+5
CON	—	—
INT	20	+5
WIS	10	+0
CHA	10	+0

DMG	PROT
+12	-12
FORT	RUN
—	30 ft
REF	INIT
+5	+5
WILL	M.PROT
+0	N/A

HARDNESS
10

MELEE
+14 (+17S/L Punch)

RANGED
+14 (+12S Electricity)

DEFENSE
21 (16 Flat, 16 Mental)

SKILLS
Computer +22, Craft (Robot) +6, Disable Device +6, Knowledge (Robots) +6, Repair +10, Science (Robotics) +10

FEATS
Attack Focus (Ranged, Unarmed), Darkvision, Detect (Machine), Dual Damage, Durability, Far Shot, Headquarters (Junkyard), Improved Critical Hit (Punch), Photographic Memory, Point Blank Shot, Power Attack, Radio Broadcast, Radio Hearing, Toughness, Ultrahearing

POWERS
Growth +12 (*Extra:* Continuous, *Flaw:* Degrades, Depends on Duplication, *Source:* Science, *Cost:* 5 pp)
Duplication +12 (*Extras:* Absorption Healing, Horde (x4), Mental Link, Shrinking, *Flaw:* Depends on Growth, Upper +6 Only Usable to Increase the Number of Simultaneous Duplicates, *Source:* Science, *Cost:* 6/5 pp)
Machine Control +12 (*Extra:* Energy Control (Electricity, *Flaw:* Tiring), Super-INT, *Flaw:* Depends on Duplication, *Source:* Science, *Cost:* 6 pp)

WEAKNESSES
Naïve

DESCRIPTION

Out of the dumpster behind OmniTech's Research and Development Laboratory, a mechanical joint twitched. Soon, it crawled over to a discarded desk lamp and a broken pocket calculator, and infused them with energy. The three pieces melded together and became one. Gathering more electronic debris, the machine lifeform advanced on the high-tech facility to find new parts for its growing bulk. The electronic surveillance equipment and security devices posed no threat, and in fact became valuable additions to its increasing array of powers. After it found its way to the prototype lab which was "calling" it, the living contraption attached itself to the experimental equipment to make it its own. And its intelligence grew.

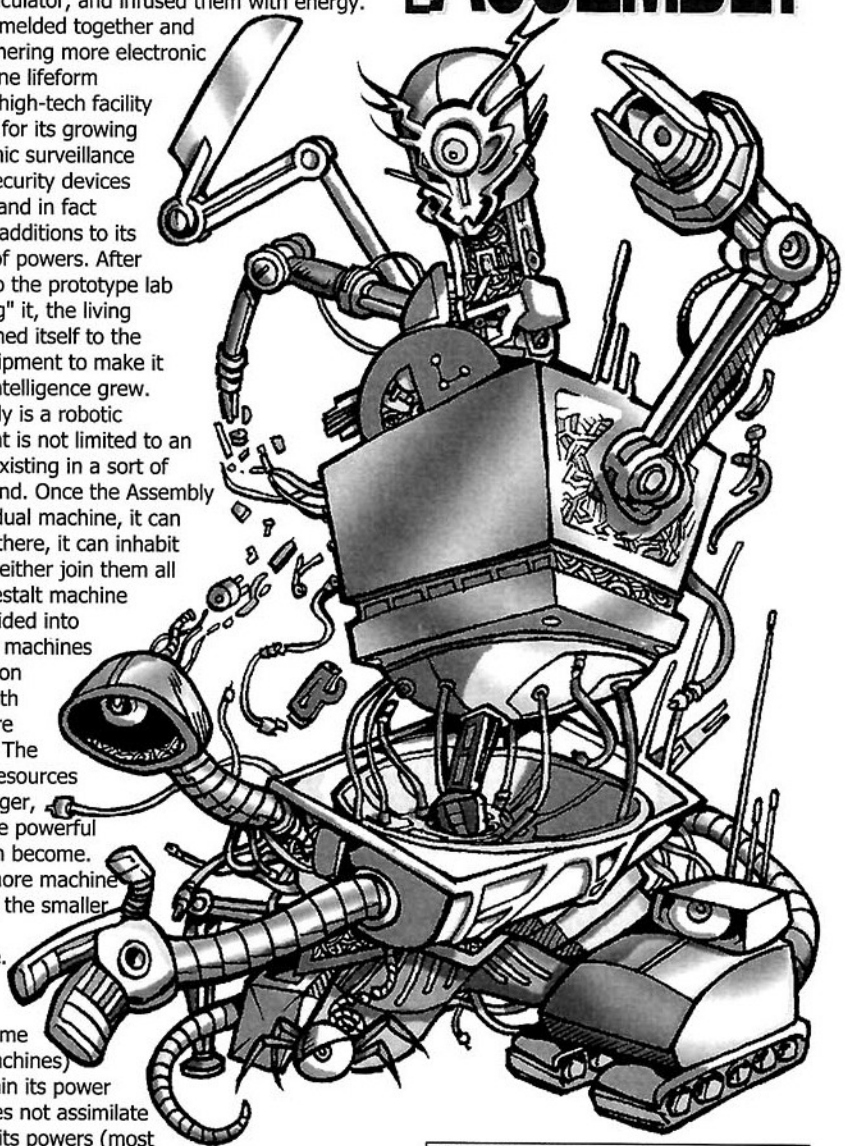
The Assembly is a robotic consciousness that is not limited to an individual body, existing in a sort of electronic hive mind. Once the Assembly inhabits an individual machine, it can animate it. From there, it can inhabit many others and either join them all together into a gestalt machine entity, or stay divided into dozens of smaller machines (or any combination thereof). Its growth and duplication are trade-off powers. The fewer individual resources it controls, the larger, smarter, and more powerful its single form can become. Conversely, the more machine bodies it inhabits, the smaller those piecemeal machines become.

The Assembly must continue to consume raw materials (machines) in order to maintain its power structure. If it does not assimilate fresh electronics, its powers (most notably its Growth) will decay at 1 rank per day.

The Assembly's greatest weakness is its own incredible intellect. Unable to understand emotion, intuition, or anything other than flawless logic, it can be easily fooled by clever heroes.

The Assembly is always on the lookout for exciting electronics, and can sometimes be lured by the prospect of high technology – a new power plant, indestructible outer plating, advanced military hardware, a hero's power suit – but such plans are risky at best.

When faced with cyberpaths or other machine-controlling heroes, Assembly can, by spending a Villain Point, use its own Machine Control power as a defense against others attempting to control it. If the cyberpath is still too powerful, Assembly will quickly divide itself in hopes that the cyberpath cannot control dozens of machines at once.



QUOTE
"Surrender your technology."

RACE	SEX	HT	EYES
Robot	None	Varies	N/A
GROUP	**AGE**	**WT**	**HAIR**
None	N/A	Varies	N/A

PUBLIC KNOWLEDGE	
5	Giant evil robot!
10	Absorbs technology
15	Can divide itself
20	Needs tech to feed itself
25	Logical to the extreme
30	Hates/fears Technomancer

THE CRONE



QUOTE
"Mother has a game she wants to play with you."

RACE	SEX	HT	EYES
?	F?	5'4"	Yellow
GROUP	**AGE**	**WT**	**HAIR**
None	(?)	250#	Grey

PUBLIC KNOWLEDGE	
5	Very powerful "witch"
10	
15	
20	Rumored to be the real Baba Yaga
25	
30	

DESCRIPTION

Mother Winter. Old Ironteeth. The Spirit of the Rodina. She has gone under many names in her vast time on this earth, but none are as well known as "Baba Yaga." The truth behind the stories told of her will probably never be known, nor will the reasons behind her unfathomable motives. The only things known to any real extent are that she seems to care about the fate of her beloved Russia, and that she has always shown the power she has needed to do what she has wanted. Regardless of her concern for the land itself, her attentions have never been healthy for individuals. Whenever she has dealt with mortals, the Crone has never been anything but a force of nature made flesh – pitiless, unrelenting, and unforgiving.

Apparently absent during the long years the Soviet Union held sway over her Russia, the Crone recently reappeared in response to the actions of the Russian-born hero Troll. According to an ancient legend passed down in his family, Baba Yaga had cursed an ancestor of his, a curse that would manifest itself should any of the Sukinov family ever display heroism. That the target of her curse not only did not succumb to depression and self-hatred given his new condition, but that he has embraced his situation, even reveled in it, did not sit well with the entity that now goes under the name "The Crone." Initially attacking Troll while he was active in Kiev, she has since followed him across the ocean to America. As much as she didn't like his flaunting his situation in his homeland, that he would leave and continue to use his new abilities for the benefit of outlanders has galled her all the more. The Crone follows no discernible rhyme or reason in her actions, going months without showing her face before suddenly appearing to complicate life for Troll and anyone unfortunate enough to be in his general vicinity. She has thus far sent him, the rest of the Sentinels, and a goodly section of downtown hurtling into limbo; turned the population of an entire Midwestern town into monsters; stolen all the children under the age of 10 throughout the entire city; and many other acts of prodigious albeit terrifying magic. To this point, her continued attempts to "avenge" what she apparently perceives as Troll's insults have thankfully been unsuccessful. But the large hero and his teammates dread her expected and inevitable return.

The Crone is an immensely powerful magical entity. Assuming that she is the same Baba Yaga as portrayed in Slavic folklore, she is virtually ageless. In addition to her great sorcerous powers, she has also proven to be inhumanly strong, and her legendary iron teeth can bite through practically anything. As fearful as her one-on-one magic has proven, it pales in comparison to the acts she's perpetrated with time and preparation. Whether she has access to other sources of power outside her personal reserves is open to speculation. In addition to her walking house, she is also always accompanied by a multitude of spirit servants of all kinds.

Squat but powerfully built, the Crone possesses a singular ugliness that is as legendary as it is difficult to put into words. Resembling only in dress the stereotypical gypsy wise woman of her native lands, the Crone's enormous nose and immediately captivating evil eye, once seen, are never forgotten. Her great iron teeth only serve to add to this dreadful visage.

Actually reaching the Crone to place her in direct combat is extraordinarily difficult. She uses her spirit servants and magics to place obstacles between herself and her targets. Hostages, dilemmas, and demanding choices are hallmarks of her appearances. Those actually able to close the distance are likely to be surprised by her ferocity, her strength, and her horrible teeth, before she disappears in a puff of smoke.

It is worth noting that the Crone *never* forgets a slight or a loss. Defeating any of her schemes is rewarded with lifelong enmity and a grudge that she will never forget.

