

1ST APPEARANCE

**8D
GAMES**

LUMINOUS



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COVER BY MORETTI AND INTERIOR ART BY STORN

**M&M
SUPERLINK**



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About 1st Appearance

1st Appearance is a line of products from Blue Devil Games designed under the M&M Superlink license. There's a reason you pay a few extra bucks for a comic book that's got a first appearance in it. It's that sense of newness. The anticipation that you're going to see something you haven't seen before. Each issue, Blue Devil Games will introduce you to something for the M&M world that you've never seen before. Typical of all of our products, we'll also provide you with a host of other material to help you get the most out of the book, and we'll serve it up with the highest quality writing and artwork on the market.

I guess you could call it Super Fiendishly Clever.

About Blue Devil Games

An avid gamer since childhood, **Justin D. Jacobson** started Blue Devil Games as an outlet for his gaming passion. He is an attorney by day, with a busy Florida law practice in debt collection. BDG is a thinly veiled reference to his degree from Duke University. Justin's writing has been published by Malhavoc Press and Bastion Press. www.bluedevilgames.com

After graduating from the University of Georgia, **Lee Hamock** moved to the frozen north of New York City, where he worked at DC Comics for a time. He's written for AEG, Bastion Press, Holistic Design, and Louis Porter Jr. Designs among others. Now Lee lives in Raleigh, North Carolina, where he works as a fulltime freelance game writer and all around professional geek. Lee is also the lead writer for BDG's DAWNING STAR.

Italy-based **Danilo Moretti** is a self-described "gamer by night and dreamer by day." He presently teleports between illustration, graphics, and web design. Danilo's recent work appears in publications by Mongoose Publishing, Bastion Press, E.N. Publishing, and more. www.dispari.net

Artist **Storn Cook** has a name derived from Scrabble tiles and talent owing in part to the good genes of his mother. By his own admission, he's been drawing "since he could hold the tools." He's currently playing in an M&M campaign set in the Red Dragon Universe.

A Hero is Born

The last son of a dying world...

An average Joe exposed to cosmic energy...

A refugee from some far-flung dimension...

A diplomat from a long-forgotten corner of the globe...

A vigilante driven to fight crime by childhood tragedy...

Without an origin story, a superhero is just a person in funny clothes with special powers.

Long a staple of comic book superheroes, the origin story is the basis on which the remainder of a hero concept rests. From the origin, we learn what drives the hero, the source of his powers, and how he relates to the rest of the world. In many cases, a hero's origin is the most important aspect of his story, setting up the rest of the character's life from a specific set of conditions under which the hero takes up his mantle and goes forth into the world.

A fully developed superhero origin answers three questions:

1. What drives the hero? Many heroes are motivated by a single, defining moment of their lives: the murder of a loved one, the loss of a cherished item, exposure to some life-altering event. Other heroes carry on due to years of being raised under a moral structure that impels them to fight the good fight. Whether it be altruism, revenge, greed, or some other principle, the hero's origin should make clear *why* he is doing more than most in the fight against evil. It describes the driving force behind the hero.

2. Why does the hero behave the way he does?

While two heroes both desire revenge for dead family members, one may become a wise-cracking swashbuckling hero while another becomes a brooding warrior of the night. The hero's origin should detail why a character behaves in the fashion he does, especially in the case of extreme or unusual behaviors. The hero's origin should identify a basis for his personality.



3. What powers does the hero have and why?

A hero's origin not only determines why the hero has chosen the life of a superhero, but why he has powers beyond those of normal people. These powers can be the result of training or other mundane causes, or they can be the result of some fantastical set of circumstances beyond the pale of human comprehension. Something drove the hero to develop his abilities. In the case of innate abilities, the origin must explain where the powers come from.

Unless there is a specific reason to leave one of these questions unanswered—such as an amnesiac character—the origin story should answer all three questions. Because of the long-term effects of the hero's origin, it should be carefully considered at the time of character creation. Retroactive reworking of the origin of existing characters works much better in comics than in role playing games—even then it rarely plays out well.

