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MUTANTS & MASTERMINDS



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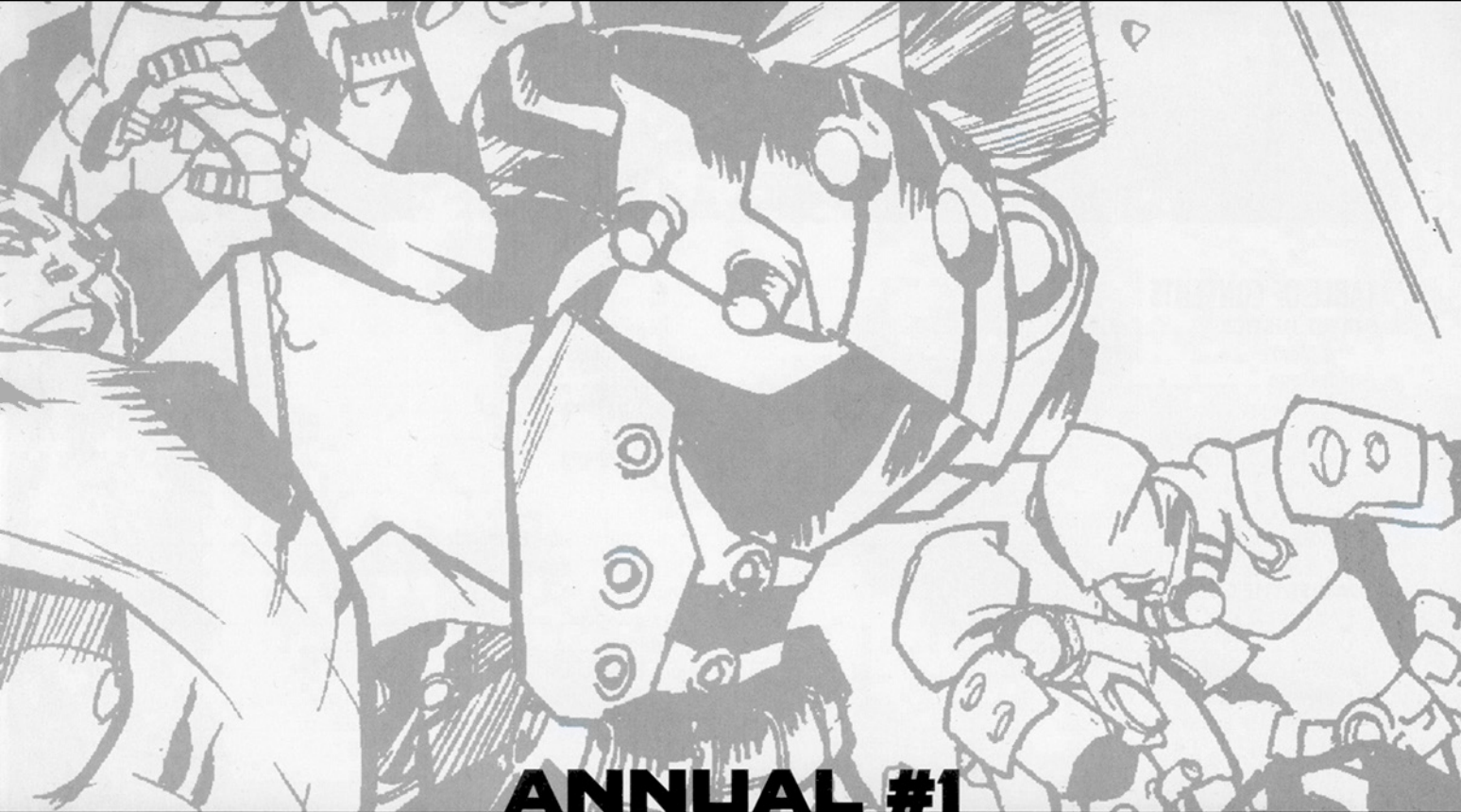
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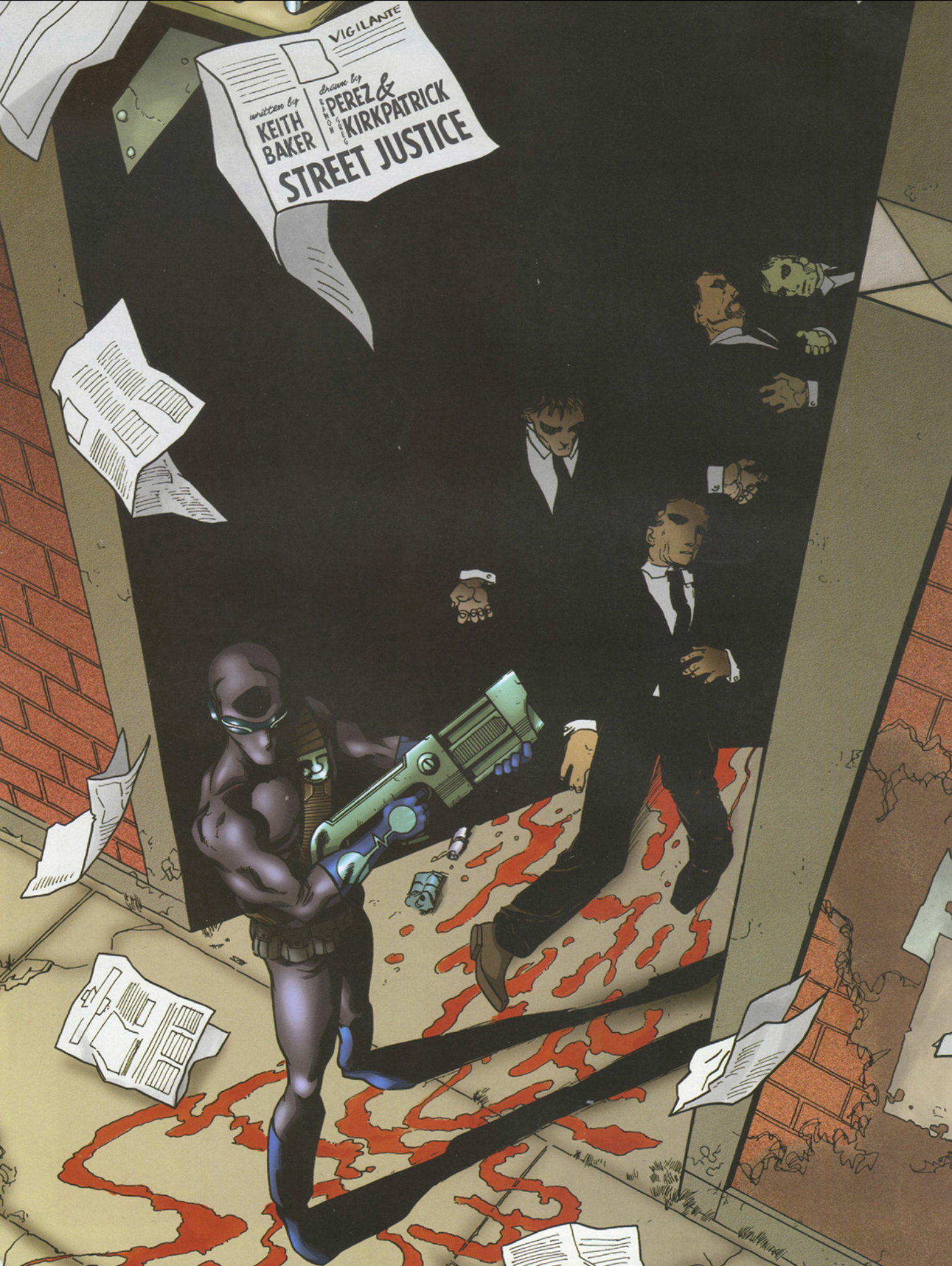
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written by
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STREET JUSTICE



It seems that the city is in constant peril. Hardly a week goes by without an alien invasion, an insane mastermind holding a nation for ransom, or an ancient demon calling down the apocalypse. And yet, there is still hope—for it is a time of heroes. Armored demigods and master magicians stand shoulder to shoulder with cosmic champions and grim detectives. These heroes possess immense power, courage, and skill, and every day they manage to save the world again.

The thing is—you're not one of them.

Yeah, you have super powers. You're faster than the average guy. You can lift a ton or two, and you can fly—a little, at least. But you don't measure up to Captain Thunder or Dr. Metropolis. You go toe to toe with the Factor Four and you're going to end up as a stain on the pavement. So what do you do? Ignore your powers and do your best to live a normal life? Or do you try to help where you can? Because there are challenges the Freedom League doesn't have time to handle. And when you're on the streets, you can see problems that just aren't visible from the heights of Freedom Hall.

In this day and age, there are dozens of ways to become a superhero. Governments around the world are developing supersoldier programs. As science becomes more advanced, people have greater access to amazing gadgets that provide powers beyond those of mortal men, or bizarre radioactive isotopes that cause such powers to spontaneously manifest. Mutation is becoming increasingly fashionable, both in the form of human evolution and other creatures adapting to the world of man. You could be an alien orphan, an immortal hero plucked from ancient legends, or a student of the secret arts of sorcery. Power is there, waiting to be had.

But no one said that you'd get an equal share.

For every Hulk, there's a Power Man. For every Iron Man, there's a Punisher—a vigilante who must rely on Kevlar and bullets instead of adamantium and repulsor rays. You may not have the powers of a demigod, but perhaps you're just a little stronger than you ought to be, a little faster than pure muscle should allow. You can't outrace a speeding bullet. You can't lift a car. So what do you do? Get a professional wrestling contract? Join the circus? Fight crime as best as you can? Rob a bank? Or do you just try to ignore your abilities and live a normal life?

This article examines the life of the low-powered hero, and considers the various paths you could follow. It begins with an examination of power in *Mutants & Masterminds*, continues with a look at different campaign models that you can use, and concludes with a rogues' gallery of villains designed for a low-powered campaign.

PART ONE: LOW-POWERED LIFE IN A HIGH-POWERED WORLD

In *Mutants & Masterminds*, player characters typically begin at Power Level 10. This makes you the equal of Daedalus or Johnny Rocket, and not so far removed from the rest of the Freedom League. Goons with guns are more of an inconvenience than a threat; you must deal with them before they hurt innocents, but you aren't really worried about a mook with a Mauser taking you out of the fight. You can't take on Omega on your own, but you can certainly join in the battle.

The *Freedom City* sourcebook features few paranormals with powers below PL 10. Even normal humans like the Silencer and the Warden have skills or equipment that allow them to go toe-to-toe with true superhumans. *Street Justice* deals with what *Mystery Men* would refer to as "the other guys," the people with powers beyond those of mortal men, but not by a whole lot. For purposes of character generation, this means Power Level 5.



POWER LEVEL 5: AN OVERVIEW

While you're no Captain Thunder, a Power Level of 5 does make you a remarkable individual. In the general population, most skilled individuals—police officers, soldiers, scientists—have a Power Level of 2, while experts and elite operatives have a Power level of 3.

At Power Level 5, you receive 75 power points and 3 Hero Points. Combined with the ability to purchase powers and superhuman feats, you are far more versatile than the PL 2 citizen. But what can you get with 75 points, and how do you stack up to the big dogs of PL 10?

With a limit of five ranks in any one power, you will find that your abilities are limited. Certainly, you can fly—but it might be faster to run. Here's a quick look at how a few common powers translate into the lower Power Level.