LEVEL 18	Legendary Witch	HERO 9

STR	20	+5
DEX	11	+0
CON	16	+3
INT	15	+2
WIS	20	+5
CHA	18	+4

DMG	PROT
+13	-13
FORT	RUN
+13	30 ft
REF	INIT
+0	+0
WILL	M.PROT
+15	N/A

MELEE
+8 (+14L Iron Teeth)
RANGED
+3 (+13S Energy Blast)
MENTAL
+8 (+13 Evil Eye)
DEFENSE
16 (16 Flat, 25 Mental)

SKILLS

Concentration +15, Knowledge (Arcane Lore and the Occult) +12, Knowledge (Russia) +15, Sense Motive +18

FEATS

Assessment, Durability, Great Fortitude, Headquarters [Spirit World], Hideous (page 125), Minions [Spirits], Mystic Awareness, Scent, See Invisibility, Sidekick [Walking Hut], Toughness, Track, True Sight

POWERS

Amazing Save: Will +5 (*Extras:* Fortitude, Damage, *Source:* Mystical, *Cost:* 3 pp)
Iron Teeth [Natural Weapon +4 (*Source:* Mystical, *Cost:* 2 pp)]
Sorcery +13 (Weather Control, Force Field, ESP, Illusion, Evil Eye [Mental Blast], Animation, Teleportation, *Power Stunts:* Mind Control, Transformation, Dimensional Travel, Flight, Paralysis, Shape Change; *Flaw:* Restricted [Material Ward – Religious Items], *Source:* Mystical, *Cost:* 6 pp)
Super-STR +5 (*Extras:* Super-CON, Super-WIS, Immunity [Aging, Critical Hits, Disease, Poison, Suffocation], Regeneration, *Source:* Mystical, *Cost:* 11 pp)

FIGMENT

LEVEL		HERO
12	Creature of Mental Energy	6

STR	0	-5
DEX	0	-5
CON	—	—
INT	20	+5
WIS	20	+5
CHA	10	+0

DMG	PROT
+0	N/A
FORT	T-PORT
—	50 ft
REF	INIT
+5	+5
WILL	M.PROT
+15	-10

HARDNESS
10

MELEE
+5

RANGED
+10 (+10S Mental Blast)

DEFENSE
15 (10 Flat, 25 Mental)

SKILLS
Knowledge (Psionics) +16, Spot +6 (+16 for Psychic Awareness)

FEATS
Darkvision, Indomitable Will, Power Attack, Psychic Awareness, True Sight

POWERS
Energy Field +10 (*Extra:* Mental (*Extra:* Ranged), Mental Protection, *Stunt:* Dual Damage, Extended Teleport, *Flaw:* Permanent, *Source:* Psionic, *Cost:* 4 pp)
Incorporeal +10 (*Extras:* Immunity [Standard Construct Immunities], Invisibility, Teleport, *Stunt:* Hearing, IR, Radar, Scent, Sonar, *Flaw:* Permanent, *Source:* Psionic, *Cost:* 4 pp)
Super-WIS +10 (*Extra:* Super-Senses, Telepathy, *Flaw:* Super-Senses for Psychic Awareness Only, *Source:* Psionic, *Cost:* 5 pp)

WEAKNESSES
Disturbing, Susceptible (Mental Protection 10 or Higher)

DESCRIPTION

The Astral Plane is a vast and dangerous realm, encompassing an interstitial network that ties together not only other planes, but the minds of all intelligent beings, each of whom brushes against its fabric with every mental exertion. The great majority of minds cause such a trivial ripple in the surface of the astral that those who call that plane their home (yes, it is inhabited) rarely notice them. But, occasionally, a being of heightened mental power, someone with the ability to tap into the astral aether, does cause enough of an echo to be noticed. These psychically active people, telepaths and espers, sometimes find themselves the focus of those astral denizens curious enough to follow their echoes, and not always with pleasant results. One such curious visitor is Figment.

Figment is a being of mental energy, known in Tibetan legend as a tulpa. Although not inherently malicious, Figment and his kind are highly curious, and can be inadvertently destructive. Figment is naturally invisible and incorporeal. To characters with Psychic Awareness, he detects as a very strong source of pure psionics. To creatures that cannot detect him, he instills a feeling of anxiety and distrust – the heebie-jeebies, in other words. For those creatures that can detect him, Figment's lack of a physical form is disconcerting, as he changes his mental "appearance" seemingly randomly.

As a creature of pure mental energy, Figment is considered a construct, and cannot be harmed by the physical world, nor can he affect it directly. Figment is drawn to sources of psychic energy, and will target psychic characters. Any time he tries to "make contact" with a shielded mind, however, it can cause painful (and even debilitating) feedback to him. Although he is incredibly intelligent by human definitions, and has a powerful sense of will, the driving force behind him (his "soul," if you will) seems to be quite childlike and playful – though its idea of play may not seem entirely rational or even safe to those with whom it interacts. No matter how human it may seem, Figment and all his kind are alien to this plane and their thought processes as well as their understanding of what they see reflects this.

NOTES

Figment's Mental Energy Field requires a little explanation. It is the nature of his psionic form that actually establishing living or mental contact generates painful feedback to the person doing the contact. Due to his naturally incorporeal nature, an opponent physically attacking him must be attacking him with the ghost touch extra in order to be affected at all, and then it's resolved as a no range Mental Blast. People attacking at range, but not with mental powers, are not subject to the energy field, as the ranged extra works only with the mental extra. People attacking or even trying to "interact" with him using mental powers, whether at touch or at range, are immediately subject to the energy field's effect (again, as a mental blast).



QUOTE
"Yippee! Your brain looks fun to play with."

RACE	SEX	HT	EYES
Tulpa	N/A	N/A	Clear
GROUP	**AGE**	**WT**	**HAIR**
None	824	0#	None

PUBLIC KNOWLEDGE	
5	
10	
15	Invisible mental being
20	Practically indestructible
25	Damaged when interfacing with strong minds
30	Doesn't mean any real harm

THE GHOUL



QUOTE
"But first, I want to hear you scream. Can you do that for me?"

RACE	SEX	HT	EYES
Human	M	6'3"	Yellow
GROUP	**AGE**	**WT**	**HAIR**
None	150(32)	180#	None

PUBLIC KNOWLEDGE	
5	
10	
15	Mercenary criminal
20	Plays mind games with his victims
25	Hunted by US government
30	Product of Project Nine

DESCRIPTION

Joshua Kale, as all of the Special Forces subjects selected for Project Nine, excelled in all the things his military training and discipline trained him to handle. Kale's preeminent facility was psychological warfare. Playing with other people's minds in the field was almost as much fun as playing with the shrinks who administered the profiling each of the P9 subjects endured. Their tests were so childishly simple to circumvent when you knew how to give exactly the right answers in exactly the right way. Classified Black Ops was a premiere career track, and Kale fiercely wanted to climb that ladder. Unfortunately, his ambition clouded his caution this time around; otherwise, he would have made himself more aware of the risks inherent in P9's aims: the engineering of the perfect American supersoldier. Kale's body chemistry seemed perfect for the project. It was a rude shock, then, when he responded so badly to the treatments. On the one hand, he *did* develop all the physical traits the project leaders wanted. On the other hand, his appearance changed drastically as he mutated. His gums receded, displaying his teeth to a gruesome extent; his musculature seemed to diminish even as it grew preternaturally strong, giving him a gaunt, almost emaciated appearance; his skin color and eyes both took a sickly cast, and most of his hair simply fell out. The most dangerous change, however, was the one that didn't show externally. Always borderline in many respects, Kale's personality sank into a cold but functional psychosis. He was the last of Project Nine's high-profile failures; during his escape from observation, his "liberation" from his former masters as he prefers to remember it, he managed to kill or cripple practically every project involvee of any importance.

Kale has since taken the name "The Ghoul," capitalizing on his grotesque appearance, and gone into business for himself as a very expensive mercenary, assassin, and agent provocateur.

As the Ghoul, Kale revels in both his abilities and the fear they provoke in his targets, his employers, and any associates he grudgingly accepts for specific assignments. As a master of psych-ops, Kale knows how best to promote his monstrous image for the greatest effect. The question becomes how much of his savage behavior, from ripping out throats with his teeth to making bestial spectacles of any prolonged combat, is a matter of calculation and how much is his ever-degrading mental state showing through.

The Ghoul is inhumanly strong and fast, his skin has proven capable of resisting penetration from small caliber firearms, and he heals phenomenally fast. Further, his senses are animal-keen, and his teeth and fingernails have grown almost steel-hard. In combat, he only goes for the kill after milking the situation for any psychological advantage he can gain. This means precision brutality, crippling and maiming attacks, working from the most vulnerable targets outward. Kale is callous in the extreme and has a disregard for human life so cold that it has shaken even other hardened killers.

As The Ghoul, Kale dresses to display his inhuman appearance. He wears skin-tight black pants and nothing else. Occasionally, when he has need of equipment on an assignment, Kale also adopts a torso harness to hold said equipment.

LEVEL 14	Mind Gaming Supersoldier	HERO 7

STR	18	+4
DEX	18	+4
CON	18	+4
INT	13	+1
WIS	16	+3
CHA	16	+3

DMG	PROT
+11	-5
FORT	RUN
+9	50 ft
REF	INIT
+9	+13
WILL	M.PROT
+5	N/A

MELEE
+10 (+12L Claws)
RANGED
+9
DEFENSE
25 (16 Flat, 19 Mental)

SKILLS
Climb +10, Hide +15, Intimidate +14, Listen +18, Move Silently +15, Profession (Psychological Warfare Specialist) +11, Sense Motive +14, Spot +18, Survival +9
FEATS
Attack Focus (Unarmed), Durability, Immunity [Disease, Poison], Iron Will, Power Attack, Scent, Surprise Strike, Toughness, Ultra Hearing
POWERS
Leap +4 (*Extra:* Running, *Source:* Science, *Cost:* 2 pp) **Natural Weapons +3** (*Source:* Science, *Cost:* 2 pp) **Super-Senses +8** (*Source:* Science, *Cost:* 2 pp) **Super-Skill +5** (*Extra:* All DEX, All WIS, *Source:* Training, *Cost:* 3 pp) **Super-STR +5** (*Extras:* Super-DEX, Super-CON, Protection, Regeneration, *Source:* Science, *Cost:* 12 pp)
WEAKNESSES
Disturbing

ICE QUEEN

LEVEL		HERO
18	Highly Skilled Seductive Spy	12

STR	10	+0
DEX	18	+4
CON	14	+2
INT	16	+3
WIS	18	+4
CHA	18	+4

DMG	PROT
+8	-5
FORT	RUN
+8	50 ft
REF	INIT
+10	+8
WILL	M.PROT
+10	N/A

MELEE
+10 (+6S Punch)

RANGED
+11 (+8S/L Pistol)

DEFENSE
20 (20 Flat, 20 Mental)

SKILLS
Acrobatics +11, Computers +10, Disable Device +10, Drive +11, Hide +11, Inventor +10, Languages (Arabic, Egyptian, English, French, German, Japanese, Russian), Move Silently +11, Open Lock +11, Pilot +11, Profession (Spy) +11, Read Lips +10, Sense Motive +11, Sleight of Hand +11

FEATS
Assessment, Attack Finesse, Attack Focus (Ranged), Blind-Fight, Devil's Own Luck (x3), Dodge, Evasion, Expertise, Far Shot, Improved Disarm, Improved Initiative, Improved Trip, Instant Stand, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Throwing Mastery, Penetrating Attack (Pistol)

POWERS
Luck +2 (*Source:* Training, *Cost:* 5 pp)
Running +4 (*Extra:* Leaping, *Source:* Training, *Cost:* 3 pp)
Super-Senses +4 (*Extra:* Combat Sense, *Source:* Training, *Cost:* 3 pp)
Super-Skill +6 (*Extras:* All DEX, All WIS, All CHA, Amazing Save (*Extras:* All Saves), Strike, *Source:* Training, *Cost:* 9 pp)

EQUIPMENT
Adaptive Stealth Suit [Armor +5 (*Extras:* Sensory Protection, Blending, Clinging, *Source:* Science, Cost: 4 pp), **Comm Suite** [Radio Broadcast, Radio Hearing, Ultra Hearing (*Flaw:* Device, *Source:* Science, *Cost:* 3 pp)], **Datalink +8** (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp), **Gadgets +10, Gas Mask** [Immunity [suffocation] (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp)], **Night Goggles** [Blindsight, Darkvision (*Flaw:* Device, *Source:* Science, *Cost:* 3 pp)], **Pistol** [Weapon +8 (*Stunts:* Dual Damage, Obscure, Snare, *Source:* Science, *Cost:* 1 pp)]

DESCRIPTION

Angelique De Winter is a spy. Not a staid and conservative little gray person populating a listening outpost or computer center. No, Angelique is a spy in the grand tradition of physical insertion, of disguised infiltration and covert theft, of sabotage and the silent knife from the shadows. She's a player in The Great Game, not a trudging pencil-pusher or glorified government clerk. She works for the highest bidder and her services are always in demand, as she is unsurprisingly quite good at what she does – just as she was raised to be. The De Winters have always been professionals in the shadow community, dating back before it was even recognized as such, to the court intrigues of the Sun King's France. Considered one of the world's most dangerous women by her peers in the intelligence community, she has lived up to that reputation time and again. An expert tactician, she performs her missions ruthlessly. Nothing comes before the mission – she is driven by the need to succeed – and nothing really comes after the mission, to tell the truth. From childhood, she has been trained to constantly be on the job, to use people as tools, and to win. Always, to win.

