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HOUSE OF SERPENTS!

COPPERHEAD GUARD

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COPPERHEAD GUARD

General Venom's elite bodyguard Force and inner circle is a unit known as the Copperhead Guard. The operatives in this unit are all highly trained, multi-talented mercenaries and assassins. They also are all beautiful women. With their combat skills honed by a training program said to rival Navy SEAL training in sheer toughness, the Copperhead Guard are both Venom's personal guards and the elite commando unit of the House of Serpents. They often take on the most vital and dangerous missions or lead critical Field operations.

In addition to being trusted lieutenants and formidable opponents, the members of the Copperhead Guard receive intensive training in the use and maintenance of the sophisticated equipment that is used to grow healthy cloned bodies for General venom and to transfer his consciousness into these bodies when he is severely injured in combat or when he simply starts to feel his age.



The armored battlesuits and uniforms for this unit are adorned with the Ouroboros, an ancient symbol of a serpent swallowing its own tail. The Ouroboros represents cyclicity and recreation. The Copperhead Guard's use of this symbol commemorates the fact that they are the unit responsible for overseeing General Venom's personal cloning operation and the periodic transfer of his consciousness from one cloned body to another. The Copperheads are literally responsible for the continuation of General Venom's prolonged life - and thus the survival of the House of Serpents as a whole.

(The habit of many members of the Copperhead Guard to dye their hair a coppery shade of red doesn't appear to have any such weighty symbolism. That is simply an informal tradition to build unit cohesion and morale.)

Venom's reasons for constructing his elite guard entirely from females have been the subject of much colorful speculation. The answer appears to almost prosaic in comparison to some of the lurid rumors. Venom simply trusts women more than men. So, for the unit that is periodically charged with guarding him when he is at his most vulnerable (during the process where his consciousness is transferred to a new cloned body), he choose to staff it entirely with women.

Adventure Hook 1

While the President was on a visit to the PCs city, a Copperhead Guard team ambushed the Secret Service detail that was carrying the satchel that contained the launch codes for the United States nuclear missile fleet. However, the Secret Service agents guarding the satchel defeated and captured all of the Copperheads except for one. This lone Copperhead Guard managed to snatch the satchel and escape. She's on the run in the Financial district now, and the Secret Service has deputized every superhero in the city to help them track down and arrest her before she can reach a computer and use the satchel for whatever her nefarious purpose might be. In the PCs favor is the fact that there's a GPS tracking device secretly planted in the satchel. However, other strike teams from the House of Serpents are likely in the area attempting to retrieve the agent, so time is of the essence.

Adventure Hook 2

Air Force One has been skyjacked by a Copperhead Guard strike force. They are holding the President hostage until their demands (for the release of various House of Serpents agents and associated supervillains from prison and for 2 billion dollars) are met.

The PCs have been equipped with NASA built jetpacks (Flight 6). They are given the mission of storming Air Force One in mid-air and rescuing the President and his family.

COPPERHEAD GUARD

PROWESS 4

COORDINATION 5

STRENGTH 4

INTELLECT 3

AWARENESS 4

WILLPOWER 3

STAMINA 7

SPECIALTIES:

Acrobatics, Military,
Leadership, Martial Arts Expert,
Weapons Master (Blades),
Weapons Expert (Guns),
Computers, Electronics,

POWERS

Invulnerability 2 Device - Armored Jumpsuit

Blast 4 (Shooting) Device - Sidearm

Strike 4 (Slashing) Device - Sword

46 Points





Qualities

Enemy : US Government and Military

Enemy : Law enforcement

Weakness : Group-think. Heavily indoctrinated, reflexively overlook Venom's many flaws and mistakes

Challenges

GENERAL VENOM'S ELITE GUARD

Catchphrase : Don't Tread on Me!

Connections : House of Venom operatives and bases are hidden throughout the US

Motivation : Personally loyal to General Venom

Motivation : Seeing Venom's visions for the US carried out

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