- With a Strength of 20 and 5 ranks in Super-Strength, you can lift a maximum of 12.5 tons. Of course, if weightlifting is critically important to you, you can increase your capacity by purchasing the Lifting power stunt.
- With 5 ranks of Flight, your speed is 25 feet per round—which means that you can probably run faster than you can fly. If you invest in Super-Flight, however, your sprint speed increases to 3,840 feet per round, or 384 MPH. As you can only sprint for a number of rounds equal to your Constitution, you'll only be able to travel about 20 miles before running out of steam. Of course, even if you aren't faster than a speeding bullet, the power of flight is a versatile tool that can be extremely useful in combat.
- Running and Super-Speed both add onto the 30 feet of running that you already possess. As a result, you can possess a base speed of 55 feet per round. With Super-Speed or Super-Running, you can get your sprint speed up to 704 MPH, just under the speed of sound.
- Five ranks of Energy Blast gives you the stopping power of a heavy pistol or assault rifle. While that's not bad—hey, it's all normal people have to work with—anyone with a bulletproof vest can probably shrug off your blasts. Melee attacks can be more effective; a solid Strength score combined with Strike, Mach One Punch, or Super-Strength can produce a powerful blow.

PROBLEMS WITH THE MOB

Against other supers of your power level or lower-powered goons, you should be able to hold your own. But get used to worrying about the goon with the gun or the mob with knives. Even if you have a good Defense—and with Super-Speed, Dodge, and a decent Dexterity, you can still do OK for yourself—if a gang can flank you or if a sniper catches you by surprise, you can't simply rely on high Armor ranks and Damage saves to pull you through.

THE TROUBLE WITH DRUGS

Another problem with being a low-powered hero: it's easier for the thugs to match your powers artificially. A guy with a gun and a bulletproof vest can already counter your Energy Blast and Protection. But there are other ways to mimic powers. The drugs zoom, max, and zombie powder (*Freedom City*, p. 86) all grant temporary superhuman abilities. Max provides 6 ranks of Super-Strength, Super-Constitution, and Super-Dexterity—so even if you have 5 ranks in these powers, a thug may gain a temporary edge. Of course, a hopped-up goon won't possess the range of powers you do and in all likelihood won't have your natural ability scores or feats—but it's still something to watch out for.

THE GOLIATH SYNDROME

Quite often, heroes must tangle with villains who possess superior powers and abilities. But the gap between PL 5 and PL 10 is considerably wider

than that between PL 10 and PL 15. When you're at the bottom of the power levels, almost any full-fledged villain will dwarf your abilities. So what do you do when you have to face the Atom-Smasher?

To begin with, be prepared to find answers beyond direct force. With 10 or more ranks of Protection, a powerful villain will be able to shrug off your strongest attacks. Dazzle, Stun, Fatigue, Snare, and similar powers can bypass Protection, although high saving throws can still prove to be a problem. Aside from changing the types of attacks that you use, consider indirect attacks and ways to make your environment work for you. You can't injure Granite with your energy blast or your fists. But can you blast the floor beneath him? Trick him into wading into fresh concrete, or walking in front of a subway train? Such tricks may require the use of a combination of powers—make certain to evaluate your abilities as a team, instead of just fighting solo!

PART TWO: LIFE ON THE STREETS

Power level is only part of what distinguishes *Street Justice* from a traditional *Mutants & Masterminds* campaign. Life on the streets is often darker than the view from Freedom Hall; in our world, compare the tone of *Daredevil* or *The Punisher* to *Superman* or *Wonder Woman*. If you are preparing to run a street campaign, there are a number of things that you should consider. What is the tone of the campaign? What motivates the heroes? Is the focus on action or mystery? Is there a theme that ties the characters together?

SETTING THE TONE

In a traditional *Mutants & Masterminds* campaign, the world is painted in four bright colors. The villains wear black hats and engage in nefarious schemes that can usually be stopped before permanent harm is done. There are obviously exceptions to all of these rules; even though Omega was defeated he still left death and destruction in his wake. But in general good and evil can be easily identified and frequently clash in colorful battles. Innocents rarely die, and heroes are usually recognized and revered for their service to the world. In short, in spite of the constant threat posed by mighty supervillains, it's a better world than the one you actually live in.

In a street-level campaign, any or all of these rules can be thrown out the window. Street supers typically inhabit a more realistic world—a place where things don't always end happily and where the lines between good and evil are often blurred. When developing your own street-level campaign, consider the following issues.

LOCATION, LOCATION, LOCATION

So, a giant in a rubber suit is attacking Tokyo? Sounds like a job for the Freedom League. As a low-powered super, you're going to have enough trouble getting across town in a hurry. The typical street setting is focused on the micro-level as opposed to the macro-level; most likely, you'll be dealing with local gangs and crimelords instead of taking trips to the Terminus or Sub-Terra. As a result, it can be useful to focus the campaign on a specific part of town. Over time you'll get to know the locals and be able to spot things that escape the notice of the Freedom League monitors, or problems that the police just aren't interested in dealing with. In Freedom City, both Southside and the Fens are low-rent neighborhoods where the crime rate is high, and either one can be an excellent stepping stone for adventure. The police are working to restore order to these depressed regions of the city, but it's a slow process and not every officer is interested in upholding the law. That's where you come in.

Of course, if a campaign is tied to a specific location, it raises an important question: Why? Why do your characters care so much about

the Fens? Perhaps you grew up in the neighborhood, and you've been trying to protect it for years. Maybe you work or live there in your civilian identity; you might as well fight crime close to home. Perhaps your uncle was shot in the Fens. Or maybe you know something about the area that no one else knows. You've discovered that the Fens are a focal point for supernatural disturbances, and you have been charged with a sacred mission to defend the region. Having a strong tie to your area can add a great deal of drama to the game. Suddenly, you're not just defending a city or country full of strangers—you're protecting your neighbors. It's your home—keep it clean.

A MAN WITH A MISSION?

The question of location is just part of a great issue: what do you do, and why do you do it? Are you trying to wipe out crime, and if so, are you a sentinel or an executioner? Do you want vengeance against a specific enemy—SHADOW, the Mafia, the Brotherhood—or are you battling a general concept like greed or crime itself? Or are you just looking out for yourself and your friends?

Equally as important is the question of what binds you to the other player characters. Unlike the Freedom League, you probably don't have a state-of-the-art HQ and the respect of the international community. So what brought you together, and what are you trying to accomplish as a team? Do you have a shared background or mutual goals, or are you an assortment of loners who only come together when you run into problems you can't handle alone?

Needless to say, these questions are relevant to PL 10 supers as well as lower-powered characters. But when you're on the street, they are especially important. You're not the appointed defenders of the Earth, or even of the city. So who are you, and what are your goals?

TO MASK, OR NOT TO MASK?

Another question is the degree to which you embrace the role of superhero. Do you wear a costume and use a colorful alias, or are you an urban warrior who strikes from the shadows, unseen and unknown? Does the public at large know of your existence, and if so are you considered to be a valued local protector or a dangerous vigilante? What's your relationship with the more powerful superheroes of the city? Have you teamed up with the Raven in the past, or do you consider the members of the Freedom League to be grandstanding gloryhounds who can't handle the dirty reality of the Fens?

THE LAWS OF THE JUNGLE

Are you a hero, or a vigilante? This is another question that will have a major impact on the tone of the campaign. Most superheroes are technically vigilantes, operating without the authority of a recognized law enforcement agency. But most fight to uphold the law, even if they operate outside it. Such heroes bring down the villains that society cannot bring to justice on its own, but they respect the laws of the land and above all strive to preserve life. Murder is murder, even if it is performed in the name of justice.

But there are some paranormals who believe that the quest for justice overrides all other concerns. Some say that the government is too lenient on crime. Others believe that the legal system was made to handle humans—and that superhumans must be judged by a harsher code. Of course, if you choose to follow the path of the vigilante, you may find yourself on the wrong side of the law, no matter how noble your intentions may be. Sooner or later you may run afoul of the police or STAR. If things go too far, other superheroes may come to put an end to your "reign of terror." You may mean well, but the road to Blackstone is paved with good intentions.

MORALITY AND MORTALITY

So far the questions have been about you: who are you, where are you, what do you do and why do you do it. But now it's time to look at the world around you, and what makes the setting itself different from the typical *Mutants & Masterminds* campaign.

In a street-level campaign, the setting is almost as important as the villains you will face. As a low-powered hero you have much more in common with the man on the street than the typical superhero. You may never fight an alien invasion or battle a conqueror of worlds, but you probably see poverty, addiction, and insanity every day. In the four-color world, it's always easy to tell the heroes from the villains; on the streets, the lines are less clear. Consider the following situations:

- If a pregnant woman uses zoom, her child may be altered by the mutagenic drug. The result is a *zoom baby*. These mutant infants experience reality 32 times faster than normal humans, achieving adulthood in the space of a few months. But a zoom baby has limited intellectual capacity, and it can't slow down its thought processes; as a result, it cannot learn to communicate or empathize with the sluggish humans who share its world. To make matters worse, many zoom babies turn to cannibalism; human flesh is a plentiful source of nourishment, and a zoom baby is always hungry. So what do you do when you encounter a pack of zoom babies? These unfortunate creatures are victims of fate and their parents' mistakes. Do you strike without mercy? Or do you try to take them alive and hope that ASTRO labs or the Claremont Academy can find a way to get through to them? A wrong choice may cost you your life!
- Someone is killing the members of the mob—and murder is murder. But when you track down the killer, you find that it is a teenage boy trying to avenge his murdered family. Do you turn him over to the police? If the Mafia discovers his identity he's as good as dead, and there are certainly leaks on the force. Or do you let him go, in which case he will certainly kill again?
- A kindly old man—a homeless veteran, a fixture of the local community—flies into a berserk rage and kills three people, then disappears. You soon find out that he was part of the World War II-era program that produced the Patriot (*Freedom City*, p. 43). At the time the experiment was judged a failure. But now something has triggered his powers while also turning him into a homicidal maniac, an engineered killer who believes that he's fighting a war to save the United States. Can you capture him alive and find a way to restore his reason? Even if you do, will he be able to live with the blood now on his hands? What if he is killed by an angry mob who want vengeance for their murdered friends and loved ones? Sometimes there are no easy solutions.
- When the Grue launch a full-scale invasion of Earth, the Freedom League and the Atom Family are out on the front lines, taking the battle to the alien mothership. You? You're in Freedom City, which is being blasted from orbit. You can't reach the aliens. You can't fight alongside the Atoms. But what you can do is try to maintain order in the shattered city. Greed and fear are two of the most powerful human emotions, and the city is certain to collapse into a morass of riots and looting. The Freedom League will save the city from the Grue. But can you save it from itself?

As these situations show, death plays a more prominent role in a street-level game. You're dealing with normal, fragile people—and even you must be careful around a madman with a gun. This brings a much darker tone to the game. Even if you capture Death and Taxes or bring Esquire to justice, you can't bring back their victims or undo the harm they have done to the community. You may dream about being the defender of the world, but you'll breathe a sigh of relief that you aren't really the defender of the Fens. A street

campaign gives us a chance to look at the dark and ugly reflection of our world—to face the fears we'd rather ignore and the horrors of everyday life.

MYSTERY

When Doctor Stratos holds the city for ransom, it's a fairly straightforward situation. You know who he is. You know what he wants. The only questions are whether you can find him in time, and if you can kick his ass when you do.

In a street campaign, mystery often plays a greater role. The nature and motives of the villain may be complete enigmas, and a great deal of the action of the game may revolve around finding these details. When homeless people start disappearing, is it the work of a pack of zoom babies? Esquire? Grue scouts performing horrible experiments? Eventually you are able to identify it as the work of carnivorous zoom babies, and in time you are able to track, trick, and trap the hyper-infants. But is that the end of the mystery, or are there more secrets to be found? How is it that so many zoom babies were born at the same time, and what brought them together? The ultimate truth is that the sinister Monkey is at the center of the web. He has been studying the effects of zoom on human gestation, and encouraged the cannibalistic impulses of the killer babies. But how long will it take you to discover this connection, and what new horrors will the Monkey unleash in the interim?