Her heartless path of bodies was stopped short, though, when she was sent to steal information from the Sentinels (page 5). Using her expertise, her equipment, and precision planning, she was able to infiltrate Fortress undetected, and to disable Algernon (or, more accurately, to render herself invisible to Algernon), a feat matched by none before or since.

It was when she first met Hardcore (page 16) face-to-face that she felt that something was missing. In a bedroom voice, he asked her what she was doing, and she coyly dodged his advances. Angered at her spurn, he clumsily attacked, but he was too distracted by her beauty and grace to effectively defend himself. She allowed him to take the disc back, but not before she gave him a kiss and escaped. To hear Hardcore tell the tale to his teammates, however, she ambushed him and he kept her from stealing the information, but Angelique knows that *she* knows his true feelings. She's made it a point to encounter the older Steele brother on a few occasions since then, enjoying the chase as much as she knows he must – though she credits him for hiding it well.

Ice Queen, a nickname given her both due to her demeanor and as a play on her family name, is all business in battle. She'll take the most direct route to solve any problem, which may include torture, death, seduction, or simple theft. But she always has her moves planned out three steps ahead of her opposition, and prepares for any conceivable contingencies. De Winter is in extraordinarily fit physical condition and is formidably trained in both close-quarter and ranged combat. Her equipment is the best money can buy, and her reflexes are long honed by experience in a field with little margin for error and no tolerance for failure.



QUOTE
"There is no doubt that you'll tell me what I want to know; the only question is whether you'll enjoy it or not."

RACE	SEX	HT	EYES
Human	F	5'4"	Blue
GROUP	**AGE**	**WT**	**HAIR**
None	39	105#	Blonde

PUBLIC KNOWLEDGE

5	
10	
15	
20	Spy for hire
25	
30	Family of spies

SAMPLE GADGETS
Gyro-Rocket Pistol [Weapon (Ranged) +6, *Stunt:* Penetrating Attack (x2)]
Computerized Lockpick [Super-Skill (Open Lock) +10]
Freezing Gas Pellets [Paralysis +5 (*Extra:* Area (One Square)]

KRAIT



QUOTE
"Don't worry about where I came from. Worry about where you're going."

RACE	SEX	HT	EYES
Human	M	5'10"	Brown
GROUP	**AGE**	**WT**	**HAIR**
None	36	185#	Black

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Psionic assassin
30	Former operative for Ghostworks

DESCRIPTION

Joseph Ryan had started having the headaches while in high school. They went away after a few years, so he didn't really worry about them. But later, while undergoing a routine physical during his army induction, a blood test showed some irregularities in his blood chemistry. These irregularities sent up red flags on a computer system that didn't exist at a facility that didn't exist manned by an agency that didn't exist. Ryan soon found himself recruited by a highly secret arm of the NSA that called itself The Ghostworks. His medical tests had been flagged because they matched early testing signs for psi-potential. Within a few short months, the scientists he worked with had succeeded in awakening his talents and he started training in how to use them. Unlike his compatriots, all of whom were low-powered telepaths and telekines, Ryan was a powerful psionic void. He was very difficult to affect with psionics and could, with effort, shut down the functions of most forms of psionics. This made him both respected and feared by his peers. It made him highly valued by his superiors, however, as it set him up as the perfect counter to psi-agents working for hostile governments. Further work in developing his talents also led to discovering other applications. He could affect not only the parts of the brain responsible for active psionics but also standard mental functions. He could modify the mind's ability to process sensory input, making people unaware of his presence – their minds simply refusing to acknowledge that their senses were picking him up. And he could disable the voluntary nervous system, effectively paralyzing a target, or knocking him out.

Codenamed Krait, after the diminutive but incredibly venomous snake whose presence is often overlooked until much too late for its victims, Ryan served Ghostworks faithfully for several years. But his job took its toll. Given the nature of his work, relationships simply didn't last. He never received recognition for his abilities or his work by the world at large, and never could. And the people he did encounter on a daily basis tried to avoid him, as his ability to suppress the traits that made them special disturbed practically all of his co-workers. Finally, he decided to leave. Unfortunately, Ghostworks wasn't a country club. No one simply resigned and walked away from the shadow community – any of the shadow communities. When his requests were denied, he disappeared. The rest of the agency frantically tried to find him, but to no avail. He had learned his lessons much too well, and no trace of him could be found... at least for a while. Eventually, reports of a private operator matching Krait's description surfaced. Agents were dispatched to bring him in. Those agents were later found dead. The note attached to one of their bodies read, "I know who gives the orders. I know their names, their faces, and where they live. Don't make me prove it. I'm not your enemy – yet." His file was appended with the descriptor: Resignation Accepted.

Krait is an assassin. He specializes in psi-active targets, but is just as lethal against targets who aren't psi-active. His tradecraft is world-class, and his ability to cloud men's minds and paralyze their bodies has left him the winner against more than one opponent who was far superior to Ryan physically. He is always prepared before entering into any assignment, and he will spend as much time as he deems necessary to get a job done right.

LEVEL 12	Anti-Psychic Assassin	HERO 6

STR	16	+3
DEX	14	+2
CON	18	+4
INT	12	+1
WIS	16	+3
CHA	14	+2

DMG	PROT
+4	-6
FORT	**RUN**
+4	30 ft
REF	**INIT**
+2	+2
WILL	**M.PROT**
+5	-10

MELEE
+9 (+3S Punch)
RANGED
+8 (+5L Pistol)
MENTAL
+9 (+8S Mental Blast)
DEFENSE
18 (16 Flat, 19 Mental)

SKILLS

Gather Information +10, Hide +11, Listen +11, Move Silently +11, Profession (Covert Operative) +10, Search +2, Spot +12

FEATS

Indomitable Will, Iron Will, Immunity [Mental]

POWERS

Psionic Void +10 [Neutralize (*Extra:* Neutralizing Block, Mental Protection, Deflection (*Extra:* Mental, Triggered, Automatic, *Stunt:* Deflection Bonus, *Flaw:* Psionic Only), *Flaw:* Continuous, Psionic Only, Range (Personal), *Source:* Mutation, *Cost:* 5 pp)]
Inconspicuous [Invisibility +5 (*Stunts:* Extra Senses (Hearing, Scent, Psionics), *Flaw:* Only Creatures, Source: Psionic, Cost: 1 pp)]
Super-Skill +7 (*Extras:* All DEX, All WIS, All CHA, *Source:* Training, *Cost:* 4 pp)
Mental Suppression [Paralysis +8 (*Extra:* Mental Blast (*Flaws:* Full Effect, Normal Range) *Source:* Science, *Cost:* 2 pp)]

EQUIPMENT

Ghostworks Spec-Ops Gear [Armor +6 (*Source:* Science, *Cost:* 1 pp), Low-Light Goggles [Darkvision (*Flaw:* Device, *Source:* Science, *Cost:* 1 pp)], Headset [Radio Hearing, Radio Broadcast (*Flaw:* Device, *Source:* Science, *Cost:* 2 pp)], Heavy Pistol [Weapon (Ranged) +5, *Source:* Science, *Cost:* 1 pp)]

THE LORD OF MIRRORS

LEVEL		HERO
18	Extradimensional Demon Lord	9

STR	10	+0
DEX	10	+0
CON	10	+0
INT	20	+5
WIS	20	+5
CHA	20	+5

DMG	PROT
+0	N/A
FORT	RUN
+0	30 ft
REF	INIT
+0	+0
WILL	M.PROT
+15	N/A

MELEE
N/A

RANGED
+5 (+10 Transformation)

DEFENSE
15 (15 Flat, 20 Mental)

SKILLS
Bluff +20, Diplomacy +20, Sense Motive +20

FEATS
All Around Sight, Blindsight, See Invisibility, Startle, True Sight

POWERS
Duplication +10 (*Extras:* Dimensional Travel (*Flaws:* Duplicates Only, Only through Mirrors), Horde x5, Mental Link, Possession (*Flaws:* Duplicates Only, Requires Gaze), *Source:* Mystical, *Cost:* 8 pp)
Incorporeal +10 (*Extras:* Illusion, Immunity [Aging, Critical Hits, Disease, Energy (Cold, Fire), Exhaustion, Poison, Pressure, Starvation, Suffocation], Invisibility (*Stunt:* Inaudibility), Regeneration, *Flaw:* Permanent, *Source:* Alien, *Cost:* 6 pp)
Super-WIS +10 (*Extras:* Super-CHA, ESP (*Extras:* Interdimensional; *Flaw:* Only through Mirrors), Transformation (*Extra:* Interdimensional, *Flaws:* Only through Mirrors, Only Voluntary Subjects), *Source:* Alien/Mystical, *Cost:* 6 pp)

DESCRIPTION

Long ago a great war raged among the stars between two powerful races. The Acathii, one of the oldest and most advanced civilizations in this universe, came into contact and conflict with an invading extra-dimensional species known as the Rha'Zha'Keth, terribly powerful and utterly amoral avatars of living chaos. The war was long and costly, ending the Acathii's peaceful reign across the stars and culminating in the destruction or imprisonment of what Rha'Zha'Keth made it into this reality. One such imprisoned entity was a lord among his kind when thrown into the pocket dimension designed to hold him for eternity. But time and separation from any source of sustenance for his power diminished him over the ages. Eons after its imprisonment, the entity was mistakenly contacted by young sorcerer attempting to invoke an entirely different power. Feigning the intended entity's identity, the chaos lord found that he was able to latch onto the summoner's focus before the mage realized his error. In that moment, a bond was forged between the entity and the symbol of that focus: a small mirror. Through trial and error, the Rha'Zha'Keth found it could contact the home of that mage, a place called Earth, through the use of that and other mirrors, but it was still much too weak to do more than communicate. Over the centuries, as it was able to make contact again and again, it was slowly able to bargain for strength in exchange first for information, and then the use of its own power for those with whom it entreated. The Wishgiver, the Whisperer, Master of Secrets, all of these names it earned over the years. But its most common appellation comes from the means by which today, even mortals without real magic can invoke the entity with nothing more than the proper words – The Lord of Mirrors.