In the interest of developing a detailed origin and making players feel in tune with it, running scenes from a character's origin may be beneficial. Scenes of particular importance, where the character can actually make choices, are the best option for this. Replaying a scene when a five-year-old hero watches his parents get gunned down may be important, but what choices does the proto-hero actually have to make? This option is of particular interest if the character gains his powers suddenly late in life, such as playing out the first instance where a mutant's powers suddenly kick in at puberty. A low-level campaign could consist entirely of characters growing into their powers, starting at power level 3-5, and working their way up as they grow and mature. In such campaigns, the first adventure is the origin story, making those events come alive for the players, in contrast to the abstract events described only on a character sheet.

A hero's origin should be tied to the power source of the hero's powers, since they determine where the hero's abilities are drawn. For example, a hero who has spent most of his life training for a war on crime is not likely to have powers with the mutation or mystical power source. Also, the origin should explain why the hero has special flaws, weaknesses, feats, or other features.

Origin Archetypes

Within this chapter are a number of different origin “archetypes.” These model origins are drawn from decades of superhero examples. Each write-up provides frameworks and suggestions for players, so they can create their own detailed and cohesive origin stories. Each origin has a section describing the origin archetype as it pertains to common usage in comics and the type of campaign for which the archetype is best suited. Each section includes a list of suggested abilities, skills, feats, powers, and weaknesses that characters with that origin are likely to possess. Characters with that origin are not required to select from these lists, but they can help spur ideas in the creation process and build a more cohesive origin story. Lastly, each origin has an origin feat.

Origin feats are a special kind of feat that grant characters benefits and abilities just like regular feats. Origin feats are treated as super-feats, cost 2 power points. However, there are also some differences between origin feats and regular feats. First, their cost may not be modified by flaws. Second, they may only be taken at character creation. Third, a character may not take more than one origin feat absent GM approval.

The origins described below are grouped by power source because the power source is the fundamental way to differentiate where heroes get their powers. The explanation of a hero's powers is, in turn, a primary facet of superhero origins. Accordingly, it can be helpful to figure out what powers your hero has and review the suggested origin archetypes for that power source. The focus of the hero's powers should have the same power source as the origin selected.

The origin archetypes refer to “heroes,” but they can be applied equally to villains. Often, there is little difference between the origin of a hero and a villain.

To be sure, the archetypes listed in this work are not exhaustive. It is easy enough to create other archetypes, and you are encouraged to do so. Additionally, Blue Devil Games will present additional archetypes in a forthcoming web enhancement. If you want to share your own creations, post them on our message boards, located at <http://p212.ezboard.com/bbluedevelopgames>.



Alien

Aliens come from far off planets with strange cultures. Their origin often involves how it is they came to arrive in the world where the campaign takes place. There powers are frequently derived from their alien physiologies, which may be normal for their kind but afford abilities beyond the pale of normal humans.

Intergalactic Officer of the Peace

The product of a powerful elder race or a conglomeration of powerful beings from neighboring star systems, interplanetary law enforcement and protection agencies are a ready staple of most comics with a cosmic scope. When backed by an elder race, these “space police” are usually issued some sort of powerful artifact or weapon with which to carry out their duty. On the other, hand planetary alliances usually rely on high technology or the natural abilities of their member races, which may rival the powers of superheroes on other worlds. Assigned to protect the planets within a certain territory from external threats, these guardians rarely resist helping their charges deal with internal as well as external problems. These individuals usually operate with minimal direct supervision from their organization, but do operate under a strict legal or ethical code.

In addition to combat duties, these officers often are tasked with diplomatic missions, such as settling interplanetary disputes within their territory. Each organization will have its own balance between combat and diplomatic emphasis, and their training will reflect this. Also, Intergalactic Officers of the Peace are often involved investigative duties—such as tracking down intergalactic criminals—requiring them to be observant and quick-thinking.

Intergalactic police organizations usually have a very large roster, but it is rare that a large number of them operate together. Generally, officers operate alone or, at most, in groups of less than ten. Calling for help from fellow officers is rarely done and may even be frowned upon. The police organization mainly provides a source of power, such as a magic ring or weapon, a code to live by, and the occasional nugget of wisdom from on high. Individual agents are expected to be highly independent and able to operate alone in the

field for years at a time.