Because of this focus on mystery, there are many skills and feats that may be more useful in a street campaign than in most *Mutants & Masterminds* adventures. Connections, Track, Computers, Sense Motive, Gather Information, Search, Bluff, and Diplomacy can all be invaluable tools for the super-detective, and the various breaking and entering skills may prove to be useful as well; you never know when you might need to sneak into a SHADOW stronghold without alerting the deadly cyborg guardians. This is one area in which the street hero often has an edge over his more powerful counterparts. Many of Freedom City's greatest champion possess astonishing powers. But only a handful (like the Raven) have the skills required to solve true mysteries.

ALTERNATIVE CAMPAIGN MODELS

While the gritty vigilante is a time-honored tradition, you may want to take a different approach to your low-powered campaign. Teen angst? Gritty cop drama? Super-wrestling? The choice is yours!

BLUE COLLAR HEROES

"Look, Son, I'd love to help ya out, but I promised Sarah I'd spend tonight with the kids. Dontcha know somebody else who can lift 10 tons?"

Just because you have superpowers doesn't mean you have to be a superhero. In a world filled with mutants, bizarre radioactive isotopes, alien abduction, and government conspiracies, there may be a lot of people with powers they just don't want to use. Perhaps your abilities frighten you. Perhaps you need to keep a low profile to prevent the people who gave you your powers from finding you. Maybe you actually used to be a minor supervillain, and got sick of getting the @\$\$% kicked out of you by all the heroes; you're on parole and trying to walk the straight and narrow. Or maybe you just want to live a quiet normal life, to use your powers in a way that doesn't involve constant fights with madmen and murderers.

As long as you don't have an aversion to using your powers, there are hundreds of ways that a low-powered paranormal could find work in our world. Five ranks of Protection? You'd excel as a stuntman or bodyguard, and if you added Immunity (fire, suffocation) you'd be the ideal firefighter. Super-Strength can be quite useful around the construction yard. A Healing touch would certainly land you a spot at the local trauma center or street clinic, while Super-Charisma is a boon for any would-be lawyer,

actress, or used car salesman. Super-Speed has dozens of applications. Aside from your obvious value as a courier (let's see a bicycle messenger match your 700 MPH sprint!), with five ranks of Super-Speed you can perform mundane tasks 32 times faster than a normal individual. Data entry? Filing? Freelance RPG writing? Never miss a deadline again!

In this style of game, you and your friends have taken a pass on the life of the superhero. Perhaps you all work for a temp agency that brokers paranormal services. Perhaps you're just old friends (or former cellmates) who get together to play poker every Wednesday. The real question is, if you don't want to be a superhero, what do you actually do in an adventure? Here are a few ideas to consider.

- So you and your friends have normal 9-to-5 jobs. Well, what if those jobs are with the police department? You may have hung up your cape (if you ever had one), but you're still trying to make a difference. This gives you a location to work with—the jurisdiction of your precinct—and a clear mission. Needless to say, you will be expected to work within the confines of the law! This path works especially well if you are a former superhero fallen on hard times. Perhaps you used to be PL 10, but most of your power was permanently siphoned away in a battle with your arch-foe. You may not be able to go toe-to-toe with Baron Samedi or Doctor Stratos anymore, but you're still doing your part to make Freedom City a safer place.
- If you like this idea but don't want to be held to tight police standards, you could be private investigators—heroes for hire who work to keep the neighborhood clean, but only when the price is right.
- Although you want a normal life and don't wear your underwear on the outside, sometimes you've just got to stand up for yourself or your friends. The Monkey is spreading drugs throughout your old neighborhood. Death and Taxes have arrived in the area and killed a friend of yours—and you may be next in line. Why don't you just call the Freedom League? Because it's personal—the big-time superheroes don't understand what life is like in Southside.
- Following the traditions of Film Noir, things could be a little murkier. Someone offers you a lot of money for a job, and you need the cash to pay for little Timmy's operation. The job sounds on the up and up, but what isn't the boss telling you? Alternately, the job sounds dirty but you don't have a choice; your loved ones are being held for ransom, you really need the money, you've been poisoned and will die in 24 hours if you don't get the antidote... and the only way you can pull it off is if you can get your friends to lend a hand.

Perhaps action is not the central focus of the campaign. Instead, it's more of a soap opera. Can you keep your fledgling super-powered construction company afloat amidst vicious competition, corporate sabotage, unexpected expenses, surprise inspections, and other challenges? What happens when the Mafia or SHADOW tries to muscle in on your business?

In the end, this style of game is largely about people trying to live normal lives in spite of (or in addition to) their powers, and this needs to be at the heart of things. You may be able to lift 10 tons, and you're ready to take on Esquire if it will keep your family safe—but you'd rather have a couple of brews and watch the game with the guys.

JOE SUPERHERO

"Meet Dynamo, Zephyr, Chili Pepper, Steel Monkey, Coppertop, and the Living Cuisinart. Over the next six weeks, these wannabe heroes will live together in a tenement in the Fens as they undergo a series of brutal tests and challenges. In the end, one of them will get to be the newest member of the Freedom League. At least, that's what we've told them..."

If mutants and other paranormals started popping out of the woodwork, how long would it be before Madison Avenue and Hollywood got involved? Consider the following:

The XFL, take two: Superhumans and sports make an interesting combination. What if all those colorful professional wrestlers actually had powers to go with their costumes? What about a football league in which the wide receivers could fly and the linebackers had superhuman strength (and no calls for unnecessary roughness!)? On the darker side, what if someone started an underground fight club where the jaded rich could pay to see paranormals fight to the death?

The Unreal World: Sooner or later, the reality show craze will find a way to cash in on superhumans. In *American Sidekick*, paranormals compete for a chance to work with one of the city's greatest heroes. A production company provides a group of stripling supers with a headquarters and everything they need to fight crime in exchange for the rights to videotape their every move; critics believe that the producers are arranging for supervillains to "escape" from Blackstone to create challenges for the novice heroes. And then there's *Survivor: The Terminus*...

FREEDOM CITY, 90210

"C'mon, Blackjack—when do you think we'll ever be invited to another party at FCU? I know the headmaster doesn't want us out at night, but what could possibly go wrong? It's just a party."

Perhaps there just aren't enough paranormals in the world to support Joe Superhero or even Blue Collar Heroes. But there's one place in Freedom City where you can always find a crop of fledgling heroes: the Claremont Academy (p. 62). To reduce it to a sentence, the concept here is "*Dawson's Creek* meets *Harry Potter*, but with superheroes." You're young, you're free, and you've got superpowers. What could possibly go wrong? The action here is generally going to be more about rivalries within the Academy. The Next-Gen get all the attention and

glory—can your gang of super-powered misfits show them up? And then there's love triangles, athletic or academic competitions, evil twins, and forbidden parties that turn into fights with Dr. Sin's supervillains-in-training. It's not a setting for everyone, but it can be an entertaining change of pace. And who knows? After a very special adventure, you all might just learn a valuable lesson.

PART THREE: ROGUES GALLERY

If you're playing in a street-level campaign, most of the standard villains of Freedom City are a bit out of your league—and few of them are going to have an interest in stirring up trouble in your neighborhood. Here are a few villains designed with street-level adventures in mind.

THE MONKEY

Drugs like max and zoom don't invent themselves. The Penumbra has invested millions in developing drugs to create superhuman soldiers, and when an experiment doesn't meet their safety standards, they pass it along to the underworld as a way to recoup costs. But it takes time to determine whether a new substance is a success or a failure—time and a great number of tests on living subjects.

The Monkey was born in a SHADOW research facility. He was never given a name, and he's never seen a reason to make one up. The Monkey was the result of an accelerated program of artificial evolution; three generations of his ancestors had been drugged, tortured, and genetically twisted in a quest to unlock the potential of the mind. Unfortunately, the researchers weren't fully prepared for the consequences of success. Possessed of tremendous intelligence, astonishing speed, and the ability to



override the thoughts of lesser creatures, the Monkey took great pleasure in forcing the scientists to slowly eviscerate one another, reenacting the horrors inflicted on his ancestors. He was able to learn a great deal from the SHADOW laboratory, but he knew that the Penumbra would soon discover his mutiny. As soon as he had absorbed as much information as possible, he destroyed the lab and fled into the concrete jungle. Since arriving in Freedom City he has become a major supplier in the drug trade, using his chemical genius to produce and sell a wide variety of unusual pharmaceuticals. Many of his products contain a secret ingredient called NdT. When combined with a second chemical trigger, NdT causes the victim to devolve into a Neanderthal-like creature with superhuman strength and resistance to injury. The question is, how many people have already been tainted with the Monkey's vile formula? Is there a way to rescue those who have fallen prey to NdT—to free them from the grip of the Monkey?

Quote: "I'll do the thinking for both of us."

Personality: The Monkey is a nihilistic creature. He hates all humans, especially scientists; he holds humanity as a whole responsible for the horrors he suffered in the SHADOW lab. Unlike Doctor Simian, however, he has no love for other monkeys. He is a species of one, and he is one miserable species. He is addicted to a wide variety of drugs, including morphine, heroin, and a few strange chemicals developed in the SHADOW labs. The quantities that he ingests on a regular basis would kill any normal human, and only his Immunity (poisons) allows him to survive. He hates his life, but before he allows himself to die he intends to make the world share his suffering; nothing helps misery like spreading it around.

Powers & Tactics: The Monkey's greatest asset is his highly-evolved brain. He is a brilliant chemical engineer and a master of computers, but he is also a master of manipulation. He can play on the emotional triggers of the human mind, commanding obedience or striking fear or anger into the hearts of his audience. In addition to his oratorical abilities, he can psionically override the thoughts of other creatures. Victims of the Monkey's Mind Control find themselves drifting in a euphoric daze, only able to watch as their bodies follow the Monkey's commands. Weak-willed people may find this pleasure and total lack of responsibility to be an addictive combination, and may return to serve the Monkey even if they are freed.

The Monkey has no physical attacks. In battle he relies on his small size and remarkable reflexes to stay ahead of his enemies, while using mind control to get others to fight on his behalf.

Appearance: At a glance the Monkey looks like a normal spider monkey; he has dark red fur with a black stripe that runs down its back to the tip of his tail. On closer examination, his cranium is unusually large. His eyes are completely black; staring into them is like looking into an icy void. His only garment is a harness with small hip pouches, which contain various drugs.

Despite the fact that he is, well, a monkey, the Monkey's charisma and eloquence is so great that he suffers no penalty in social interactions. Once he starts talking, people tend to forget how strange it is to be having a conversation with a monkey.

Campaign Use: The Monkey has set itself up as a supplier of drugs. Depending on the needs of the campaign, the Monkey could work with existing criminal organizations or simply operate on its own. He enjoys using human test subjects for new drugs he is developing, and this could be developed in a variety of ways. A few possible story ideas:

- The first encounter with the Monkey will probably relate to small-scale experiments: test-runs of NdT, or trials of other drugs (like the zoom baby trials mentioned earlier). When people start dying or turning into monsters, can the heroes track the drugs to their source? Is there any way to save the people who have been transformed by NdT?