Possessing only the smallest fraction of the power it once commanded, the Lord of Mirrors is still trapped within the dark prison dimension into which the Acathii banished him. He can't manifest on the physical plane ...yet. He is entreated mostly by mid-level practitioners, those with more power than wisdom. They ask for things like beauty or strength or long life, etc. More experienced sorcerers know to take precautions when dealing with him, as he's proven a deadly mistake for those incautious enough to trust him. As he bargains with more and more people, his strength grows from the fleeting touches with this plane. Within the last few centuries, it has grown strong enough to form "fetches," small reflections of itself that it can actually send through the mirrors used to invoke it and possess those foolish enough to give it an opening. What it plans to do with its small but growing number of possessed servants is unknown to any but their master.

The Lord of Mirrors has no corporeal form nor set appearance. He traditionally appears to his summoners as their own reflection, though animated. However, he can appear as anything or anyone he desires; it's entirely illusion, with no substance to it whatsoever, but few can tell the difference unless he desires it.



QUOTE
"I have a proposition for you."

RACE	SEX	HT	EYES
Rha'Zha'Keth	N/A	Varies	Varies
GROUP	**AGE**	**WT**	**HAIR**
None	Varies(?)	Varies	Varies

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Extra-dimensional bargaining entity
30	Ancient imprisoned evil

MAGOG



DESCRIPTION

The Sikkai are warriors. From the youngest child to the oldest wise man, they constantly train to fight. They are one of the few races that seem indigenous to the interdimensional area between worlds known as The Gray. Upon discovering a series of naturally occurring portals leading to Earth, a lush paradise in the eyes of those living in an endless wasteland, they immediately worked to transform their entire people into a cohesive invasion force. The first invasion was defeated in the '60s by the adventurers that called themselves Danger, Inc., the second by the Steele family in the early '80s, and the third by the current team of Sentinels a little over two years ago. This last invasion was marked by a new type of Sikkai, a genetically altered breed with enhanced physical abilities. Where and from whom these alterations were received is a question still in search of an answer, as none of the Sikkai have ever been captured alive to ask. When faced with their immediate failure and inevitable capture, the beachhead force retreated back through their portals. Left behind was only the leader of these new Sikkai, a monstrous fighter whose failure to lead his people to success resulted in this involuntary exile.

Dubbed *Magog* by an imaginative reporter, this master warrior's real name is unpronounceable by human tongue. He also hasn't answered questions, as he's never been captured, at least not for very long. Consumed with shame over his exile, and determination to earn his way back into his people's good graces, Magog has led a one-man guerilla war while on Earth. How he's adapted to function in this world well enough to hide from the authorities so well is also a mystery.

He appears, sometimes attacking targets whose value is military, and at other times, confusingly, of no discernible value except to him. What is known with certainty is that he is very dangerous, and takes a special interest in those who successfully stand against him, such as Hardcore (page 16) of the Sentinels and Nimbus of The Atomic Youth, both of whom have earned his personal enmity.

Magog is a large gray-green-skinned humanoid with artificially placed external bone structures located at strategic places along his body. He is immensely strong and well trained in the arts of war. His body apparently generates a paralytic neurotoxin that he can spit at great range and with respectable precision. He's mastered the dominant languages of his primary battlefield, namely North America, and somehow continues to make allies enough to help him stay underground as he continues his private war.

LEVEL 15	Alien Warrior	HERO 8

STR	20	+5
DEX	15	+2
CON	20	+5
INT	10	+0
WIS	10	+0
CHA	16	+3

DMG	PROT
+10	-10
FORT	RUN
+10	40 ft
REF	INIT
+2	+6
WILL	M.PROT
+8	N/A

MELEE
+13 (+18S/L Claws) [5 ft]

RANGED
+10 (+12S Paralysis)

DEFENSE
17 (15 Flat, 15 Mental)

SKILLS
Climb +16, Disable Device +3, Hide +5, Intimidate +11, Language (English, Spanish), Move Silently +5, Profession (Guerilla Soldier) +8, Survival +5

FEATS
Blind-Fight, Chokehold, Dodge, Great Fortitude, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Instant Stand, Power Attack, Rapid Strike, Startle, Surprise Strike, Takedown Attack, Toughness

POWERS
Amazing Save: Will +8 (*Source:* Training, *Cost:* 1 pp)
Growth +5 (*Extra:* Continuous, *Flaw:* Permanent, *Source:* Alien, *Cost:* 4 pp)
Immovability +5 (*Source:* Alien, *Cost:* 1 pp)
Natural Weaponry +3 (*Stunt:* Dual Damage, *Source:* Alien, *Cost:* 2 pp)
Paralysis +12 (*Flaw:* Uses, *Source:* Alien, *Cost:* 1 pp)
Super-Skill (Intimidate) +5 (*Source:* Training, *Cost:* 1 pp)
Super-STR+5 (*Extras:* Protection, Super-CON +3, *Source:* Alien, *Cost:* 8/5 pp)

WEAKNESSES
Disturbing

QUOTE
"Fall before me! Thus to all who stand against my people!"

RACE	SEX	HT	EYES
Sikkai	M	9'1"	Orange
GROUP	**AGE**	**WT**	**HAIR**
None	(?)	1380#	None

PUBLIC KNOWLEDGE	
5	
10	Alien warrior
15	Leader of failed invasion
20	Continues to fight a guerilla war
25	
30	

NEMESIS

LEVEL 13	Alien Shapeshifter and Power Thief	HERO 7

STR	15	+2
DEX	16	+3
CON	16	+3
INT	14	+2
WIS	10	+0
CHA	11	+0

DMG	PROT
+3	-5
FORT	RUN
+3	30 ft
REF	INIT
+8	+8
WILL	M.PROT
+0	N/A

MELEE
+10 (+12L Bone Spurs)
RANGED
+10
MENTAL
+7 (+8 Telepathy)
DEFENSE
20 (17 Flat, 17 Mental)

SKILLS
Acrobatics +10, Balance +9, Escape Artist +15, Gather Information +3 , Profession (Bounty Hunter) +7, Sleight of Hand +9, Survival +5

FEATS
Attack Focus (Unarmed), Dodge, Evasion, Immunity [Suffocation], Power Attack, Rapid Strike

POWERS
Xenomorphosis [Shapeshift +10 (*Extras:* Continuous, Plasticity, Mimic (*Extra:* Expanded Powers (x2), *Flaw:* Backlash, Tainted), Healing (*Flaws:* Self Only, Takes Full Round), *Flaw:* Only Humanoid Shapes, *Source:* Alien; *Cost:* 4 pp)]
Mind Scan [Telepathy +8 (*Extra:* Memory Alteration, *Flaw:* Touch, *Source:* Alien, *Cost:* 1 pp)]
Mutant Biofield Generator [Illusion +8 (*Extras:* Permanent, Subtle, *Flaws:* Range (Self), Only to Make the Wearer Scan as a Modified Human, *Source:* Science, *Cost:* 1 pp)]
Xenomorphic Fighting Mastery [Super-DEX +5 (*Extras:* Natural Weapon, Quills, Strike, Protection, *Source:* Alien/Training, *Cost:* 8 pp)]

DESCRIPTION

The Chidoro were once a powerful race. Long ago they held dominion over a grand empire spanning dozens of star systems, violently annexing neighboring systems one by one as they expanded their sphere of influence. And then they encountered the Saeduun. The Chidoro tried to overwhelm the Saeduun as the Chidoro had done every other race they had ever come across – only to find themselves greatly outmatched by the psionically-endowed and militarily-advanced "Pale Ones." In the aftermath of their failed conquest, the great houses of the Chidoro rose against each other, exploiting the chaos to settle old debts. By the time the last dagger was dropped, the Chidoro were in shambles as a society.

This all happened centuries before Xeregal was dragged from his birthing crèche. Xeregal was born in the caste of the Hunter, the onetime enforcers of the empire's harsh laws and edicts. To survive after the demise of their patrons, the Hunters began offering their services to any patron that could meet their price, even going so far as to work for the power that had moved into the fringes of the space they once inhabited, the reptilian Voth Hegemony, as well as their species' now-hated enemies, the Saeduun Commonwealth. Their genetic enhancements made them feared bounty hunters throughout known space, and they took efforts to embellish their reputation whenever possible.

Xeregal still doesn't know the name of his current patron – only that a portion of his commission was paid upfront, that the coordinates of the target's world were far into the backwaters of charted space, and that the energy signature of his target matched nothing he had ever even heard of before. Still, the greater the challenge, the greater the prestige. The target's world was a place called Earth, and he soon discovered that it was an even greater challenge than he had anticipated. This world contained powerful enhanced individuals among its population, and a paranoid set of competing authorities. The target itself was called Onyx, and the energy signature was generated by a crystalline symbiote the target wore. After a few failed attempts to trap and overpower his quarry, Xeregal began looking into other options. Eventually he found another enemy his target had made – Majestic 20, a covert organization devoted to watching and neutralizing "Alien Threats" such as it had labeled Onyx. It amused him greatly to deceive them as to his true background, convincing the people behind Majestic 20 that he was a poor human who had been the victim of "alien experimentation" and looked for revenge against all non-terrestrials. Advanced as their scanning tech was, his technology was far greater, more than enough to make it give them the results he wanted, the results that supported his story. Now, acting as Majestic 20's newest special asset, Xeregal, or Nemesis as they've dubbed him, continues to prove his value with his ever-surprising breadth of knowledge concerning (other) alien species, and his dedication in the hunt.



QUOTE
"Nice trick you've got there. Wanna see *me* do it?"

RACE	SEX	HT	EYES
Chidoro	M	Varies	Varies
GROUP	**AGE**	**WT**	**HAIR**
None	Varies	Varies	Varies

PUBLIC KNOWLEDGE	
5	
10	
15	
20	Shapeshifting bounty hunter
25	Has a thing against so-called aliens
30	Works for Majestic-20

The Chidoro are baseline humanoids with charcoal gray skin, sparse hair, and eyes of a watery yellow. They are tattooed with their caste markings at birth. Members of the Hunter caste have been extensively modified on a genetic level. They are accomplished and versatile shapeshifters, and they can "synch" with most lifeforms' biofields to duplicate a broad range of exotic abilities as possessed by their targets. Xeregal is an experienced bounty hunter, and an experienced combatant. He is also rare among his people in that he possesses certain telepathic abilities as well. In combat he switches forms fluidly, a deadly blur of spikes, spines, claws, and teeth. If given the opportunity, he will get close to his target appearing as someone the target trusts, all the while duplicating the target's abilities in preparation for the deathblow.

NERGAL



QUOTE
"Go ahead. I have all the time in the world."

RACE	SEX	HT	EYES
Human	M	Changes	Changes
GROUP	**AGE**	**WT**	**HAIR**
None	45(3287)	Changes	Changes

PUBLIC KNOWLEDGE	
5	
10	
15	
20	
25	Sorceror
30	Violently "incarnates"

DESCRIPTION

He has used so many names and faces over the last few millennia, he longer remembers the ones he was born with, or died with ...the first time. Nergal began as a priest in the days of ancient Babylon. As he grew older and his body began to betray him, he searched feverishly for a way to stem off death. Desperate, he finally bargained with entities from outside the daylit worlds of the netherverse. In exchange for certain favors, they would share with him a ritual whereby he would cheat death, for a time. The ritual involved the sacrifice of another living soul, and the usurpation of their body. The priest thought for only a moment before agreeing – after all, wasn't he much more important than some slave or farmer. He chose his young apprentice as the first candidate.

As the ritual dagger sank into the fool's heart, Nergal heard a scream that never came from the young man's lips, as his soul was consigned to whatever hellish place Nergal's new mentors presided over. Darkness overtook his own vision. When he opened his eyes, he was laid out on the altar. He rose, feeling the strength in his new, young, and fully healed body. Looking down at the base of the altar, he saw a discarded old husk that no longer had any value to him. He left the temple without a second look or a second thought. He chose a new name, the only one he has carried all through the ages he has lived, moving from one body to another – Nergal, after the guardian demon that watched the paths of the dead in the Babylonian underworld.