Recommended Campaign: Intergalactic Officers of the Peace fit best in high-power games where spaceflight is common and dealing with worldwide threats is an everyday thing. In lower power or grittier games the presence of a power wielding hero equipped by extraterrestrials tends to be a jarring presence. Due to their rigid codes of behavior, Intergalactic Officers of the Peace do not fit well in games of gray morality, their lives being one of black and white choices. Campaigns that focus on cosmic threats and interplanetary adventures are well suited for Intergalactic Peace Officer characters.

Suggested Abilities: Due to the many tasks carried out by Intergalactic Officers of the Peace all abilities are important, but Wisdom, Charisma and Constitution are usually the most important. Wisdom and Charisma help with diplomatic and investigative assignments, while Constitution helps the officer survive in the many harsh environments he may encounter. Some equipment used by these Intergalactic Officers of the Peace may have special requirements to use, such as superior concentration or willpower. In such cases, the officer’s ability scores should reflect this.

Suggested Skills: Concentration, Diplomacy, Intimidate, Knowledge (Interplanetary Law), Language, Pilot, Search, Science, Sense Motive, Spot, Survival.

Suggested Feats: Aerial Combat, Darkvision, Endurance, Immunity.

Suggested Powers: Cosmic Power, Energy Blast, Flight, Gadgets, Space Flight.

Suggested Weaknesses: Quirk (Code of Conduct), Vulnerable.

INTERGALACTIC OFFICER OF THE PEACE [ORIGIN]

You enjoy the benefits and must adhere to the responsibilities of membership in an intergalactic peace-keeping force.

Benefit: When dealing with creatures that know of and respect the peace-keeping organization, you receive a +1 bonus to all Charisma-based skills. When dealing with those that fear the organization, you receive a +1 bonus to Intimidate checks. Note: Generally, only individuals who are involved in space travel will know of the organization.

Once per adventure, you may try to contact your



superiors or fellow officers for assistance. The request must be related to upholding the principles of the peace-keeping organization. You can either ask for information or direct support, and in both cases must make a Diplomacy check. The DC varies by situation as listed below:

Situation	Diplomacy DC
Information	10
Transportation	15
Medical Assistance	20
Combat Support	25
World-in-the-Balance	-5
Each add'l per year	+5

If the check succeeds, you receive the requested assistance. If you requested information, you receive the results of a specific Knowledge check with a skill bonus equal to triple your power level. If you requested direct support, a number of members of the organization equal to three times your power level arrive within 24 hours. These other officers are one power level lower than you and are considered minions. (The GM may want to generate specific NPCs to serve this role, particularly if they are showing up regularly in the campaign.) These other peace officers will remain until the crisis is over or until their presence is no longer needed.

If you request assistance too frequently, you are likely to find these requests denied more often. Ultimately, abusing this resource could result in your being drummed out of the order for not being self-sufficient enough.

You are assumed to have a means to communicate with your superiors, such as a telepathic link or subspace transmitter. This communication device is only to be used in emergencies and can only be used to contact your superiors.

You and your GM should determine the code of conduct for your character's specific organization. Breaking the tenets of this code will result in being reprimanded and possibly removed from the ranks of the organization.

1st Appearance: Luminous

Introducing more than 35 all-new origin feats, including:

- ♦ The Outcast Noble, on a constant search to reclaim his throne.
- ♦ The Runaway Mutant, staying one step ahead of the mutant hunters that stalk him.
- ♦ The Shaman, who enjoys an unbreakable bond with the forces of Nature.
- ♦ The Crazy Inventor, just as likely to blow himself up as save the world.
- ♦ The Noble Thief, a modern-day Robin Hood.
- ♦ And many more...

Each entry includes a full description to help you develop a rich, detailed origin, along with suggested feats, powers, and more.

Another fiendishly clever product from Blue Devil Games.