- Given time, the Monkey will spread NdT throughout the narcotics community. Once a certain level of saturation has been reached, he will start to release the trigger drug. Can the heroes find a way to stop the spread of tainted drugs before rave-goers become ravening hordes? The Monkey has no desire to create an organized army; as a nihilist, he is pleased to spread anarchy, chaos, and death throughout the city. Catching the Monkey may be the only way to stop the spread of the NdT plague.
- The Monkey's plans could cause him to cross paths with Baron Samedi (*Freedom City*, p. 152). Will the loa see the Monkey as a threat to his plans, or will the two form an alliance? The Monkey might enjoy working with a spirit of death, and with his help Samedi could potentially enhance the effectiveness of his zombie powder. Such an alliance would prove very dangerous for bush league heroes, who won't have the power to simply take on Samedi in an open battle.

The Monkey: Tiny; PL 6; Init +9 (Dex, Super-Dexterity); Defense 26 (17 flat-footed); Spd 30 ft., climb 15 ft., leap 15 ft.; Atk Mind Control (+16 power check vs. victim's Will save), +0 melee (–2S, unarmed), +11 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +9, Will +5; Str 6, Dex 20, Con 10, Int 18, Wis 20, Cha 18.

Skills: Acrobatics +10, Balance +9, Bluff +10, Computers +11, Diplomacy +8, Hide +17, Intimidate +8, Move Silently +9, Science (chemistry) +11, Taunt +10.

Feats: Dodge, Evasion, Extra Limb (prehensile tail), Immunity (poison), Photographic Memory, Talented (Bluff and Taunt), Talented (Computers and Science).

Powers: Clinging +3 [Source: Super-Science; Cost: 1 pp; Total: 3 pp]; Leaping +3 [Source: Super-Science; Cost: 1 pp; Total: 3 pp]; Mind Control +5 [Power Stunt: Mental Link; Source: Super-Science; Cost: 2 pp; Total: 12 pp]; Super-Intelligence +4 [Extras: Super-Charisma, Super-Dexterity; Source: Super-Science; Cost: 6 pp; Total: 24 pp].

Weakness: Addiction: The Monkey is addicted to a wide variety of illegal drugs. For every day in which he does not subject himself to these substances, he must make a DC 20 Will save to stave off the debilitating effects of his addiction. If the save fails, he becomes fatigued, and risks a worsening of his condition (fatigued to exhausted, exhausted to unconscious, unconscious to dying) every day until a successful Will save is made. Every day, the DC increases by 1. He improves his condition one step for every full day of rest.

Quirk (Hates Scientists): The Monkey hates all scientists, and does whatever he can to shame or even kill them at every opportunity.

Equipment: Pistol (+3L).

The Monkey will often be accompanied by one or more thugs. These may be people who work for him in exchange for drugs, or they may be under the influence of mind control. While these people are typically PL 1 citizens, they will have access to max, zoom, or other enhancing drugs. The Monkey's hallmark is NdT, which causes a potentially permanent physical transformation in its victims. An NdT goon looks like a Neanderthal: sloping forehead, heavy brow ridges, and a massive musculature that has been enhanced to superhuman proportions. NdT goons lose memories of their prior lives, including their language skills; the Monkey commands them telepathically. Left to their own devices NdT goons are savage and aggressive, and if a large group of people fall under the effects of NdT, violence is sure to follow.

Unlike the victims of Baron Samedi's zombie powder, NdT goons are still alive; with the right treatment (from ASTRO Labs or the Monkey himself) it would be possible for a victim to be restored to normal.

NdT Goon: PL 2; Init -1 (Dex); Defense 9 (flat-footed 9); Spd 30 ft.; Atk +7 melee (+7S/L, punch); SV Dmg +7 (+2 Protection), Fort +7, Ref -1, Will -1; Str 20; Dex 8, Con 20, Int 8, Wis 8, Cha 6.

Skills: Climb +7, Jump +7, Swim +7.

Feats: Endurance, Great Fortitude, Immunity (exhaustion, starvation), Rapid Healing, Toughness.

Powers: Super-Strength +2 [Power Stunt: Lethal; Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 12 pp].

Weakness: Berserker.

DEATH AND TAXES

In a world filled with mutants and magic, is it such a surprise that sooner or later a serial killer would go gunning for paranormals? Rick Davis and Dana Cortez are both cold-blooded sociopaths, and each has their own reasons for killing superhumans. When they met in an ASTRO labs asylum, it was love at first sight. Breaking free, they began a cross-country killing spree. As Death and Taxes, they have avoided tangling with any top-drawer superheroes; instead, they look for the weakest paranormals, people who may not even realize that they have powers. Rick and Dana both believe that these murders strengthen their own powers. They've just arrived in Freedom City and they're planning to work their way up the food chain—starting with latent paranormals and other unknowns in the Fens and slowly working their way up to the true heroes.

General Tactics: Death and Taxes seem like quiet, normal folks (unless you set off their quirks). Taxes uses her powers to locate superhuman targets. She then uses Bluff to lure the victim to an isolated area; she is a skillful manipulator and adapts her approach based on her evaluation of the victim. As soon as she reaches the target area, she strikes the victim with her Drain attack, at which point Death emerges from hiding and seeks to finish the fight as quickly as possible.

When facing multiple foes, Death and Taxes still attempt to tag-team opponents. Taxes' Drain strips away defensive powers, leaving victims extremely vulnerable to Death's lethal attacks.

The pair can be quite deadly. If they target a player character, it may be best to have a reason for the victim not to be killed on the spot. Taxes may have come up with some sort of ridiculous ritual or device that she believes will permanently grant her the powers of her victim; this could require enough of a delay to make a rescue mission possible.

Campaign Use: Death and Taxes are serial killers who prey on weak superhumans. Here are a few adventure ideas to explore:

- Death and Taxes begin by striking at the weakest paranormals they can find. In the Fens, there are a few homeless people who are generally ignored—schizophrenic war veterans who are always rambling on about crazy visions. The truth is that these veterans were vic-

tims of an attempt to recreate the Patriot in the Vietnam era; they do actually possess minor powers, but the program unhinged their minds. Now these veterans are being picked off one by one. Can the PCs find the link between the victims in time to catch the killers? And can anything be done to help the surviving veterans?



- Of course, the player characters are themselves weak paranormals. As a result, they—or any allies or comrades-in-arms they might have—can become targets of Death and Taxes. If the heroes are too well organized for a hit and run attack, loved ones or dependents may be captured and used to lure a hero into a trap.
- In a tag team situation, Death and Taxes can be a match for more powerful superheroes. Perhaps the pair kidnap one of the members of the Next-Gen. Can the PCs find the sociopaths before they kill the young hero?
- Death and Taxes are murderers, and any adventure involving the pair should be fairly grim. At the same time, they are both criminally insane. Should they be held responsible for their actions? Can they be helped or rehabilitated? Are you willing to try?

DEATH

Rick Davis is the powerhouse of the pair. He usually commits the actual murders, killing his victims with blows that can shatter stone. Once he was a normal white trash kid—a scrawny runt who got beat up on the playground one too many times. When his mutant powers manifested, he suffered a schizophrenic break; he's been killing ever since.

Quote: "Time to die, dude."

Personality: Rick suffers from a number of psychotic delusions. He is a true sociopath, utterly without empathy for other living creatures. Further than that, he believes that all superhumans are involved in an apocalyptic conflict. This battle will continue until there are only two paranormals left: a new Adam and Eve who will give birth to the superhuman race of the future. He further believes that he gains power with each victim that he kills—yes, he watched *The Highlander* a few too many times when he was little. This belief makes him more than a little paranoid. After all, every other superhero in the world undoubtedly wants to kill *him*, even if they say that they don't. The only person he cares about is Taxes; despite his overall lack of empathy, he truly loves her and will do anything to protect her.

While Death has a variety of little quirks—hey, he's a paranoid schizophrenic sociopath—his primary quirk is his obsession with the War of the Powers. Someone who learns about his beliefs may be able to use them to their advantage by claiming to know rules that Rick is unaware of. For example, someone drained by Taxes could claim that "the Rule of the Open Circle" requires both combatants to have full use of their powers. Death receives a -5 penalty to oppose Bluff checks related to his psychosis. He is also extremely protective of Taxes, and a threat to her may either cause him to back down or to fly into a murderous rage.

Fighting is all Rick knows. He's not terribly bright and has never even had a job. He is an urban predator, and he relies on his murderous instincts to guide him through the world.

Powers & Tactics: Death is a mutant with astonishing strength and speed. When facing a group of enemies, he tries to drop his opponents as quickly as possible, but in a one-on-one situation he may toy with his victim—using Leaping and Acrobatics to bounce around before moving in for the kill.

Appearance: Rick Davis is a nineteen-year-old Caucasian man. He is 5'11" tall and rather gangly; his scrawny build belies his true strength and speed. His short brown hair is generally scruffy and matted, and he usually has traces of a five o'clock shadow. His eyes are an unusually dark shade of blue; his right eye is slightly lazy and out of sync with the left. Death dresses in a long, stylized black leather coat, often wearing T-shirts emblazoned with the logos of metal bands or shock rockers.

Death: PL 6; Init +11 (Dex, Super-Dexterity); Defense 27 (15 flat-footed); Spd 30 ft., leap 30 ft.; Atk +10 melee (+11S/L, unarmed); SV Dmg +2 (+6

Protection), Fort +2, Ref +11, Will +0; Str 20, Dex 20, Con 14, Int 10, Wis 10, Cha 9.

Skills: Acrobatics +12, Balance +14, Climb +12, Hide +13, Move Silently +12.

Feats: Attack Focus (unarmed), Dodge, Evasion, Power Attack.

Powers: Super-Strength +6 [Power Stunt: Lethal; Extras: Leaping, Protection, Super-Dexterity; Source: Mutation; Cost: 9 pp; Total: 56 pp].

Weakness: Quirks (delusions, love for Taxes).

TAXES

Where Death provides the muscle, Dana Cortez is the brains of the pair. She may be disturbed and unstable, but she is considerably more clever than Rick. Dana plans the murders and approaches the victims, luring them into a deadly ambush.

Quote: "Sorry, baby—you shouldn't mess with Taxes."

Personality: Like Rick, Dana is a delusional sociopath who was pushed over the edge when she developed paranormal abilities. Her powers allow her to sense and drain superhuman powers. She gains the abilities of her victims—but these powers do not last. She is intensely jealous of those who have "permanent" powers, and believes that her ability to steal superhuman abilities proves that her victims do not deserve their powers. Unsatisfied with her ability to drain and mimic, she is determined to find a way to permanently siphon off the powers of her victims. She hopes that killing one of her victims will allow her to keep the powers, but so far it's never worked. She's constantly coming up with new ideas—strange rituals, bizarre "inventions" constructed out of junk, and other odd schemes that she hopes will provide her with new powers. This obsession is her primary quirk; she can be enraged by taunts about her perceived lack of power, and her greed can often be used to manipulate her actions.

Dana is far more socially adept than Rick, and she handles the day to day survival of the pair (Rick would kill most people as soon as talk to them). She is a skilled actress and she can feign a wide range of emotions, but beneath this mask she is just as cold and ruthless as Death. Other creatures are simply pawns in her quest for greater power.

Powers & Tactics: Taxes possesses the ability to temporarily siphon off the powers and physical attributes of others. Under normal circumstances she is extremely swift but physically frail, relying upon victims for drained Strength and Constitution. She also possesses the ability to sense paranormal energies and the use of psychic powers, which she uses to locate and track potential victims. Taxes is very patient, and will spend time observing a potential victim in order to determine the most effective way to lure him into an ambush.

If one of her opponents has powerful defenses—Protection, Force Field, or the like—Taxes mimics these powers immediately to help her survive the battle. In general she focuses on draining enemies, hitting each opponent once, and then moving on to a new target. Once all foes have been weakened, she begins to use mimicked offensive powers to take down her crippled opponents.

