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WARGAMES



LEADER OF
P.H.A.N.T.O.M.

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DEATH MASK - LEADER OF P.H.A.N.T.O.M.

"Power knows no borders."

The Philanthropic Harmony Association For National Treaties, Order, and Militarism is rarely referred to by its benevolent-sounding (if long-winded) name. Instead, it is better known by the acronym P.H.A.N.T.O.M.

P.H.A.N.T.O.M.'s Founding ideal is avoiding the horrors of global war by instituting a world government with themselves in control.

In addition to ruling the small European nation of Ruritania, P.H.A.N.T.O.M. is a puppetmaster that controls more than a dozen countries from the shadows, with influence over several dozen more.

P.H.A.N.T.O.M. has its roots in the Second World War. It began as a united American, English, and Soviet think-tank designed to hamper the Third Reich. After the Fall of Hitler, the organization found itself possessed of an extremely powerful network of spies and operatives across both sides of the Iron Curtain. Rather than continue their service to their home nations, the members decided to take control of the small Eastern European nation of Ruritania and set themselves up as a 'third side' in the Cold War, one that would seek to subvert both the Eastern and Western blocs to the ultimate cause of world peace.

Throughout the 50s, 60s and 70s, P.H.A.N.T.O.M. engaged in a campaign of terror designed to bring about their goal of a one world government under its control. Their greatest success during the Cold War was when a sleeper agent was elected to the US Presidency. Richard Nixon's mission to demoralize and destabilize the United States was the greatest victory that P.H.A.N.T.O.M. had experienced since the end of World War 2.

However, P.H.A.N.T.O.M.'s Failures Far outweighed its victories and the organization ended the 1970s just barely holding its own against the international alliance, led by the Foundation For World Harmony, arrayed against it. A drastic change was needed and it came in the late 1970s, when P.H.A.N.T.O.M. underwent a coup. Its new leadership renounced terrorism and expressed a desire to coexist peacefully with the rest of the world. This apology and new direction were actually a well orchestrated ruse, but it placated world leaders and bought P.H.A.N.T.O.M. the time to begin its new strategy: world domination through subterfuge, and financial and political manipulation

The new P.H.A.N.T.O.M. of the 1980s is a meticulous organization with a long term plan. P.H.A.N.T.O.M. teams still conduct covert terrorist missions across the world. But instead of the elaborate gambits to blackmail world governments into surrender that characterized P.H.A.N.T.O.M. in the past, these are calculated missions that bring more industries and nations under their sway. Like a chessmaster arranging the board carefully, P.H.A.N.T.O.M. is building towards the eventual day when the organization can leverage its massive power base to achieve its elusive ultimate goal of world domination. In the meantime, P.H.A.N.T.O.M. uses its influence to attempt to keep its true



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motives secret and to maintain its newly rehabilitated public image.

Operatives: The elite operatives of P.H.A.N.T.O.M. are the Agents. They are often recruited from the top levels of criminal operations and intelligence agencies, and are surgically enhanced with bionics or gifted with superhuman abilities through cutting edge bioengineering. Agents provide field leadership for P.H.A.N.T.O.M. operations and also function as deep cover operatives. (Because Agents have a wide variety of backgrounds and powers, no statblock is provided for them. However, adding 10 points of powers of your choice to the Red Guard statblock would be an excellent approximation of a P.H.A.N.T.O.M. Agent.)

The rank and file of P.H.A.N.T.O.M. is the Red Guard. The Red Guard is a fiercely loyal army that dresses in red uniforms emblazoned with the P.H.A.N.T.O.M. insignia. The Red Guard's members are usually drawn from existing militaries before they are put through a punishing training regime that includes full-scale brainwashing. The best of the army's troopers are selected for transformation into Agents. Red Guardsman is also the rank given to civilian operatives in the employ of P.H.A.N.T.O.M. The Red Guard also serves as the national defense of Ruritania.

Leadership: James Moriarty V, (aka Archduke James Moriarty III of Ruritania) is the third man to wear the steel faceplate of Death Mask, P.H.A.N.T.O.M.'s Founder. Raised in Ruritania and educated by a selection of private tutors, Moriarty displayed a genius-level IQ early on, and developed an interest in business, politics, and economics. He set his mind and skills to forge a new path for Ruritania and P.H.A.N.T.O.M.. Where his father and grandfather, the previous Death Masks, floundered with plot after foiled plot to conquer the globe through strong arm tactics, James made plans to reshape Ruritania and P.H.A.N.T.O.M. into a political and economic power rather than simply being an idealistic, brutal (and frequently frustrated) terrorist organization.