LUMINOUS

VOID WARDEN OF DIMENSION 8



"I KNOW NOT
THE WAYS OF YOUR WORLD.
BUT I KNOW EVIL, AND YOU ARE IT."



Luminous

Born Ch'ktarat Bes'artail on the planet of Charrl, Ch'ktarat's people are a race of four-armed, plains-dwelling humanoids that had progressed little beyond the Bronze Age. Without warning, they were invaded by a neighboring race, the stagat, a race of mineral-devouring insects. Greatly outclassed by the technology of the stagat despite their superior physical strength and endurance, the inhabitants of Charrl were quickly subjugated, and within a year only scattered rebel bands remained free. The invasion came shortly after Ch'ktarat had passed his right of ascension into adulthood, and he was among those who fought the stagat invaders, doing what he could as a member of one of the rebel groups.

Ch'ktarat's ragtag rebel group was awakened one night by a light in the sky, as several stagat starships battled with some unseen opponent. Soon the opponent became visible, hurtling to earth in the midst of Ch'ktarat's fellows-at-arms. The man was a blue-skinned humanoid, smaller than the people of Charrl, and he was dressed in a white and yellow uniform, now burned and torn from battle damage. As Ch'ktarat quickly approached the fallen warrior, hoping him to be an ally against the stagat, the warrior mumbled some alien words to Ch'ktarat and handed him two metal bracers with the last of his strength. Understanding the dying man's wishes Ch'ktarat strapped the bracers to his forearms, after which they began to glow brightly. Unable to quench their light, Ch'ktarat attracted the attention of stagat soldiers, searching for the fallen warrior. Finding instead a single native Charrl, the stagat opened fire, and Ch'ktarat learned the bracers were no simple pieces of armor. Around each arm a shield of light appear blocking the attacks of the stagat. And they granted him the ability to fly. After a short battle, Ch'ktarat lost control of the bracers and was flung into space by their unbridled power. Having gone far beyond anything any of his people had ever encountered, he was sure this battle would be his last, but at that moment the Void Rangers arrived.

Searching for their lost member, the downed warrior Ch'ktarat had discovered, the Void Rangers had come to Charrl. A millennia-old interplanetary police force, the Void Wardens were charged by their master,

the enigmatic god-planet-computer Complex, to keep the peace and defend the weak. The Void Rangers had not previously noticed the invasion of Charrl due to cunning diversions by the stagat. Their agent, Ranger Bokras, was taken out by stagat ambush. The stagat did not count on Ch'ktarat accidentally activating the homing beacon on the power bracers he took from Ranger Bokras, summoning more Void Rangers to the planet. Attacking the stagat *en masse* and showing Ch'ktarat the basics of the power bracers along the way, the Void Rangers annihilated the stagat fleet and forced them to retreat back to their home world. In the climax of the battle, Ch'ktarat spared the leader of the stagat fleet after defeating him in single combat, feeling that to kill his enemy would lower himself to the level of the hated stagat.

After the battle, the Void Rangers were left with a quandary: worlds like Charrl, at a lower level of technological and social advancement, were usually assigned a Void Ranger protector from another world until the planet in question was ready to field its own defender, but Ch'ktarat had already proven himself a skilled combatant and possessed of strong moral character. A compromise was reached, where Ch'ktarat would be assigned to a world already rife with planetary defenders, where he could learn but still have a safety net provided by numerous other, equally powerful protectors. This world, Earth, had long been an important world to the Void Rangers, as several of their number hailed from there and it was home to many of the order's allies. Complex and the Void Rangers felt that it would be an excellent place for Ch'ktarat to grow and mature, eventually taking his place as the Void Ranger of Charrl.

Since his arrival on Earth several months ago, Ch'ktarat has gone after any super-villain he can find with reckless abandon, concentrating mainly on those from other worlds or dimensions. Lacking any knowledge in the ways of magic or advanced technology, he has often gotten in over his head, but his enthusiasm and gregarious nature has endeared him to many of the other heroes of Earth. Nicknamed "Luminous" for the glowing shields created by his power bracers, Ch'ktarat constantly works to prove himself both to the heroes of Earth and the Void Rangers, waiting for the day he can return home.