Appearance: Taxes is a social chameleon, capable of adapting style, posture, and demeanor to suit the needs of the moment. She is a 5'5" Latina with dark eyes and shoulder-length black hair that she often wears up. She is extremely slight of build, but she moves with athletic grace. Her outfit varies based on the needs of the moment.

Taxes: PL 6; Init +4 (Dex); Defense 18 (14 flat-footed); Spd 30 ft.; Atk +11 melee (Drain +5, DC 15 Will save or temporarily lose 5 ranks in all powers and physical ability scores); SV Dmg -1, Fort -1, Ref +4, Will +2; Str 8, Dex 18, Con 8, Int 10, Wis 14, Cha 14.

Skills: Bluff +8, Disguise +5, Hide +7, Move Silently +7, Sense Motive +5, Spot +6.

Feats: Attack Finesse, Attack Focus (Drain), Detect (super-powers), Psychic Awareness, Talented (Bluff and Disguise), Talented (Hide and Move Silently), Talented (Sense Motive and Spot).

Powers: Drain (powers) +6 [Extras: All Attributes, Extra Attribute (physical ability scores), Slow Recovery (1 point/minute); Source: Mutation; Cost: 5 pp; Total: 30 pp]; Mimic (powers) +6 [Extras: All Attributes, Extra Attribute (physical ability scores); Flow: Limited (must drain powers before mimicking); Source: Mutation; Cost: 3 pp; Total: 18 pp].

Weakness: Quirk (Hatred of paranormals, thirst for superhuman powers).

THE MEEK

It's the quiet ones you have to look out for.

The Meek are the gentlest vigilantes you'll ever encounter. They give to charity, attend church every Sunday, perform volunteer work in the worst parts of town... and kill people. You know how the New Testament says that the meek shall inherit the Earth? Well, they've gotten tired of waiting.

The Meek see themselves as crusaders. It is their sacred calling to eliminate unrighteous and evil forces from the world, and they have concluded that lethal force is an acceptable tool. At the same time, they must act with mercy, humility, compassion, and righteousness. By working as missionaries and volunteering with local charities, they observe the streets and identify the worst elements of society—and when the opportunity presents itself, a Meek assassin eliminates these targets. Typical victims include drug dealers, muggers, mobsters, and rapists. However, the Meek are prepared to take things beyond street crimes. From domestic violence to corporate crime, the Meek intend to wash the world clean—even if it must be cleansed in blood.

The Meek are a grassroots organization. The movement was started by a woman known as the Witness. Wherever her words take root, Meek cells spring up. So far, however, these cells have

not been working together. This means that heroes never know how many Meek agents they are dealing with and what sort of resources they possess. It also means that the group is almost impossible to stamp out. It is a belief, and every day a new person may be swayed by its vision. If heroes face the Meek twice, it would be unusual for them to deal with the same people.

Campaign Use: The Meek fill the role of Good People Doing Bad Things. Meek vigilantes target the worst elements of Freedom City, and there will certainly be people who feel that they are doing the community a service. But the fact remains that they are acting as judge, jury, and executioner—and no matter how vile their victims are, they have rights under the law of the land.

The Meek are best used as a long-term mystery. Over the course of multiple adventures, the body count in the area slowly grows: first dangerous criminals, then branching out: a slumlord, a wifebeater, even a local shock jock. Perhaps a friend of the heroes is killed—someone with a questionable past but who was working to turn her life around.

When the player characters do get involved and finally track down the killer, they should be shocked by what

they find: A nun, the man who runs the local soup kitchen or free clinic, or a similar individual—someone they have gotten to know as a quiet, friendly, and supportive member of the community, who may have even helped the heroes in the past. Perhaps the heroes rescued the Meek killer from a mugging on the street, little realizing that they were actually saving the lives of the muggers. First there is the question of what to do with the killer. What if she is a single mother? Next there is the aftermath. There may be members of the community who will be angry if the Meek killer is sent to prison; even if

she was a murderer, she always did right by them, and any "hero" who would turn her in is just no good. And, once enough time has passed, a new Meek killer can appear to start the whole thing over again...

Another possibility is that the Witness will be released from South River Prison. Incarcerated, her ability to exert her incredi-



ble Charisma is quite limited. If she is released, the influence of the Meek could spread like wildfire. But the Witness herself may not commit any crimes at all. So what do the heroes do about her?

THE WITNESS

The founder of the Meek movement was born with the name Claire Corinn, but she has since abandoned her given name and now answers only to the Witness. Her mother was murdered by her abusive husband, and he in turn was killed during a bungled robbery. Young Claire was sent to an orphanage, and it was there that she had the dream that changed her life—a vision of a world filled with peace and love, where all people were kind, generous, and humble. And in her dream she saw that there was only one way to reach this perfect world: to smite those who had no place in it—the unrighteous—until only the pure were left behind. The Bible says that blessed are the merciful, and blessed are those who mourn; well, she would show as much mercy as possible to her victims, and mourn the passing of each and every one of them.

Claire took to the streets and began her one-woman crusade. But she was not a skilled killer, and it was not long before she was caught—though it was long enough for her to murder six people and earn a life sentence behind bars. It was in the South River State Penitentiary that she found her true calling. As the years passed she developed an astonishing talent for oratory. She considers her unnatural Charisma to be a divine gift, and it is truly superhuman in scope. Trapped in prison, she has been unable to use her gift to its full potential. But from the beginning she drew a great deal of attention from the media, and occasional TV interviews and visits from outsiders have allowed her to develop a small but loyal corps of believers across the world. The Meek are getting ready: training, acquiring supplies, and identifying those who must be eliminated. Soon, the crusade will begin.

Quote: “Blessed are the peacemakers. And in the end, we will make a peaceful world.”

Personality: The Witness is gentle and polite, and it is difficult to reconcile her humble demeanor with her message of bloody justice. She is completely convinced of the righteousness of her cause; she is on a divine mission, and answers to a power beyond any earthly state. It is almost impossible to argue with her, both because of her fanatical devotion and because anyone who engages her in conversation runs the risk of being converted to her viewpoint. Her Quirk is twofold. First, she has a deep interest in religious matters and may stop whatever she is doing if engaged in a truly relevant religious debate. Second, she considers it vital to always act with mercy and humility, and to serve the cause of righteousness; this may prove a hindrance in battle.

Powers & Tactics: The Witness's only superhuman powers are her astonishing charisma and strength of mind. As a result, she is far more dangerous as a demagogue than she is on the battlefield.

The Witness's ability to inspire fear, anger, or obedience is a deadly tool. While she is highly skilled with both Bluff and Taunt, she uses these skills in a different manner than most people. She does not taunt with insults or humor, but rather by exposing the spiritual weakness and sinful behavior of her target, along with the horrible torments that they will suffer as a result. Even if these statements aren't true, they somehow strike a primal chord, triggering the desired effect. With Bluff, she has the ability to believe whatever she says and to convince others to believe as well; thus she is virtually immune to Sense Motive, because she considers even her most ridiculous statements to be true.

Appearance: After spending the last seven years in prison, the Witness is 26 years old. She is a slightly built Caucasian woman with bright blue eyes and short red hair, 5'2" in height. She is beautiful, but much of this beauty comes from her confidence and her gentle

demeanor; you can somehow sense her purity of spirit and kind heart just by looking at her. If she is encountered in the outside world, she will dress in simple, conservative clothing, typically a long dark dress.

The Witness: PL 6; Init +1 (Dex); Defense 18 (16 flat-footed); Spd 30 ft.; Atk +5 ranged (+3L, light pistol); SV Dmg +1, Fort +1, Ref +3, Will +9; Str 8, Dex 14, Con 12, Int 14, Wis 16, Cha 20.

Skills: Bluff +15, Diplomacy +17 (+2 on checks involving religion), Gather Information +11, Intimidate +15, Knowledge (religion) +10, Listen +9, Sense Motive +16, Spot +9, Taunt +13.

Feats: Attack Focus (ranged weapons), Indomitable Will, Infamy, Leadership, Minions, Talented (Diplomacy and Sense Motive), Talented (Intimidate and Knowledge—religion).

Powers: Super-Charisma +6 [Extras: Super-Wisdom; Source: Mystical; Cost: 4 pp; Total: 24 pp].

Weakness: Quirk (religious mania).

Equipment: Light pistol (+3L). (This assumes that she has been released.)

TYPICAL MEMBERS OF THE MEEK

The Meek cover a wide range. At the bottom level are those who support the cause but are not prepared to act; these agents keep an eye on the community and pass information to the crusaders. These often include children, who have been raised in accordance with the values of the Meek and who know no other way of life.

The next level includes people who are prepared to kill and who have basic combat training; use the Freedom City police officer statistics (*Freedom City*, p. 39) for these Meek soldiers. Finally, there are a handful of elite killers—people combining fanatic devotion to the cause with remarkable skills and abilities. These Meek killers are the foes that heroes are likely to cross swords with.

When using the Meek, it is important to remember their devotion to their cause and their belief that they are doing what is best for both the community and the world. A Meek killer hates the act of murder, but it must be done for the good of all; at least he kills with mercy in his heart.

In combat, the Meek rely heavily on surprise. A Meek killer will try to use his inoffensive appearance (disguised, so as not to threaten his place in the community) to get as close as possible to his victim, and then use Quick Draw and Rapid Shot to drop the target as quickly as possible. Faced with an extended battle, a Meek killer usually attempts to break away and hide in a safe place.

Meek Killer: PL 5; Init +2 (Dex); Defense 16 (14 flat-footed); Spd 30 ft.; Atk +6 melee (+3L, dagger), +7 ranged (+5L, heavy pistol); SV Dmg +4, Fort +2, Ref +2, Will +3; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills: Bluff +6, Diplomacy +5 (+2 on checks involving religion), Disguise +7 (+9 acting), Hide +7, Knowledge (religion) +5, Profession (any one) +4, Sense Motive +4.

Feats: Indomitable Will, Iron Will, Quick Draw, Penetrating Attack (pistol), Point Blank Shot, Rapid Shot, Talented (Disguise and Hide), Toughness.

Weakness: Quirk (religious mania).

Equipment: Dagger (+2L), Heavy pistol (+5L).

ESQUIRE

Sole heir to a vast empire of oil and banks, Kevin VanDuran is one of the media darlings of the jetset. Young, athletic, handsome, and fantastically wealthy, VanDuran has everything a man could want. Of course, in his case, this includes a secret playground where he can hunt and kill people—the most dangerous game all over again.



Since arriving in Freedom City, VanDuran has established two headquarters. His Midtown skyscraper is a haven for business and pleasure; he lives in the luxurious penthouse and conducts business on the lower floors. Over the last year, he has invested a considerable amount of money in renovating Southside (or the Fens, as fits your campaign). But this charity work is a cover. It buys him goodwill within the city, and it has also given him the opportunity to build a hidden fortress in the bad part of town—a subterranean killing arena designed for the ultimate hunter. Over the last few months he has been kidnapping vagrants and slaughtering them in his private killing ground. But he is beginning to tire of this game, and may soon seek more challenging prey...

Quote: "Try not to get blood on my tie—it's a Hermes."

Personality: Kevin VanDuran is a smug, arrogant young man. He is a born predator, and he takes equal pleasure in physical combat and economic or political struggles. He believes that his wealth, looks, and talent place him above the common man, and has no empathy or compassion for those whom he considers to be lesser beings. At the same time, he is a master of media manipulation; when dealing with the press, he certainly conceals his heartless and brutal nature.