Nergal is a sorcerer with a broad array of spells and mystic artifacts acquired over centuries. He is quite wealthy and well-situated, as he's had centuries to amass his wealth and connections. He can well afford to take the long view, and has often benefited from plans and schemes that took decades, if not hundreds of years, to come to fruition. Whenever a body begins to grow too old for his tastes, he'll begin searching for a worthy replacement. Nergal prides himself as a connoisseur, only choosing the best looking and healthiest of targets, and only those without any pesky connections to notice odd behavior. He'll befriend and bedazzle his new acquaintance, learn everything he needs to know about him, and then invite away to a secluded "party." Next comes the announcement of his old identity's passing away, and leaving everything to the next face he wears. It's a game he's grown both fond of and skillful at over the years.

Actually dragging Nergal into combat is an accomplishment all by itself. He's a planner, not a fighter. If forced to defend himself, he'll hit his attackers with everything he's got in hopes of staggering them long enough to escape. Worse, he'll then make it a priority to use every connection he deems appropriate, any favors he's owed, to make his attackers' lives miserable. He'll create a new identity if he has to (he's always keeping a list of potential new hosts), and then just add the inconvenience to his list of items to make his newfound foes pay for, and dearly. He will use all means at his disposal, magical and mundane, to discover hidden identities, secrets, weaknesses, anything that can be used against his new enemies. Subtle curses carried over months and years, fines and audits leveled toward the attackers by everyone from the post office to the IRS – these are Nergal's style. A little spice to liven a boring eternity's tedium is a good thing now and again, and he does enjoy his work.

LEVEL 15	Reincarnating Sacrificer	HERO 8

STR	14	+2
DEX	12	+1
CON	15	+2
INT	18	+4
WIS	18	+4
CHA	16	+3

DMG	PROT
+2	-10
FORT	RUN
+2	30 ft
REF	INIT
+1	+1
WILL	M.PROT
+11	N/A

MELEE
+6 (+2S Punch)
RANGED
+5 (+10 Spells)
MENTAL
+8 (+10 Spells)
DEFENSE
16 (15 Flat, 20 Mental)

SKILLS
Bluff +13/+16, Concentration +11, Craft (Magical Items) +6, Diplomacy +11/+14, Gather Information +11, Language (Abyssal, Ancient Farsi, Aramaic, Atlantean, French, Latin), Knowledge (The Occult) +10, Sense Motive +14
FEATS
Assessment, Attractive, Connected, Headquarters, Minions, Indomitable Will, Iron Will, Mystic Awareness, Rapid Healing, Trance, Wealth
POWERS
Sorcery +10 ([Mind Control, Force Field, ESP, Illusion, Energy Blast, Healing, Dimensional Travel], *Extra:* Reincarnation (*Flaw:* Serial Reincarnation), *Source:* Mystical, *Cost:* 9 pp) **Super-WIS +5** (*Extra:* Super-CHA, *Source:* Training, *Cost:* 4 pp)
EQUIPMENT
Gadgets +10 (*Source:* Mystical, *Cost:* 1 pp)

SAMPLE GADGETS
Souldrinker Gem [Drain CON +5 (*Extra:* Increased Duration – Concentration)] **Bone Cage** [Snare +5 (*Extra:* Ghost Touch)] **Mask of Erishkegal** [Super-CHA +10 (*Extra:* Intimidating Presence, *Flaw:* Only for Intimidating Presence)]

NIGHT ARCHER

LEVEL		HERO
13	Aged Weaponsmaster	9

STR	12	+1
DEX	16	+3
CON	14	+2
INT	16	+3
WIS	18	+4
CHA	18	+4

DMG	PROT
+8	-4
FORT	RUN
+2	30 ft
REF	INIT
+7	+9
WILL	M.PROT
+8	N/A

MELEE
+10 (+1S Punch)

RANGED
+11 (+8S/L Arrows)

DEFENSE
18 (17 Flat, 19 Mental)

SKILLS
Acrobatics +6, Bluff +7, Gather Information +7, Hide +6, Innuendo +7, Intimidate +7, Listen +7, Medicine +7, Move Silently +6, Open Lock +6, Profession (Mercenary) +7, Ride +6, Science +4 (Toxicology), Sense Motive +7, Spot +7, Survival +7, Taunt +7

FEATS
Accurate Attack, All-Out Attack, Assessment, Attack Finesse, Attack Focus (Ranged), Connected, Dodge, Evasion, Expertise, Far Shot, Devil's Own Luck [Hero's Luck] (x2), Improved Critical, Improved Initiative, Infamy, Iron Will, Lightning Reflexes, Penetrating Attack (Bow and Arrows), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Surprise Strike, Toughness

POWERS
Experience [Luck +2 (*Extras:* Combat Sense, Super-CHA, Super-DEX, Super-WIS, *Source:* Training, *Cost:* 12 pp)]

EQUIPMENT
Bow and Arrows [Weapon +8 (*Stunts:* Dual Damage, Fatigue, Paralysis, Stun, *Source:* Science, *Cost:* 1 pp)], **Costume** [Armor +4 (*Extras:* Sensory Protection, Amazing Save (Damage), *Source:* Science: *Cost:* 3 pp)], **Utility Belt** [Gadgets +7 (*Source:* Science, *Cost:* 1 pp)]

WEAKNESSES
Susceptible (Fatigue)

DESCRIPTION

Night Archer is an old man, but he's showing up the younger generation.

Nicholas Teller got his love of bows from hunting with his father, who thought guns took the sport out of hunting. He got his love of poisons from his stint as a mercenary after being discharged from the military.

Teller used to be the leader of a societal group, the ALPHA (Association for the Legitimate Preservation of Human Achievement). This group desired purity of the species, and saw superhumans as a threat to mankind's position in the world. The group petitioned for superhuman registration acts, civil suits covering property damage, bans on genetic research, and otherwise hassled the superhuman community.

The group's methods seemed futile and weak, but Teller kept with it, hoping for a peaceful revolution. That changed when his only son was killed by falling rubble from a superhuman battle. It was time for the man to take up arms and remedy the situation... violently.

Night Archer carries needle-tipped poisonous arrows in addition to his standard arrowheads. Dipped in different kinds of poisons, which he keeps track of by the color of the shaft, the arrows can inject his targets for several effects: immobilizing, slowing, and sleeping are the most common.

Teller is an excellent tactician, and will use his environment to his greatest advantage, using range and cover. Although he will never put human bystanders at risk, he has no qualms about sniping or otherwise fighting dirty.

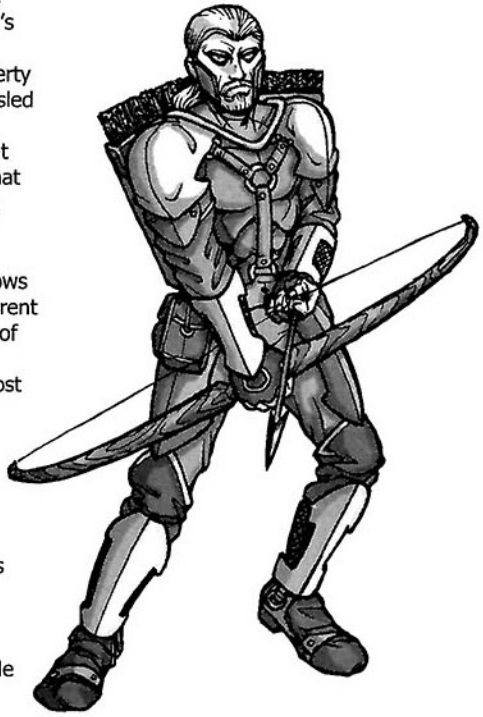
He will often attempt to psyche out his opponents to gain the upper hand. He is fairly well known for using poisonous arrows, and he plays up on people's fears about that.

Teller is past his prime, and not happy about it. He secretly wishes he was as young as the brash idiot supers he hunts. But since he can't change that, he grates on the nerves of his youthful opponents by overtly embarrassing them.

Night Archer is a normal human man, seemingly in his late forties, although he's actually in his mid-sixties. Teller himself has a weak heart, and must take great care with his poisons.

He wears two quivers of arrows on his back, and a utility belt around his waist. He carries a bow that looks like it's made of sturdy wood. The rest of his costume is brown with black trim, including his visor/mask.

SAMPLE GADGETS
Smoke Bombs [Obscure +5 (*Stunt:* Scent, *Flaw:* Partial)]
Swing Line [Swinging +6]
Glider [Flight +6 (*Flaw:* Limited–Gliding)]
Antidote [Neutralize +7 (*Flaws:* Limited–One Power (Poisons), Range–Touch)]
Night Goggles [Darkvision, Blindsight]
Gas Mask [Immunity [Suffocation]]
Tracker Bugs [ESP +7 (*Flaws:* One Sense–Radio, Bugs Must be Planted Beforehand)]



QUOTE
"Allow me to describe how the poison now coursing through your veins is going to kill you..."

RACE	SEX	HT	EYES
Human	M	5'9"	Brown
GROUP	**AGE**	**WT**	**HAIR**
None	45(66)	130#	White

PUBLIC KNOWLEDGE	
5	Highly skilled bowman
10	Hunts superhumans
15	Gotta be getting up there in years, y'know?
20	Actually in his sixties
25	
30	Has a bad heart

PLATINUM BLONDE



QUOTE
"Yes, I can get that for you. But it'll cost."

RACE	SEX	HT	EYES
Human	F	5'11"	Blue
GROUP	**AGE**	**WT**	**HAIR**
None	30	138#	Platinum

PUBLIC KNOWLEDGE	
5	
10	
15	
20	Information broker
25	Cyberhacker
30	Vendetta against The Magi

SAMPLE GADGETS

Spyeye [ESP +10]
Escape Harness [Flight +10]
Flare Bomb [Dazzle +5 (*Extra:* Area)]

DESCRIPTION

Kathleen Carrington was a successful computer programmer with a good career ahead of her. That all changed after a horrible accident on the ski slopes during an ill-fated vacation. As she lay in her hospital bed, contemplating life as a cripple due to her extensive spinal injuries, a stranger approached her. With no explanation of who he was or how he had gotten into her room, he began to tell her that he represented people who were very interested in someone like her, someone with exactly the right kind of injury. The people he represented could promise her an opportunity, her only opportunity, to walk again, if she would agree to take part in an experiment for them. She agreed almost immediately.

The experiment was in the field of cybernetics. Whisked to a hidden facility somewhere far away from the hospital bed in which she had expected to spend the rest of her life, Carrington was the recipient of a considerable number of highly sophisticated cybernetic implants. The implants replaced a good amount of her nervous system and parts of her brain, but were designed primarily to allow the recipient to mentally interface with computer systems. Regaining consciousness before the doctors expected her to, and unused to the amount of mental control she would later learn in order to keep herself from reflexively entering systems around her, Kathleen unintentionally went on a quick tour of the facility's systems – from the inside. There she found, to her horror, that her "benefactors" were using her as a guinea pig for what they hoped would be a technology allowing them to build an army of superhackers. These people, who called themselves The Magi, were criminals, with a large organization that would use these cyberthieves to rape and pillage systems worldwide, systems that would be defenseless before their "army's" capabilities.