Personality: Eager and reckless, Luminous is always ready for a new challenge or a new enemy to defeat. While not bloodthirsty, he enjoys combat, but does hit best to bring his enemies to justice instead of dispatching them. He cannot abide bullies and often goes easy on those less powerful than him, even if they attack with lethal force. When he is not overly excited, he does his best to be patient and wise, but youthful exuberance often gets the best of him.

Luminous is not yet confident in his powers or in his knowledge of this strange new world he calls home. He often commits social *faux pas* and does not understand that most humans are not as hardy as his people. He is always very apologetic for the mistakes he makes. When using his powers, Luminous sometimes doubts his own abilities and whether he has earned a place as a Void Ranger, but he is an excellent team player who always gives it his best.

Powers and Tactics: When possible, Luminous prefers attacking as part of a team, attacking in concert with his allies. Luminous is usually on the offensive, using his energy blast to keep his opponents off balance until he can close for melee combat. Like all his people Luminous prefers close-quarters combat.

Most of Luminous's powers come from the power bracers he wears, the badge of office of the Void Rangers. These allow him to fly, deflect energy blasts, and create energy melee weapons. He has not yet unlocked most of the more powerful features of the bracers, such as space-flight.

Appearance: Luminous looks like an odd mix of a four legged bear and a wolf, having the powerful body of an ursine but the sleeker build of a plains hunter. Most humans find him ferocious looking, a fact that is not helped by his large teeth and claws. He stands eight feet tall when walking upright, but often runs using his lower set of arms as legs. He wears his power bracers on his primary, upper arms and wears a kilt-like skirt and a leather harness common among his people. He rarely wears other clothes except when his Earth friends tell him it is appropriate for a special occasion.

Campaign Use: Luminous makes an excellent occasional ally for most campaigns or even a fellow hero, who occasionally gets in over his head and needs help. He will be deferential to more powerful heroes

and could possibly even function as a sidekick.

Villain Option: Instead of sparing the life of the stagat leader, Ch'tkarat killed him. Chastised by the Void Rangers, he ran away and made off with his power bracers. Now, he hides from the Void Rangers, so they do not take the bracers back. Because of its high alien and mutant population, Ch'tkarat has decided to hide on earth and carve out his own little kingdom, eventually hoping to rule a star-spanning empire.

Luminous: PL 10; Init +2 (Dex); Defense 16 (+4 base, +2 Dex); Spd 30 ft.; Atk +11 melee (+5S, punch) +11 melee (+7L, claws), +11 melee (+15L, energy swords), +8 ranged (+10L, energy blast); SV Dmg +7, Fort +7, Ref +2, Will +4; Str 20, Dex 14, Con 20, Int 10, Wis 14, Cha 16.

Skills: Handle Animal +6, Hide +5, Language (Charrl, Complex Standard, Stagat), Listen +6, Spot +7, Survival +9.

Feats: Ambidexterity, Darkvision, Durability, Extra Limb, Great Fortitude, *Intergalactic Officer of the Peace [Origin]*, Iron Will, Toughness, Track.

Powers: Natural Weapon +2 (*Source:* Alien; *Cost:* 2 pp; *Total:* 4 pp).

Weaknesses: Naive. Luminous is, despite his appearance, in fact quite young, and his inexperience is compounded by his unfamiliarity with Earth cultures. Disturbing. Being a large, four-armed, purple-furred, ursine-like creature with long claws and sharp teeth has exactly the kind of effect on most people you'd imagine it would.

Equipment: Power Bracers [(Datalink +5 (*Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp), Dazzle +10 (*Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp); Energy Blast (radiation) +10 (*Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp), Flight +10 (*Power Stunt:* Superflight x2; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 12 pp), Force Field +10 (*Extra:* Affects Others; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp), Weapon (melee) +10 (*Effect:* Energy Swords; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 10 pp), Immunity (Cold, Dehydration, Heat, Radiation, Starvation, Suffocation)(*Flaw:* Device; *Cost:* 1 pp; *Total:* 6 pp)]; *Total:* 63 pp.