Powers & Tactics: Kevin VanDuran has no actual superhuman powers. But while he's no match for the Raven or Orion the Hunter, he is a remarkably gifted athlete, actor, and hunter, having honed both mind and body over the course of a decade of intense training. He has access to a wide variety of gadgets and weapons, ranging from simple guns and nightvision goggles to chameleon jumpsuits and phase belts. But his greatest advantage will be the terrain. If he manages to lure heroes into his killing ground, they will have to deal with a host of deadly traps in addition to Esquire. When he does attack, he tries to maximize his skills, using Rapid Shot, Penetrating Attack, Point Blank Shot, and Surprise Strike to inflict as much damage as possible before disappearing back into the shadows.

Despite his skills and weaponry, Kevin will have difficulty overcoming a team of heroes in battle. But his greatest power is not his strength or speed: it is his wealth. Between his vast personal fortune and his fame and connections, VanDuran will be able to twist the legal system to work for him, evading attempts to bring him to justice. Likewise, his media connections will quell any "libelous rumors" about his murderous activities. It's possible that he will manage to shift the blame for his actions to the heroes themselves, at least in the court of public opinion.

Appearance: Kevin VanDuran is a handsome Caucasian man, 30 years of age. He is exactly six feet tall and has the muscular build of a gifted gymnast. He has brilliant blue eyes (well, colored contacts), short blond hair, and perfect teeth. He has the looks of a movie star, and he is a favorite target of paparazzi. As Esquire, he wears a simple black mask and a harness for his weapons, worn over an expensive suit.

Campaign Use: The challenge with Esquire is not defeating him in battle—it's defeating him *after* the battle. There are a few ways that the heroes could first encounter Esquire. The heroes might be tipped off to his activities after people in the area begin to go missing. Perhaps one of VanDuran's victims manages to escape and reach one of the player characters before dying. Or perhaps Esquire decides to take superhuman prey and lures the heroes into his hunting ground—a mistake that costs him dearly.

But once he has been exposed, the heroes will find that VanDuran's wealth not only shields him from justice, but enables him to turn the tables and make *them* look like the threat in the media. How will they respond? Will they go outside the law to take out Esquire, or will they find a way to bring him down once and for all?

Esquire: PL 7; Init +5 (Dex, Super-Dexterity); Defense 18 (13 flat-footed); Spd 30 ft.; Atk +6 melee (+4L, knife), +7 ranged (+5L, heavy pistol); SV Dmg +4, Fort +4, Ref +5, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 16.

Skills:

Acrobatics +8, Balance +7, Bluff +7, Disguise +7, Hide +7, Move Silently +7, Ride +6, Survival +3.

Feats:

Attractive, Connected, Dodge, Fame, Headquarters x2, Minions, Penetrating Attack (pistol), Point Blank Shot, Surprise Strike, Rapid Shot, Talented (Acrobatics and Balance), Talented (Bluff and Disguise), Talented (Hide and Move Silently), Track, Wealth x4.

Powers: Amazing Save +2 (Will) [Extras:

Damage, Fortitude; Source: Training; Cost: 3 pp; Total: 6 pp], Gadgets +7 [Source: Super-Science; Cost: 1 pp; Total: 7 pp], Super-Dexterity +2 [Extras: Super-Charisma; Source: Training; Cost: 5 pp; Total: 10 pp].

Possible Gadgets: Heavy pistol (+5L); knife (+2L) or cloaking belt (Invisibility +2) or nightvision goggles (Darkvision) and blood tracker (Detect, set to detect a specific feature of his current prey).

THE SCARLET LADY

The Scarlet Lady is a legend of the Fens that has recently become a deadly reality. In the last years of the nineteenth century, a young woman named Mary James fell on hard times. Slandered and disinherited by her family, she ultimately found herself on the streets of the Fens. After a short career as a street-walker she was considering ending her own life, but someone beat her to it; Mary was the first victim of the murderous Jack-a-Knives. While some credit Lantern John with the end of Jack's reign of terror, others say that it was Mary who put an end to the murderer—that when he passed over the place where he had killed her, Mary's ghost rose up and struck him dead with a bloody touch.

A month ago and exactly 113 years after the murder of Mary James, a prostitute was killed on the same street where Mary was slain. This convergence drew Mary's spirit from its rest. Now she wanders the streets at night, killing those who would prey on streetwalkers or draw innocent women into this sordid life to begin with.

Quote: "Drown in your vile lusts!"

Personality: The Scarlet Lady is completely focused on her mission of vengeance. She is not fully aware of her surroundings, and ignores anything that does not fit her Victorian frame of reference (cars, television, microwaves, etc.). It is difficult to engage her in conversation; as soon as





she has accomplished her current task, she drifts through a wall or floor, in search of a new victim.

Powers & Tactics: The Scarlet Lady is a ghost. This has a number of different effects. First, she is permanently incorporeal. Most attacks pass right through her, although mystical powers affect her normally. Second, as she is already dead, it is extremely difficult to harm her. She recovers from injuries with astonishing speed, and even if she is killed she will inevitably return. A side effect of this is that she cannot be rendered unconscious; all damage that is inflicted upon her is considered to be lethal, and if she is disabled she evaporates into the ether—at least until she is reincarnated once more. She also fades away each morning as soon as the sun rises, returning again when darkness falls; however, this is not considered to be true death, and she does not have to make a Reincarnation check in order to return.

In addition to her supernatural defenses, the touch of the Scarlet Lady can disrupt the life force of any living creature. She cannot harm inanimate objects, including robots. She also has a haunting beauty that has a particularly strong effect on men. This can have a disarming effect on observers, but if she wishes she can exude an aura of supernatural menace and primal dread, causing weak-willed men to flee in terror.

The Scarlet Lady generally ignores those who have not incurred her wrath (by harming prostitutes or women in general). She has no desire to kill the innocent, and her deadly touch is an all-or-nothing attack. She concentrates on a single victim, using her Intimidating Presence to try to drive off other attackers. When she has eliminated her targets, she uses flight and her spectral nature to evade pursuit, slipping away through solid walls.

Appearance: The Scarlet Lady has pale white skin and long, wavy black hair. Her eyes are pools of shadow. She wears a Victorian dress that appears to be made of crimson silk, but on closer inspection this is revealed to be a white dress soaked in blood; she leaves a smear of wet blood any

time she uses her Strike attack. It is clear that she is a ghost; she is slightly translucent, and she tends to float a few inches off of the ground.

Campaign Use: The Scarlet Lady is yet another tragic murderer. She begins by preying on rapists, pimps, madams, and other people who victimize and abuse women. In time, however, she may start to kill the relatively harmless johns. It's possible that she will even begin killing prostitutes herself, seeking to "free" streetwalkers from their grim lives—in the process, becoming as great a threat as Jack-a-Knives ever was. As she continues down this path, the Scarlet Lady moves from being a legend and folk heroine to an object of terror. Can the heroes find some way to finally lay her spirit to rest? If not, she simply rises again to haunt the Fens once more.

The Scarlet Lady: PL 7; Init +4 (Dex); Defense 15 (11 flat-footed); Spd 30 ft., float 30 ft.; Atk +10 melee (+6L, Strike); SV Dmg +6, Fort +0, Ref +4, Will +7; Str 10, Dex 18, Con 10, Int 10, Wis 12, Cha 16.

Skills: Hide +7, Intimidate +13, Move Silently +7.

Feats: Attack Finesse, Attack Focus (Strike), Blind-Fight, Blindsight, Penetrating Attack (Strike), Skill Focus (Intimidate), Talented (Hide and Move Silently).

Powers: Ghost +6 [Powers: Incorporeal, Regeneration, Reincarnate; Extras: Float, Immunity (age, cold, exhaustion, fire, starvation, suffocation), Never Say Die; *Flaw:* Permanent; *Source:* Mystic; *Cost:* 8 pp; *Total:* 48 pp]; Amazing Save (Will) +6 [Extras: Damage; *Source:* Mystical; *Cost:* 2 pp; *Total:* 12 pp]; Strike (Lethal) +6 [Extra: Ghost Touch; *Flaw:* Full Effect, Limited (only affects living beings); *Source:* Mystical; *Cost:* 1 pp; *Total:* 6 pp], Super-Charisma +3 [Extra: Intimidating Presence; *Flaw:* Limited (only affects men); *Source:* Mystical; *Cost:* 2 pp; *Total:* 6 pp].

Weakness: Quirks (obsession); Special (All damage inflicted upon the Scarlet Lady is considered to be Lethal, vanishes during the day).



Against the Gods

—WRITTEN BY—
RODNEY THOMPSON

—DRAWN BY—
AXEL ORTIZ

For many years, comic books have drawn inspiration from the mythology of cultures from around the world. As a modern form of storytelling, comic books frequently reinterpret classical mythology in order to tell a new story using familiar elements. One of the most well known sources of mythology is the collection of stories that came from ancient Greece and Rome. Although each civilization was its own unique culture, the overlap in religion and myths common to both societies allows us to draw upon what is called Greco-Roman mythology as a single source of inspiration. Rather than try to distinguish which tales come from which civilization, it is simpler to consider them a unified source for inspiration when comic books, and by extension superhero roleplaying games, are concerned.

Greco-Roman mythology is full of amazing stories featuring incredible heroes and villains. Tales of danger and quests for power, glory, love, and riches are commonplace in ancient mythology. Each of these stories centers around protagonists and antagonists that are larger than life; battle-hardened soldiers, heroes born of divine union, and even the gods themselves are often the tales' central characters. But what if the heroes and villains of ancient myth weren't gods at all, but rather were merely the first generation of superheroes? What if early civilizations were too wrapped up in religion and mythology to realize that their gods and heroes were really just normal humans who had been altered in some way? This article is built on the assumption that the myths of the ancient world were not based on divine intervention but rather on the exploits of superheroes born thousands of years before the world was ready to accept them.

This article serves two functions: to illustrate the ways in which Greco-Roman myths can be translated into comic book terms, and then in turn to show how those same myths can be brought into the modern world of comic heroes. After finishing this article, you should have a good idea of how to create an epic hero, run a campaign inspired by ancient myth, create a superhero for a modern comic book roleplaying game based on heroes and villains from mythology, and have a good idea how to run adventures (or even entire campaigns) set in the adventure-filled world of ancient Greece or Rome.

THE EPIC HERO

The stories of ancient myth aren't about dastardly villains or the corruption of mankind as much as they are about the epic heroes who must endure such evil. The epic hero is one of the central elements of the stories of ancient Greece and Rome, a concept that translates well into the realm of comic book heroes. Throughout the history of comic books, the most popular and recognizable characters have been the heroes who rise above the rest of the world and prevail through adversity.

When translating the world of ancient mythology to a *Mutants & Masterminds* campaign, the heroes will likely be the central focus of all stories. Much like classic tales of Greco-Roman myth, the heroes should be unique and stand out from humanity in some way. Listed below are four archetypes found in ancient mythology that can help in the development of new superheroes as well as sample characters that typify each archetype. Additionally, since many villains are born of the same circumstances as their heroic counterparts, villain options have been included for each sample character to further flesh out the available uses for the gallery of characters.

THE CHILD OF THE GODS

There are many examples in ancient myth of gods coming down to earth and breeding with humans. In fact, as fallible as the ancient deities were, such god/mortal relations weren't even considered uncommon. The children resulting from such unions frequently go on to become the focus of

great events of epic importance. The child of the gods frequently has powers that other mortals do not possess, but does not come close to the gods themselves in terms of abilities. The powers of the child of the gods are usually very focused along one theme or type of power, whereas the gods themselves often display a vast array of powers.