Perhaps it was some instability brought upon by her neural rewiring, but Carrington immediately developed a strong, practically fanatical stance against what she would begin viewing as "crimes against technology," or what she decided was the misuse of technology. She eventually used her newfound capabilities to escape from her erstwhile patrons, doing enough damage in the process to set back their experiments by a considerable margin. Since then she has worked tirelessly to prevent "technology abuse" wherever and whenever she finds it, growing in the eyes of the Magi (a frequent target of hers) from a nuisance to a position on their top ten enemies' list. When not playing techno-terrorist, Carrington is plying her other trade: information. Using her abilities, she's amassed not only a frighteningly comprehensive network of expert systems and know-bots that she has used to infiltrate systems all over the planet – "for their own protection" – but also a large number of human confederates she's recruited from disaffected internet denizens and computer junkies. She can be contacted through an elaborate set of protocols and bargained with for what she knows, which could be just about anything.

LEVEL 12	Woman with Cybernetic "Hair"	HERO 6

STR	12	+1
DEX	12	+1
CON	20	+5
INT	20	+5
WIS	16	+3
CHA	18	+4

DMG	PROT
+5	-8
FORT	**RUN**
+5	30 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+8	N/A

MELEE
+5 (+1S Punch)

RANGED
+5 (+8S Electric Blast)

DEFENSE
17 (16 Flat, 24 Mental)

SKILLS
Computer +18, Disable Device +18, Gather Information +12, Knowledge (Computer Networks) +20, Knowledge (Tech Users and Abusers) +18, Open Lock +6, Profession (Information Broker) +20, Repair +17, Science (Mathematics) +18

FEATS
Attractive, Connected, Detect (Computer Systems), Headquarters, Photographic Memory

POWERS
Datalink +10 (*Flaw:* 5 Ranks Have Touch Range Only, *Source:* Science, *Cost:* 2/1 pp)
Energy Control (Electricity) +8 (*Extras:* Force Field, *Source:* Science, *Cost:* 3 pp)
Super-INT +5 (*Extra:* Super-WIS, *Source:* Science, *Cost:* 4 pp)
Super-Skill +5 (*Extra:* All INT, *Source:* Training, *Cost:* 2 pp)

EQUIPMENT
Gadgets +10 (*Source:* Science, *Cost:* 1 pp)

Carrington was initially bald after her surgery. Among the other upgrades she's made to herself was adding a nest of metallic filaments leading out from her primary neural interface (her modified brain). These filaments can be used as a prehensile mass. The filaments themselves increase the efficiency of her mental linkage, but are limited to physical contact. They have also been constructed to generate an electrical charge she can use offensively, or defensively as a protective field. Carrington, now better known by the nickname "Platinum Blonde," which she was given due to the appearance of her cyber-filaments, avoids combat as much as possible. If forced, she can generate an electrical force field to block incoming attacks, and she will usually have some hi-tech toy on her to facilitate self-defense or escape. Generally speaking, she must be found before she can be attacked, and she's made it a priority not to be found physically.

SINGULARITY

LEVEL		HERO
13	Super Thug with Ambition	7

STR	13	+1
DEX	18	+4
CON	16	+3
INT	10	+0
WIS	15	+2
CHA	15	+2

DMG	PROT
+3	-12
FORT	FLY
+3	60 ft
REF	INIT
+4	+8
WILL	M.PROT
+2	N/A

MELEE
+6 (+1S Punch)
RANGED
+9 (+12S Energy Blast)
DEFENSE
19 (15 Flat, 17 Mental)

SKILLS
Gather Information +4, Intimidate +7, Profession (Thug) +4, Taunt +7
FEATS
Blindsight, Expertise, Improved Initiative, Improved Pin, Immunity [Pressure], Power Attack
POWERS
Gravity Control +12 (*Extras:* Area (x2), Selective, Deflection, Flight, Telekinesis, Grapple, Force Field, *Power Stunts:* Superflight, Energy Blast, *Source:* Mutation, *Cost:* 10 pp)

DESCRIPTION

Myron Franklin grew up in a little gray tenement in a little gray part of a large gray city. As he grew older, his heroes were the people he saw around him who thumbed their noses at all of the little gray rules that added to his dreary existence, the gang members and leaders who were the only pieces of color and excitement around him. At the age of 8, he committed his first robbery. By the age of 10, he was starting to gather his friends into the semblance of a gang. By the age of 14, he had been arrested, convicted, and had served time. And by the age of 16, he was lying in a coma, shot in the head by a policeman as he was fleeing the scene of his first murder. After six months, Myron (or "M Dogg" as he was then known) woke up. Changed. Myron discovered that he was a mutant, albeit a latent one until that point. The trauma had apparently awakened his abilities. No longer would he be a smalltime banger – "powerz" meant bigtime, meant money, meant prestige. Within a day of regaining consciousness, he not only had discovered his abilities, he had mastered them sufficiently to break himself out of the prison hospital. Within a few weeks, he had developed enough skill to make his first heist using his control over the forces of gravity to completely stymie the local authorities. He fell in love with his new life the moment he sent the SWAT van flying away. He continued deliriously happy and full of himself, right until the first time he met another metahuman. Trounced within an inch of his life by that meddling do-gooder, Myron, or "Krusher K" as he was calling himself, was sent back to prison again, though this time it was special prison, one designed to hold people like he had become. During his stay in the pen, Myron immersed himself in his press clippings, almost as enthralled by his publicity as he was by his powers. He came across the word "singularity" while reading what some egghead had written about Myron's powers. He didn't really understand what the word meant, but he liked the way it sounded. After all, Krusher K was so smalltime, and Myron was definitely not smalltime any more. Escaping during a mass prison break a few months later, Myron began hiring himself out as high priced muscle to experienced professionals. Singularity had realized that he still had a few things to learn before he moved up to the status he knew awaited him. And Myron, M Dogg, Krusher K, and Singularity had always been a quick study when it came to learning the things that really counted.

Mr. Franklin is a thug with aspirations. Aspirations and the power to achieve them. He watches employers closely, noting the how and why behind decisions, the tactics, and the capabilities of his opponents. One day, one day, he'll be the one calling the shots. And when that day comes, he'll be ready.

Singularity has power over the forces of gravity. He can manipulate gravitational fields over a large area and with great precision. He can increase the force of gravity on incoming objects to slam them into the ground before they reach him, project fields of conflicting micro-gravities to tear objects apart, and he's even learned how to read changes in the local gravitational fields to effect what he calls his "gravity radar."

In combat, Singularity likes to scatter the opposition in all directions, holding off all but one who he'll target and beat on until that target drops; then, he'll move on the next. It's not very complicated, but it's worked for him so far. While he'll usually follow any reasonable tactics his employers set for him, he's slowly learning not only to adapt in the field, but also to voice his own ideas beforehand. His stable of employers grows regularly, and most are beginning to look past the "hood" persona to the inquisitive mind behind it.

Myron Franklin is a young and athletically built black man. He wears a utilitarian black leather jumpsuit and boots, sometimes with a matching long coat. He shaves his head bald, but sometimes leaves himself a small goatee.

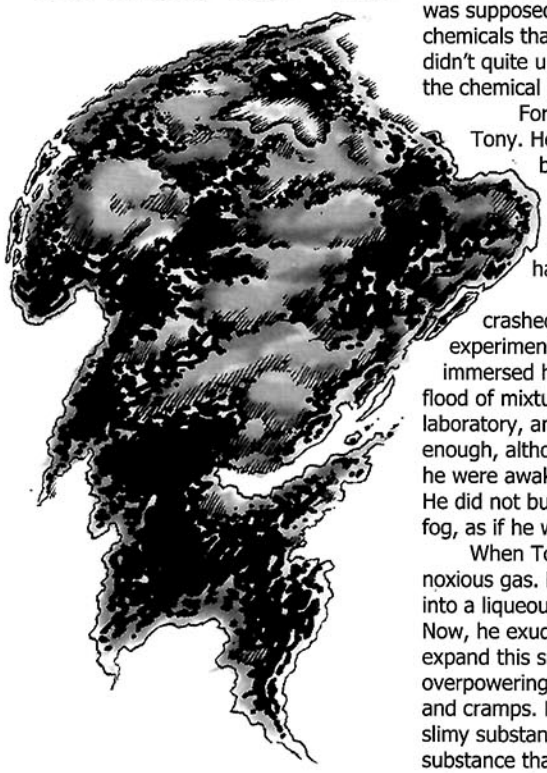


QUOTE
"Ever wonder what it feels like, the weight of the world on your shoulders? Here, let me help."

RACE	SEX	HT	EYES
Human	M	6'	Brown
GROUP	**AGE**	**WT**	**HAIR**
None	26	180#	None

PUBLIC KNOWLEDGE	
5	
10	Former gangsta
15	High-priced muscle for hire
20	
25	Tactical thinker
30	

SMOG



QUOTE
"Hey, whatcha starin' at, ya bozo?"

RACE	SEX	HT	EYES
Human	M	6'-ish	Green
GROUP	**AGE**	**WT**	**HAIR**
None	?(43)	0#	None

PUBLIC KNOWLEDGE	
5	Eww! Gross me out!
10	A living "cloud" of gunk
15	Destroys beautiful things
20	Just a guy that caught a bad break
25	
30	

DESCRIPTION

Tony Lucien thought life stank, even before he generated a constant stench himself. A two-bit Mafioso plagued by a jinxed life, Tony considered it his lucky break to be sent by the boss on an actual mission by himself. He was supposed to break into a chemical plant and steal some chemicals that the boss needed for framing somebody. He didn't quite understand the details, but he inked the name of the chemical and the location within the factory on his hand.

For once, things seemed to be going smoothly for Tony. He was able to get into the plant undetected by breaking into a back door, unmonitored by security. He even made it to the right part of the plant, and found the right batch of chemicals. But that's when tragedy struck, harder than it ever had before.

Tony slipped in a puddle of something, and crashed headlong into a shelf full of various experimental chemicals. The ensuing chemical reaction immersed him in dozens of concoctions. The miniature flood of mixtures hit an exposed electrical circuit in the laboratory, and started a fire, with Tony at its center. Oddly enough, although he passed out from the fumes, he felt as if he were awake but unable to move during the conflagration. He did not burn, but felt himself swept away in the chemical fog, as if he were light as a ghost.

When Tony came to, his body had become a cloud of noxious gas. He could still speak, and could turn from a gas into a liqueous form, but he was no longer a solid being. Now, he exudes a terrible stench most of the time, and can expand this smell over a wide area. The odor is so overpowering that those within its limits experience vomiting and cramps. He can emit a variety of chemical substances: a slimy substance that makes the ground slippery, an acidic substance that erodes or burns through many materials, and a dense malodorous black smoke that obscures vision.

Since that time, Smog, as he has become known, has acted mostly as a confused eco-terrorist. He attacks refineries, power plants, corporate headquarters, and other environmentally "dangerous" targets, since he holds them all responsible for his current condition. But he also attacks botanical gardens, nature preserves, and other nature/beauty foundations, since they reinforce (in his mind) how disgusting he has become.