In the late 1970s, his father attempted another ornate plot where he used the threat of nuclear armageddon to blackmail the governments of the world into ceding complete authority to him. The young Moriarty, tired of the old man's embarrassments and failed schemes, publicly assassinated his father and assumed control of Ruritania and P.H.A.N.T.O.M. He immediately held a press conference where he apologized for the actions of his father and grandfather and announced that Ruritania and P.H.A.N.T.O.M. would no longer seek world domination, but instead would endeavor to live peacefully amidst the community of nations.

The current Death Mask is arguably the most brilliant of his lineage. With the economic and political power that Moriarty wields from the shadows, P.H.A.N.T.O.M. and Ruritania are more powerful than they have ever been, even while projecting the public image of a reformed nation and organization. Moriarty has never given up P.H.A.N.T.O.M.'s Founding goal, he is simply much more subtle and Machiavellian than his predecessors. Moriarty (who only occasionally uses the code name Death Mask, and very seldom dons the actual headpiece except for official ceremonies and the rare field mission) had seen the errors of his father at an early age and has made it a policy to corrupt and corrode rather than overtly utilize brute force. Thanks to his subtle tactics, dozens of politicians, corporate executives, and military officials all over the globe have been secretly dominated by P.H.A.N.T.O.M.

Death Mask III is a charming and erudite leader and holds himself to a higher standard of behavior than one might expect from a terrorist. Unfortunately, this code of behavior does not prevent him from inflicting massive collateral damage in the pursuit of his goal. James believes that conquerors out of necessity forge their empires on the backs of others. He does not believe in concepts like 'good' and 'evil', but only 'order' and 'stability.'

Death Mask - Leader of P.H.A.N.T.O.M.

DEATH MASK (Aka JAMES MORIARTY V)

PROWESS	4
COORDINATION	4
STRENGTH	4
INTELLECT	7
AWARENESS	4
WILLPOWER	7
STAMINA	11

SPECIALTIES:

Business, Leadership, Computers,
Electronics, Mechanics, Martial Arts
Expert, Pilot, Science Expert
(Physics), Science Expert (Metallurgy)

POWERS

Wizardry 7 (Gadgets (Intellect))

Invulnerability (Device: Face mask provides protection from toxins)

Mind Shield (Device: Face mask serves as protection from mental attacks)

Point Total : 49





Qualities

*Leader of P.H.A.N.T.O.M. and Ruritania
Poses as legitimate business leader
Motivation: Worldwide domination
Epithet: Third Smartest Man on the Planet
Machiavellian Manipulator
Talented inventor
Catchphrase : "Power knows no borders."*

Challenges

Enemy : USHER

Enemy : House of Serpents - General Venom has sworn to destroy P.H.A.N.T.O.M.

Death Mask - Leader of P.H.A.N.T.O.M.

P.H.A.N.T.O.M. RED GUARDSMAN

PROWESSION	4
COORDINATION	3
STRENGTH	3
INTELLECT	3
AWARENESS	3
WILLPOWER	3
STAMINA	6

SPECIALTIES:

Athletics

Martial Arts

POWERS

Immunity Device 4 - Rebreather protects from airborne poisons

Paralysis Device 4 - Gas Gun delivers a powerful does of nerve agent

Invulnerability Device 2 - Armored jumpsuit

Blast Device 5 - Laser rifle

Point Total: 36





Qualities

Foot soldier For P.H.A.N.T.O.M.

Challenges

Enemy : Law enforcement

Enemy : House of Serpents

Adventure Hook 1

A covert P.H.A.N.T.O.M. team has been deployed to erect a seismic trigger device in the mountains of Northern California that will activate the San Andreas Fault line. The resulting earthquakes would destroy the chip manufacturers in Silicon Valley, allowing Ruritania to corner this market. The PCs' home nation learns of this plot from a double agent and dispatches the PCs' team to stop it.

Adventure Hook 2

Ruritanian scientists at a secret research Facility in the Swiss Alps have reverse engineered the Nazi Übermensch process. At this Facility, the scientists are growing a brigade of superpowered P.H.A.N.T.O.M. operatives. With an army of these supermen, P.H.A.N.T.O.M. could take over several of its Central European neighbors overnight. The PCs are given the mission of infiltrating and destroying the base.

Adventure Hook 3

Undercover Foundation agents report that Ruritania has developed a broadcast device that generates overwhelming feelings of docility and terror within every human in a 100 mile radius. They are planning on secretly deploying a network of these devices across the whole of Europe (placed at businesses owned by Ruritania's many shell corporations) and use them to conquer the continent.

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