The union of a mortal and a god (or, in this case, a human and a superhero or villain) frequently results in a child with superpowers. When creating this kind of character, one should be mindful to keep in mind the character's heritage; if the father is the god of fire, the child will probably have some ability to control flames. Drawing the distinction between the god's powers and the child's powers can be tricky; in the above example, the child might be able to control flames while the father can control, create, and extinguish flames. At least in low- to mid-range power levels, a child of the gods will likely have only a single power possessed by the parent, or have versions of many of the parent's powers reduced significantly in effect.

HERCULES

One of the most popular figures throughout the entire ancient world, Hercules is also one of the most well known in modern times. Zeus, leader of all the gods, fathered Hercules with a human woman named Alcmena during a night of indiscretion. Zeus' wife Hera was so overcome with rage at the birth of Zeus' illegitimate child that she sent a pair of serpents to slay Hercules in his bed. The already powerful Hercules killed the serpents instead, and thus began his road to heroic status in ancient myth. Growing up, Hercules was a formidable warrior and soldier for his hometown of Thebes. He was so successful in repelling the forces of the neighboring city-state, Orchomenus, that he was rewarded with a wife, the daughter of King Creon, with whom he had several children.

Hera was not so quick to give up her quest for vengeance, and waited until just the right time to strike at Hercules once more. She managed to drive Hercules insane and forced him to kill his wife and children. Realizing what he had done, Hercules set out to atone for his sins and spent the next twelve years performing arduous tasks, which came to be known in mythology as the Twelve Trials of Hercules. After performing several miraculous deeds, from slaying dangerous lions to capturing the Cerberus, Hercules finally redeemed himself.

Years later, Hercules was forced to save his second wife from the clutches of the Centaur Nessus. As he died, Nessus told Hercules' wife that if her husband ever began to lose his interest in her that she could win him back by placing the centaur's blood on Hercules' skin. When she attempted to win Hercules back by coating his robe in Nessus' blood, Hercules was wracked with horrible pain upon donning the clothing and attempted to kill himself by building a pyre atop Mt. Oite. As the robe burned off, Hercules discovered that his father's heritage had made him immortal and he joined the other gods on Mt. Olympus.

Like the other immortals from ancient Greece, Hercules continues to live even in modern times. As one of the foremost heroes from ancient times, Hercules continues to fight against the villains that plague the world. Hercules is one of the few superheroes to truly enjoy a normal life in addition to the adventurous life of a superhero. Hercules prefers to walk the streets of America as a normal person, remembering his humble origins as the son of a mortal woman. During World War II, Hercules joined the ranks of the military (as did many other superheroes) and continued the tradition he started as a defender of Thebes by fighting on the European front to liberate countries captured by the Axis powers.

Quote: "Hmph. Still not a real challenge, but you'll have to do."

Personality: Hercules, who goes by Harry Coles in modern times, is one of the few superheroes who really gets along with the common people. Hercules knows he's the strongest man around, and isn't afraid to toy

with an enemy when he has him in his clutches. Hercules is incredibly devoted to his home (wherever that may be at any given time), and protects it with every ounce of his devotion.

Powers and Tactics: Hercules is best known for his amazing feats of strength, which are legendary even in the modern world. Hercules rivals even the toughest of superheroes in raw physical strength and also possesses limited invulnerability. Although he cannot die of natural causes and never appears to age, Hercules is not completely immortal and could be killed under the right circumstances.

In combat situations, Hercules makes use of his immense physical strength by hurling vehicles, tearing down lampposts, and using manhole covers as discuses. Hercules is prone to wade into battle with fists and weapons flying, only ceasing his sometimes-reckless assaults when innocent lives are in danger.

Appearance: Hercules appears to be a muscular man who could pass for an Olympic champion. When taking on the role of the hero, he wears a golden breastplate and wristbands and a lion's head and pelt over his back and head. The remainder of his outfit appears to be the standard uniform of a soldier of Thebes, reminding himself and others of his Greek heritage.

Campaign Use: Hercules is something of a loner, not owing allegiance to any superhero organization or group. He wants to see himself as an everyman, but his powers and heritage set him apart from the rest of mankind. Still, for fledgling heroes he makes a powerful ally and a friendly way to ease into the superhero community. His engaging personality has earned him many friends and contacts, and a group of beginning heroes would do well to assist Hercules (or ask for his assistance) whenever things get tough.

Villain Option: Like the other heroes born of ancient Greece, Hercules is as fallible as anyone. In the times of his birth, Hercules enjoyed fame, fortune, and the adoration of many. The villainous version of Hercules seeks a return to the days when he was idolized and is not above forcing others into servitude. He is paranoid and sees the rest of the world as out to get him, envisioning a return to his youth when Hera plotted against him at every turn. Hercules uses his immense physical strength to press other heroes into his servitude by beating them into submission.

Hercules: PL 15; Init +1 (Dex); Defense 14 (13 flat-footed); Spd 30 ft.; Atk +19 melee (+19L, unarmed), +16 ranged; SV Dmg +4 (+15 Protection), Fort +4, Ref +1, Will +2; Str 19, Dex 12, Con 18, Int 10, Wis 14, Cha 14.

Skills: Climb +20, Concentration +10, Handle Animal +8, Jump +20, Knowledge (tactics) +10, Swim +20.

Feats: Endurance, Heroic Surge, Immunity (aging), Improved Grapple, Improved Pin, Power Attack, Throwing Mastery.



Powers: Immovability +4 [Source: Mystical; Cost: 1 pp; Total: 4 pp], Super-Strength +15 [Extra: Protection; Power Stunt: Lethal; Cost: 5 pp; Total: 77 pp].

Equipment: Breastplate [Armor +5; Flaw: Device; Source: —; Cost: 1 pp; Total: 5 pp].

THE EXPLORER

Many great stories from ancient literature revolve around the idea of a quest or journey. The heroes of these stories are often soldiers and warriors, but always they are explorers who navigate uncharted waters and overcome terrible obstacles in their quest for glory or merely for something of personal value. The explorer usually seeks something, whether it



scientists and thrill-seekers, always looking for the next discovery or the next adventure. They come in many forms, but as heroes they become stronger over time and complete their journey more powerful than they were before. A hero's journey is a trial that forges him into something great, and the explorer is the master of such journeys.

ULYSSES

One of the greatest explorers of ancient myth is Ulysses (also known as Odysseus), from Homer's epic poem *The Odyssey*. As a leader of Greek forces in the Trojan War, Ulysses made himself known as a great general and, when the war ended, was to be brought home as a hero. Unfortunately, he could not return home so quickly. Blown off course and hurled across the sea, Ulysses and his crew repeatedly encountered strange creatures and even some of the gods themselves on their journey to return to Ithaca.

With his wife Penelope at home being courted by a house full of suitors and his son Telemachus unsure of his father's fate, Ulysses raced home only to find himself beset by obstacle after obstacle. He encountered monsters and villains, from the sirens to the Cyclops, and even had his raft destroyed by the one of the original supervillains of the ancient world, the angry Poseidon. His men were lured away by the Lotus Eaters, transformed into pigs by the enchantress named Circe, and eaten by giants, but still Ulysses pressed onward toward his home in Ithaca.

Finally, under the protection of Athena and with the aid of a kind king, Ulysses returned home in the guise of an old man. With the aid of his son, Telemachus, he snuck into the palace where the suitors pined after Penelope and answered a challenge to fire an arrow through twelve axe-heads, a feat which none of the other suitors could muster. A great battle ensued, with Ulysses, Telemachus, and a pair of herdsmen defeating fifty suitors while Athena distracted the would-be husbands of Penelope and caused them to falter and their weapons to miss their marks. With his wife safe and his household his own, Ulysses regained his rightful position as a hero of Ithaca.

Many years later, a new superhero rose to fame using the name of Ulysses. Larry Grant, a former pilot for the U.S. Air Force, was an astronaut flying the first solo mission to the moon

is riches, a new trade route, a lost love, or even just a way home. The explorer (and usually his faithful crew) journeys across the world and through peril in search of his goal.

Many explorers are heroes who use their talents and abilities in order to better achieve their goals. As modern heroes, explorers are frequently

when his shuttle was hurled off course and all contact was lost. After days of not hearing from the intrepid astronaut, the U.S. government officially declared him killed in action. Much to everyone's surprise, six months later the shuttlecraft entered the atmosphere and landed safely. Grant appeared unharmed and had no memory of his time in space; in

fact, as far as he knew he had successfully completed the mission and returned to Earth.

After the doctors gave him a clean bill of health and he was released, Grant began to notice significant changes. His reflexes were sharper, he possessed an innate sense of direction, and time and again he found himself more than a match for any opponent in the sparring ring. In addition to his newfound abilities, Grant began to periodically have visions or flashes of knowledge that helped him avoid danger or prevent harm to others. As the weeks passed, his abilities increased to the point where he could actually track people across a crowded city hours after that person had passed by, and soon he became one of the foremost crime-fighting superheroes of modern times.

Quote: "I have seen many things in my days, but few were as low as you."

Personality: Ulysses is a cunning and deceptive hero whose knowledge and wisdom give him an edge over criminals. A solemn man who is dedicated to his work, Ulysses works to rid the world of the kinds of evils that kept the original Ulysses from returning home to his family. Ulysses is particularly obsessed with keeping women from being harmed, and deals harshly with all those that do. Ulysses is a brutal hero and is not afraid to use his superior combat skills and other powers to bring about justice, even if it means taking a life with his own hands.

Powers and Tactics: Ulysses possesses an innate direction sense and the ability to track almost anyone or anything simply by instinct. He has incredibly sharp reflexes that border on precognition and is one of the world's foremost students of martial arts and melee combat. Ulysses prefers to move in close during battle and is capable of dealing out lots of damage up close so that enemies cannot attack him as easily from a distance.

Appearance: Ulysses is a middle-aged man with gray hair at his temples and a chiseled jaw. He wears a dark blue pilot's jumpsuit that covers a kevlar vest, with a cape of similar coloration. Taking a page from his namesake, Ulysses wears one of the plumed helmets so often associated with the soldiers of the ancient world.

Campaign Use: Ulysses is, above all things, an explorer and an investigator. Any time a space launch center is threatened, every time an underwater colony is attacked, it is a sure bet that Ulysses will be on hand to foil whatever villain has launched the attack. Ulysses is more than willing to work with others, but prefers to handle the most dangerous jobs himself. Ulysses is also an excellent choice for asking assistance when someone or something needs to be found.

Villain Option: As a villain, Ulysses wants to lead the world into the future, and sees himself as the only one with the confidence and daring to push humanity to its limits. He is reckless with human life and would hurl innocents to their deaths in order to plunge deeper into the unknown. He is driven by a maniacal desire to learn more, even if that means sending a shuttle full of innocents into a black hole in order to better understand the phenomenon.

Ulysses: PL 10; Init +3 (Dex); Defense 17 (14 flat-footed); Spd 30 ft.; Atk +9 melee (+25, unarmed), +9 ranged; SV Dmg +2, Fort +2, Ref +13, Will +10; Str 15, Dex 17, Con 14, Int 13, Wis 20, Cha 12.

Skills: Concentration +9, Drive +7, Gather Information +7, Pilot +9, Search +6, Survival +11.

Feats: Assessment, Attack Finesse, Evasion, Expertise, Improved Disarm, Improved Grapple, Improved Pin, Improved Trip, Instant Stand, Power Attack, Track.

Powers: Amazing Save (Reflex) +10 [Source: Mystical; Cost: 1 pp; Total: 10 pp], Combat Sense +4 [Source: Mystical; Cost: 1 pp; Total: 4 pp], Super-Wisdom +5 [Source: Mystical; Cost: 3 pp; Total: 15 pp], Super-Senses +5 [Source: Mystical; Cost: 2 pp; Total: 10 pp].

Equipment: Kevlar vest [Armor +5].