LEVEL 10	Pollution Elemental	HERO 5

STR	12	+1
DEX	13	+1
CON	16	+3
INT	10	+0
WIS	12	+1
CHA	12	+1

DMG	PROT
+5	N/A
FORT	**FLY**
+5	50 ft
REF	**INIT**
+1	+1
WILL	**M.PROT**
+1	N/A

MELEE
+5 (+5 Nauseate)
RANGED
+5
DEFENSE
13 (12 Flat, 13 Mental)

SKILLS
Bluff +1, Gather Information +2, Innuendo +2, Intimidate +7, Sense Motive +4
FEATS
Aerial Combat, Blind-Fight, Darkvision, Durability, Great Fortitude, Hideous (page 125), Immunity [Aging, Critical Hits, Disease, Poison, Radiation, Starvation, Suffocation], Instant Stand, Penetrating Attack (Corrosion), Power Attack, Scent, Startle, Toughness
POWERS
Alternate Form: Gaseous +10 (*Extras:* Extra Form (Semisolid), *Flaw:* Permanent, *Source:* Science, *Cost:* 5 pp) **Nauseate +5** (page 126) (*Extras:* Area, Corrosion, Obscure, Slick, *Stunt:* Obscure Also Affects Scent, *Source:* Science, *Cost:* 5 pp)
WEAKNESSES
Disturbing, Unlucky

SUREFIRE

LEVEL 14	Psychic Gunman	HERO 7

STR	12	+1
DEX	18	+4
CON	16	+3
INT	12	+1
WIS	20	+5
CHA	14	+2

DMG	PROT
+8	-5
FORT	RUN
+3	30 ft
REF	INIT
+6	+8
WILL	M.PROT
+5	-5

MELEE
+6 (+1S Punch)

RANGED
+15 (+8S/L Gun)

DEFENSE
18 (14 Flat, 19 Mental)

SKILLS
Drive +5, Gather Information +3, Hide +5, Intimidate +3, Knowledge (Guns) +2, Listen +8, Medicine +2, Move Silently +5, Open Lock +5, Profession (Soldier) +6, Spot +8, Survival +6

FEATS
Accurate Attack, All-Out Attack, Assessment, Attack Focus (Ranged), Dodge, Evasion, Far Shot, Improved Critical Hit, Improved Initiative, Lightning Reflexes, Multishot, One... More... Shot... [Heroic Surge], Penetrating Attack x2, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Ranged Disarm (page 125), Ranged Trip (page 126), Rapid Shot, Ricochet Attack, Surprise Strike, Track

POWERS
Accuracy [Luck +5 (*Extra:* Base Attack Bonus (*Flaws:* Ranged Only, Guns Only), *Flaws:* Luck Only for Ranged Attacks, Guns Only, *Source:* Psionic, *Cost:* 5 pp)]
Ballistikinesis [Telekinesis +5 (*Extras:* Mental Protection, Shape Matter (*Flaw:* Only to Assemble/ Disassemble Guns), Neutralize (Guns Only), *Source:* Psionic, *Cost:* 5 pp)]

EQUIPMENT
Bulletproof Coat [Armor +5 [*Source:* Science, *Cost:* 1 pp)], **Comm Unit** [Radio Broadcast, Radio Hearing, *Flaw:* Device: *Source:* Science, *Cost:* 2 pp)], **Sniper Eye** [Sensory Protection +8, *Stunt:* Darkvision, *Flaw:* Device, *Source:* Science, *Cost:* 1 pp)], **Weapon +8** (*Extras:* Autofire, Long Range (Sight), *Stunt:* Dual Damage, *Source:* Science, *Cost:* 3 pp)

DESCRIPTION

Winston Dale is what might be called a "ballistikinetic." He can control guns with the power of his mind. He can accurately control the path of a bullet once it's left the barrel, meaning that he almost never misses. If he can see it, he can almost always hit it. As well, he has a limited form of telekinesis that he can use to reload, assemble, fire, and "grab" guns. His superhuman accuracy only applies to guns that he fires himself, but he is fully capable of making someone else's gun fire at a target of his choosing.

Dale was a strong-willed child, with a strong sense of pride and determination; your basic control freak. The only time he ever felt at peace, if it could be called that, was when he was holding something over someone else. It was no surprise, then, when he joined the military and found his home among the officer ranks.

His military career was checkered by his conflicts with authority. He deeply felt the need for structure, but resisted it when he was not in charge. So, while he excelled in the command of his own unit, and always achieved his mission objectives, he bucked against his superiors when he did not agree with their decisions, and was charged with insubordination a number of times.

So when his psionic powers engaged after a head injury, his path was clear – it was time to strike out on his own. He didn't need someone else giving him orders when he was now powerful enough to handle any opposition by himself.

He began a new career, this time as a mercenary sniper. Although he never missed his target, he soon began to miss his passion. Without a mountain to climb, his life became empty. The thrill of the kill was no longer there. So he changed his demographic. Instead of targeting ordinary men, he would now only kill superhumans. The thrill came back. Too many of these freaks bill themselves as being bulletproof, but all it takes was the right man to shoot that bullet.

NOTES

When Surefire shoots, he takes no range penalties. His guns fire as line-of-sight weapons. He can fire many times in a short period of time (with Multishot, Rapid Shot, and his Autofire Weapon, he can fire 4 times in a single round; or 5 if he also uses Heroic Surge). By adding in his Luck (which gives him a +5 beyond his other bonuses), he can distribute 5 more points among his shots. So, if he's shooting a single shot, he can get an extra +5 to it, but if he's using Rapid Shot and Heroic Surge, he can get a +1 to all 5 shots (or otherwise split that bonus).

Through his supreme accuracy, he can harm targets otherwise thought impenetrable by targeting vulnerable areas such as eyes and throat (with Power Attack, Ricochet Attack, and Surprise Strike, he can get a +19L to his damage; the 2x Penetrating Attack means that he can get past a Protection of 23 when necessary). And his command of targeting is so precise that he can choose whether to kill or to wound.

In short, there's nothing he can't hit, and there's nothing he can't hurt.



QUOTE
"There's no such thing as truly invulnerable. Some marks are just more difficult than others... and more expensive, of course."

RACE	SEX	HT	EYES
Human	M	5'11"	Brown
GROUP	**AGE**	**WT**	**HAIR**
None	32	205#	Brown

PUBLIC KNOWLEDGE	
5	
10	
15	Superhero killer
20	Mentally controls bullets
25	Can jam guns with his mind
30	Puts the "psycho" in psychokinesis

Appendix

New Rules and Options

Feats

Aerobatics

You are a master of maneuvering in the air and fighting in three dimensions, putting to shame other fliers with your adept movements and quicksilver grace.

Prerequisites: Aerial Combat, Dex 15+, Flight (either through a device/vehicle, or through some innate power)

Benefits: You can attempt to increase your Defense (either your own Defense or that of your vehicle) while in the air. Make a Dexterity check against a DC 10. Every two points by which you beat the DC increases your Defense by +1, to a maximum of +5 or a bonus equal to the ranks in Flight being used, whichever is lower. This is considered a Dodge bonus.

Example: Raptor is attempting to keep Opaque from tagging him with one of her laser blasts. He dives into a set of corkscrew loops, and rolls a Dex check, resulting in a total of 29. He easily maxes out the Defense bonus he can receive from the feat and raises his Defense by +5, making avoiding her rapid fire barrage look almost effortless.

Artisan

You have an uncanny degree of natural skill in making things.

Prerequisite: Super-INT, or Int 13+ and 3 or more Craft Skills.

Benefit: For the purpose of applying the Talented or Skill Focus feats, said feats apply to all Craft skills, trained and untrained; essentially, this allows you to take Skill Focus (Craft), or to choose Craft as one of your Talented picks. The GM is, of course, still within his rights to disallow this bonus on Craft skills that he decides are completely impossible for the character to have ever encountered (such as a contemporary of DaVinci's suddenly showing off his grasp of Martian Psi-Sculpting, for example).

Awe

You can awe opponents with your incredible looks, your sheer presence, or perhaps an overwhelming display of power, causing them to hesitate in combat.

Prerequisite: Cha 15+, or the Attractive feat, or Super-CHA.

Benefit: Designate an opponent or opponents and make a Charisma check as a half-action. Your opponent(s) must immediately make a Will save with a DC equal to the result of your Charisma check. If the save fails, your opponents are considered flat-footed against your next attack (losing any dodge bonus to Defense). This does not affect other attacks directed at opponents during that round unless those attacks also immediately follow the successful use of the Awe feat. If the save succeeds, there is no effect. Opponents gain a cumulative +1 bonus on their Will save each time Awe is used against them in the same combat. Opponents also gain a cumulative +1 bonus for every friend they have in that combat against which Awe is being used.

Counterstrike

Your combat skills are honed to the point where you can immediately exploit openings in your opponent's defense while he is attacking you.

Prerequisites: Base Attack Bonus +5, Expertise, Improved Initiative

Benefit: While using Expertise to increase your defense, you can take a free melee attack against any opponent who unsuccessfully attempts a melee attack against you. You can counterattack once for every failed melee attack used against you, and only against the opponent who failed his attack roll against you for that attack. You are limited per round to a number of counterstrikes equal to your Dex modifier, with a minimum of 1.

Courage

You possess extraordinary bravery; the ability to continue functioning in the face of terror and fear that would paralyze others.

Benefit: You get a +4 on Will Saves versus fear or fear-related effects.

Egghead

You have an uncanny breadth of knowledge involving the sciences.

Prerequisite: Super-INT, or Int 13+ and 3 or more Science skills.

Benefit: For the purpose of applying the Talented or Skill Focus feats, said feats apply to all Science skills, trained and untrained; essentially, this allows you to take Skill Focus (Science), or to choose Science as one of your Talented picks. The GM is, of course, still within his rights to disallow this bonus on Science skills that he decides are completely impossible for the character to have ever encountered (such as a WWII era chemist suddenly displaying a familiarity with 23rd century nanite-based genetic engineering, for example).

Hideous

You are surpassingly ugly – the stuff of foul legends or children's nightmares.

Prerequisite: Cha 13+ or the Disturbing Weakness.

Benefit: You get a +3 circumstance bonus on any social skill or Charisma check in any situation where your sheer frightening appearance may work to your advantage (e.g., Intimidation skill checks).

Improved Escape

You are particularly difficult to hold onto when grappling.

Prerequisite: Base Defense Bonus of +3 or higher.

Benefits: Opponents attempting to grapple you suffer a -4 penalty on the grappling check to do so.

Improved Feint

You can use body language and combat skill to gain advantage over an opponent through guile, distraction, and misdirection.

Prerequisites: Base Attack Bonus 3+, Bluff 5+ ranks.

Benefit: You may use your Bluff skill to gain the same effects listed under the Taunt skill, but you do not have to verbally communicate with your opponent to do so. The interaction may involve communication, but your opponent really only has to be able to see you and be susceptible to such tactics. For example, a robot programmed to disregard all distractions and only attack (and attack and attack) would not be vulnerable to feint. Use of this skill requires a half action and it is resisted with a Sense Motive roll.

Improved Teamwork

Through intensive training or simply natural ability, you work exceptionally well with others in coordinating combined activities in combat situations.

Prerequisite: Base Attack Bonus of +3 or better.

Benefits: At the beginning of the round, you can declare a combined attack with other allies against a single target. Choose a primary attacker among the allies who will actually make the directed attack. For every ally with this feat involved in the attack who forego their actual attack actions to help the primary attacker, the primary attacker gains a cumulative +1 to both their attack and damage bonuses for that attack, to a maximum of +5 (regardless of the number of allies with this feat involved). Being involved in a combined attack counts as an attack action from all allies involved, even if they are foregoing their actual roll in the process.

The attacks involved can be melee, ranged, or mental, and can come from a power, strength, or a gadget – or any combination thereof.

Improved Unarmed Combat

You have trained yourself to make every blow count to its fullest.

Prerequisites: Attack Focus (Unarmed), Base Attack Bonus of +5 or higher.

Benefit: You gain a +1 to your damage bonus for unarmed attacks.

Note: Mechanically, this is essentially the same as 1 rank of the Strike power.

Jack of All Trades

You have an incredibly broad range of experience doing many different jobs.

Prerequisite: Super-WIS, or Wis 13+ and 3 or more Profession skills.

Benefit: For the purpose of applying the Talented or Skill Focus feats, said feats apply to all Profession skills, trained and untrained; essentially, this allows you to take Skill Focus (Profession), or to choose Profession as one of your Talented picks. The GM is, of course, still within his rights to disallow this bonus on Profession skills that he decides are completely impossible for the character to have ever encountered (such as a 13th century Moorish courtesan suddenly displaying familiarity with the demands of submarine captaincy).

Legion

You are a master of men, with minions in vast numbers awaiting your commands.

Prerequisites: Charisma Modifier of +3 or more, Minions.

Benefits: Take the number of minions granted by the Minions feat and double them for every point of Charisma modifier you possess. For example, a loyalty score that grants 30 PL 1 minions normally, when possessed by someone with this feat and a Charisma modifier of +3, grants 240 PL 1 minions instead.

Note: Extending the Minions Chart – For every two levels past 6, halve the number of minions granted by the chart. The number given for PL 6 minions at your loyalty score level is also multiplied by the Legion feat, if possessed, before halving. A loyalty score of 40+ would give you 2 PL 10 minions or 1 PL 12 minion without the Legion feat, for example. You still can't have minions higher than your own PL, of course.

Martial Artist

Your control over your unarmed attacks is precise enough to inflict killing blows.

Prerequisite: Improved Unarmed Combat

Benefit: You may do either stun or lethal damage with your unarmed attacks, chosen each time you attack.

Mastermind

You are an extraordinary planner, or perhaps just have exceptionally deep pockets, as reflected by your impressive acquisition of resources.

Prerequisites: Intelligence or Wisdom modifier of +3 or greater, Vehicle or Headquarters feat.

Benefits: There are two possible benefits, and you must choose between them when picking this feat. The first benefit is that for determining the PL of a Headquarters or a Vehicle, your PL is considered to be half again its actual rank. For example, a PL 12 gadgeteer with both the Mastermind and Headquarters feats can have a Headquarters built as if he was PL 18. The second benefit is that the number of either headquarters or vehicles you possess doubles for every point of Intelligence or Wisdom modifier that you have. Which modifier applies must be chosen at the time this feat is purchased, and the two modifiers *do not* stack for doubling purposes. The modifier points may be split between the two resources, however. The aforementioned gadgeteer, for example, with an Intelligence modifier of +8 chooses to divvy it up evenly between his HQ and his vehicles, +4 to each; this results in up to 16 Headquarters built at Power Level 12 or up to 16 vehicles built on up to 60 points each (see Vehicle feat, page 126).

Ranged Disarm

Your skill with ranged attacks is well-honed enough to blow weapons out of opponents' hands even at a distance.

Prerequisite: Dex 13+, Base Attack Bonus 3+, Precise Shot.

Benefit: You may attempt to disarm an opponent as a ranged attack.

Normal: Without this feat, disarm attempts must be made with melee attacks only.

Renaissance Man

You have an extraordinarily varied background

Prerequisites: Super-WIS, or Wis 13+ and at least 5 skills with 4 or more ranks each.

Benefit: No skill is considered untrained for you.

Resounding Blow (Super Feat)

By using your mighty strength to its fullest, you may dramatically increase the distance that your attack knocks your opponent.

Prerequisite: Super-STR

Benefit: By taking a full round action for your melee attack, you double the Knockback distance (if any) inflicted by your attack.

Special: You can take this feat multiple times. Its effects stack, doubling the total distance every time the feat is taken.

Scholar

You have an uncanny breadth of knowledge involving practically all subjects.

Prerequisite: Super-INT, or Int 13+ and 3 or more Knowledge skills.

Benefit: For the purpose of applying the Talented or Skill Focus feats, said feats apply to all Knowledge skills, trained and untrained; essentially, this allows you to take Skill Focus (Knowledge), or to choose Knowledge as one of your Talented picks. The GM is, of course, still within his rights to disallow this bonus on Knowledge skills that he decides are completely impossible for the character to have ever encountered (such as a Victorian railway worker suddenly showing off his knowledge of 34th century Venusian Fungal Art, for example).

Vehicle

You possess an extraordinary vehicle. This may be the product of magic, advanced technology, or an unfathomable combination of the two. Regardless of origins or specifics, the vehicle in question is quite special, and would be difficult to replace or rebuild.

Benefits: You possess a vehicle constructed from a pool of points equal to 5x Your PL. A PL 5 character could have a special vehicle built on up to 25 points, for example. At the GM's discretion, this pool of points may be split among multiple vehicles, so long as the total number of points used does not exceed the pool limit established by your PL.

Powers

Nauseate

Cost: 2
Action: Half
Range: Normal
Duration: Instant
Saving Throw: Fortitude

You can cause a target to feel sick to his stomach. Your target must make a Fortitude saving throw at 10 + your Nauseate rank to avoid becoming nauseated (see **Condition Summary**, ***M&M*** page 139).

The nausea can be defined as a terrible smell, a disease or poison, vertigo, knocking the wind out of a target, or anything else that yields the same penalties.

Nauseated characters are unable to concentrate on anything other than their condition, and cannot attack or make power checks. The character can take a single half action per round until he succeeds at a Fortitude save at 10 + Nausea rank, with a cumulative +1 per round.

Extras

Dimensional Travel

Affects Others: This extra allows you to use your mastery of dimensional travel to pull items and individuals from other places, or send items and individuals through the dimensional boundaries to other places. Traditionally, these uses are known as Affects Others (Summon) and Affects Others (Banish), respectively. Each is a separate extra. To summon an item, you must make a power check against a DC established as below:

DC	Item or individual
10	Familiar
15	Known or extensively described
20	Unknown or in a distant dimension

You can only Summon or Banish an inanimate object whose combined Hardness and Size Modifier do not exceed your power rank. If the item in question is the focus of some power, you cannot summon or banish it if said power rank exceeds your Dimensional Travel power rank. A living target is allowed a Will save to resist being Summoned or Banished against its wishes, with a DC equal to 10 + your power rank; if the target possesses Dimensional Travel abilities of its own, it may add that power rank to its Will save bonus. You may only attempt to Summon one target per action unless you also have the Horde extra. You may only attempt to Banish one target per action unless you also have the Portal or Area Extras. Your power to bring someone to you doesn't necessarily mean they'll be happy to come, or be at your command. The default attitude of a living being summoned without its permission is Unfriendly, and a GM may easily drop that to Hostile given the circumstances and the identity of your target.

Horde: Each time you take this extra, double the number of items or individuals you can Summon in one action.

Improved Attitude: Each time you take this extra, you improve the default attitude of an individual you Summon. One extra will move that attitude from Unfriendly to Indifferent, for example. However, a sentient target gets an immediate Opposed Will save against you to retain its original attitude (make a Will save, the result of which the target then uses as the DC of its own save).

Binding: Sometimes you don't want what you've summoned to traipse around free while you try to convince it to help you. For two extras, you may confine the summoned individual to a single spot, such as a sigil-laden summoning circle (for example). Treat the use of this extra as an anchored Snare equal to your power rank. The summoned individual must use a Wisdom check to break the Snare, not Strength or a destructive power. Neutralize Dimensional Travel, however, can cancel the effect if used from outside the Snare.

Example: Sepulchre uses his Sorcery power to cast the spell Blood Gate of Ba'alveroth and summon a murderous Hate Demon from some outer hell. His Sorcery Power emulates the power Dimensional Travel (*Extra:* Summon, Binding; *Flaws:* Slow, Obvious, Limited–must use blood sacrifice) [see page 65 for the optional versatile sorcery rules]. The Hate Demon has a Will save of +8, but understandably fails to beat the DC 26 it needs first to resist the summoning and then again to break free of the summoning circle in which it suddenly finds itself trapped.

Telekinesis

Inside Job: With this extra, you may use your telekinesis to directly assault your opponent's internal organs, such as pinching closed a vital artery, or forming a telekinetic "bubble" inside something important and then expanding it. You must have both the Grapple and Energy Blast extras in order to use this extra. Make a ranged attack with your telekinesis. If you succeed, your opponent makes a damage save against a damage bonus equal to your Telekinesis power ranks using his Fortitude save instead of his normal Damage save.

Telepathy

Mind Scan: You may use your telepathic abilities to attempt to locate and contact a single mind among many, and over great distances. Your ranks in this extra use the same distance total as per the chart under ESP (M&M, page 70). For example, at Rank 5 you have a maximum distance of 2 miles. Mind Scan is a time-consuming action; normally, it takes one full round for every point by which the total DC exceeds Your Telepathy ranks, with a minimum of one Full Round action. You must make a power check in order to find the single mind you are looking for before attempting to initiate telepathic contact. The DC is based on two factors, the strength of the person's mind and the number of minds through which you must sift. The base DC is 10. Two minds would be a +1 modifier, with every doubling of that number adding an additional +1 to the total. From this, subtract the target's Wisdom modifier (powerful minds are easier to find, as they "stand out" from the crowd). Finally, add the target's Mental Protection, if any, to the total (shielding gets in the way of the probe). Make a Telepathy power check against this total. If you succeed, you have found the mind you're looking for and can then try to initiate telepathic contact. If you fail the check, you're simply not able to sift through all of the minds to isolate the one you were seeking.

Example: Iron Angel is trying to find the psychic sadist Lament, who she knows is hiding somewhere in New York. Iron Angel is several thousand miles away from New York at the moment, but her rank 10 Telepathy gives her a maximum distance of 200,000 miles, so it isn't a problem. The GM decides that New York should be treated as having about 8-10 million people in its gargantuan sprawl. That's about a +25 modifier. Lament has a total Wisdom modifier of +12, and 5 ranks of Mental Protection. The final DC equals 10 +25 -12 +5 = 28. With her Telepathy +10, Iron Angel is going to need to either get very lucky, or take quite a long time in her search.

Teleportation

Insertion Attack: For two extras, you can use your Teleportation abilities to teleport small objects into your opponent's body. You must make a ranged attack roll, and the damage bonus is based on the size of the object used (for example, +1 for ballpoint pen, +2 for a brick, +3 for a baseball bat, etc.). Your opponent saves as per the rules from the Incorporeal power (M&M, page 73) dealing with materializing inside an object. The opponent isn't actually inside anything (unless the teleporter is VERY powerful), so the damage is based on the object's size, not its hardness. If the opponent is disabled, the object is deep within his body; if he isn't disabled, it's close enough to the surface that it was ejected.

OPTIONS

Knockback

As written, the optional rules for using knockback in a fight result in infrequent occurrences unless the parties involved have low damage saves or get demonstrably lucky in their attacks. It may be argued that this doesn't reflect the nature of knockback as seen in comics. If the GM prefers, he can use the following additions. First, Knockback occurs whenever a stun result follows a damage save, regardless of whether or not the stun result stays in play due to hero point expenditure. Second, a stun result is unnecessary if the damage bonus involved is twice or more the opponent's total damage save bonus, regardless of what the opponent rolls for his actual save result. Finally, an attacker can declare a Knockback Attack, wherein the primary focus is to send his opponent flying away; in this case, the attack is handled identically to a Trip maneuver, but if successful, sends the opponent sailing back the expected knockback distance derived from the involved damage bonus and applicable damage save, instead of simply knocking the opponent to the ground.

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