NEW WEAKNESS: ACHILLES HEEL

Characters with this weakness are particularly vulnerable in a specific location on their person (such as a body part, microprocessor, mystical third eye, etc.). Attacks targeting this location suffer a -6 penalty to hit, but Damage saves made against such attacks have a bonus of 0. The character with the achilles heel simply rolls 1d20 as a save, with no modifiers for ability scores, powers, or anything else. The attack has its normal effect based on the result of the hero's save.

THE PEOPLE'S CHAMPION

The people love a winner. The People's Champion is the target of public adoration because he is a leader, a warrior, and a winner. Such champions are often not only valiant and capable combatants but are also typically strong public figures and visible personalities. They do what they do not only for victory but also to boost the morale of their people. When the People's Champion enters the field of battle, his allies are immediately inspired to fight harder and with greater fervor.

The People's Champion is almost always a physical combatant of some kind. Like many superheroes, the People's Champion is as much a symbol as a savior, and the power of what he represents is almost as powerful as that which he wields. These champions are paragons of valor, virtue, and victory and are universally regarded as someone to be looked up to and admired.

ACHILLES

One of the most prominent warriors of the Trojan War, Achilles is the perfect example of a People's Champion. As a member of the military, all his fellow soldiers looked up to him as a shining example of what the perfect warrior should be. Achilles never took a wound in battle and never came into any real danger. His companions always suspected that he was watched over by the gods themselves and was protected by a sheltering hand from Mount Olympus.

The truth is that when Achilles was an infant his mother held him by his heel and dipped him in the Styx, the river that passes through the Underworld. When Achilles was withdrawn, he was almost completely invulnerable. No arrow could pierce his hide, no sword could slice his flesh, and he never once suffered any injury in combat. The dangerous truth, however, was that Achilles could be harmed by striking his heel, the only part of his body that was not submerged in the river by his mother.

Centuries later, the story of Achilles would be repeated by a young mother who studied ancient mythology as well as supposed new age mystic techniques. For years she studied dusty tomes and ancient stories, trying to find the secret of immortality. Taking her newborn son, she ventured deep into the sewers until she found the place where the river Styx flowed into the mortal world. She dipped her son in the water by his heel, just as Achilles' mother had done in ancient times. When she withdrew her son, he was equally invulnerable. Unfortunately for her, Hades was not pleased at having his domain violated, and so he sent his minions to kill the young woman.

Her son survived the attack, and was raised by a foster family under the name of David Kaleth. Growing up, David knew he was different from other children. He never fell ill, never got hurt during youthful rough-housing with his friends, and never was injured playing football. In high school he was a star quarterback known for his ability to take a hit without ever seeming to suffer any injury. He became cocky, and it ended up costing him deeply. During a date with his high school sweetheart, a group of muggers attempted to rob the couple. Believing he could take the thugs out without any problem, he attacked. Their bullets and knives bounced off him, but his girlfriend was not so lucky. At her



know his secret identity, and no one but David himself knows his weakness. By night, David becomes Achilles, the champion of the people and defender of the streets.

Quote: "Go on, take your best shot. I dare you."

Personality: David still mourns the death of his girlfriend and is occasionally morose when he is reminded of her. Otherwise, Achilles strives to be a symbol of what is right and just and fights crime in order to redeem himself and prevent others from experiencing tragedy like his. Achilles knows the difference between right and wrong and doesn't believe in gray areas. He dedicates most of his life to putting villains behind bars and protecting good, innocent citizens from harm.

Powers and Tactics: Like his namesake, Achilles is invulnerable to almost all attacks. He can take damage like no other, although he does not possess any other extraordinary powers. Achilles has trained himself to be an Olympic-level athlete and is an expert gymnast and fighter. Achilles is not afraid to leap headlong into battle and hurls himself against any enemy no matter how dangerous. His weak spot on his heel is his only concern, and Achilles has gone to great lengths (such as reinforcing the heel of all his boots with durable metals) to ensure that he remains protected from harm.

Appearance: Achilles is a young man with a muscular build and curly brown hair. He is considered handsome by any standard and has a chiseled jaw and bright blue eyes. Achilles uses his good looks and powerful presence to make himself a paragon of heroism, and as such has adopted a unique costume to make himself stand out. Achilles wears a suit of lightweight metal armor painted to look like gray and white marble. His helmet covers his eyes and nose (with slits cut out the front so he can see) and his gauntlets are adorned with spikes on the knuckles.

Campaign Use: Achilles is more than willing to help out young heroes in need. He has taken a number of young heroes under his wing and always wants to teach the next generation of superpowered beings the right way to protect the city. Though technically a vigilante himself, Achilles does not approve of heroes who use brutal or morally ambiguous means to capture a villain. Achilles makes an excellent mentor for most heroes and a solid ally for all.

Villain Option: As a villain, David Kaleth's girlfriend is never killed and he goes on to become one of the most feared criminals in

funeral, he vowed to never again allow innocents to come to harm because of his irresponsibility.

David adopted the name Achilles and chose to fight to clean up the streets. Knowing that he cannot be injured, he faces down criminals with no fear and can never be intimidated. Only a few of his closest friends

the world. Since no one can harm him, Achilles does whatever he pleases, like robbing banks or working as a hired assassin. Achilles is mad with the invulnerability of youth, only in his case he truly is invulnerable, making him that much more dangerous.

Achilles: PL 10; Init +2 (Dex); Defense 15 (13 flat-footed); Spd 30 ft.; Atk +8 melee (+3S, unarmed), +7 ranged; SV Dmg +14 (+10 Protection), Fort +14, Ref +2, Will +2; Str 17, Dex 15, Con 20, Int 10, Wis 14, Cha 16.

Skills: Acrobatics +7, Balance +7, Jump +7.

Feats: Attractive, Dodge, Durability, Great Fortitude, Immunity (critical hits), Inspire, Leadership, Toughness.

Powers: Deflection +7 [Extra: Automatic; Source: Mystical; Cost: 3 pp; Total: 21 pp], Protection +10 [Source: Mystical; Cost: 2 pp; Total: 20 pp], Super-Constitution +7 [Source: Mystical; Cost: 4 pp; Total: 28 pp].

Weakness: Achilles Heel.

Equipment: Plate armor [Armor +8; Flaw: Device; Source: —; Cost: 1 pp; Total: 8 pp].

THE UNDERWORLD

One staple of ancient mythology that translates very easily into a modern superhero game is the concept of the Underworld. Many comic books make use of alternate dimensions, and the Underworld of Greek myth offers many roleplaying opportunities. In ancient myth, the Underworld is the domain of the god of the dead, Hades, where the souls of the condemned were relegated for eternity. The Underworld is a dangerous place for mortals, though some were able to venture there on particular quests, and it is guarded not only by the hand of Hades but also by his minions, such as the Lost Souls and the Cerberus.

The Underworld did not simply vanish as time passed, enduring even to the modern era. Although few know of its existence and even fewer ever venture there, occasionally a hero will be forced to journey into the Underworld to rescue the soul of a fallen comrade. In the Underworld, fire, steam, and magma flow as readily as water in the real world. The Underworld appears to be a series of caves, some of them so small that even a normal man can barely squeeze through, while others are so massive and empty that entire cities could fit inside with room to spare. None but the bravest or the most foolish will even venture into the Underworld, and even they must have a compelling reason to do so. The Underworld is not to be taken lightly under any circumstances lest one become trapped there for eternity.

THE RIVER STYX

A massive river filled with poisonous water and dangerous toxins, the River Styx flows from one end of the Underworld to the other and is one of the only points of entrance and exit accessible to most heroes. The boatman Phlegyas, who can be paid to ferry mortals into and out of the Underworld, navigates the river at all times. It was the river Styx that gave Achilles his invulnerability, though for most people touching the river means certain death.

HADES

Few names from classical mythology are more recognized than that of Hades. The original villain and lord of the dead, Hades rules over the Underworld as his domain. Hades, whose name has even become synonymous with the Underworld, cares for and controls all the souls condemned to an eternity of despair. In ancient times he worked both with and against the other "gods" in dealing with mortals and was always trying to find new ways to win the souls of his enemies. Nothing gave Hades more satisfaction than claiming the soul of a particularly valiant foe. Hades is truly the first supervillain, and even today remains one of the most formidable opponents a hero can go up against.

Hades continues to reign over the Underworld as its lord of the dead. In modern times, however, the number of new souls coming into the Underworld has diminished greatly as religions changed over the years. As such, Hades has been forced to take a more active role in hunting down new

REGENERATION EXTRA

Double Regrowth: This extra requires the Regrowth extra. Whenever you successfully use the regrowth extra, you may make a second Regeneration check (DC 20) to grow an extra limb or organ of the same type.

REGENERATION FLAW

Limited—One Body Part: Only a particular body part, such as arms or tentacles, can be regenerated using the Regrowth extra.

souls for his dominion and has adapted to the modern world. In fact, Hades has built a business empire with himself at the head, using his position of power and influence to tempt and lure victims into his domain.

Hades is far more than just a crooked businessman. He frequently sows the seeds of dissent, spreads chaos and anarchy, and arranges tragic "accidents" in order to spread despair. His philosophy is that the more desperate and fearful the people of the world are, the more likely they are to accept his "bargains" and sell their souls. Hades revels in random violence and wanton destruction and is a truly dangerous villain who has no qualms about performing even the most vile deeds.

Quote: "You can have her soul back...for a price."

Personality: Hades is both brooding and at the same time charismatic, a combination that makes him attractive and mysterious. Hades constantly has a slight smirk and speaks as though privy to some great joke or secret that no one else knows. His sardonic attitude and peerless wit can be quite engaging until one realizes the horrible atrocities he is capable of. Although



Hades is very likable and interesting most of the time, he displays a fury unmatched by even the blackest of human hearts when his ire is raised.

Powers and Tactics: Hades possesses a number of powers related to magic and sorcery that make him a tough opponent to deal with. He can "sidestep" into and out of the Underworld at will, teleport from one place to another (appearing in an inky black mist out of nowhere), and summon fire and brimstone at will. Despite his considerable power, Hades actually prefers not to fight at all, usually relying upon his charm and charisma to smooth over difficult situations. If push comes to shove, Hades is more than capable of stepping in and bringing hell down upon his enemies.

Appearance: Hades is a slender man with dark black hair. Always immaculately dressed, Hades would be indistinguishable from any other upscale businessman if it weren't for the pair of ram's horns that protrude from his temples. Hades occasionally carries a small cane that he uses to punctuate his words with gestures.

Campaign Use: Hades is a very strong villain that can be dropped into almost any campaign. What greater challenge is there than to fight the devil himself? Hades is capable of committing horrible atrocities, but he can in some ways be an ally. Hades controls the Underworld, and can bring those souls under his control back from the dead, something that can be very useful should a superhero die. Heroes should beware, though; Hades' favors never come without a steep price that rarely turns out to be a bargain.

Plots: Hades is primarily concerned with strengthening his own holdings and expanding the influence of the Underworld. The more souls he possesses, the stronger his powers. Most of his plots involve bargaining for souls and wreaking havoc on innocents, though only occasionally in an overt way. Hades has long been trying to figure out a way to merge the Underworld and the mortal world, creating a true hell on Earth. Although he has yet to expand his power to such a level, he constantly searches for ways to do so. If he were to succeed, everyone on Earth would be completely under his control.

Hades: PL 20; Init +3 (Dex); Defense 19 (16 flat-footed); Spd 30 ft.; Atk +5 melee (+2S, unarmed), +6 ranged (+10L, Energy Blast); SV Dmg +10, Fort +0, Ref +3, Will +4; Str 14, Dex 16, Con 11, Int 18, Will 18, Cha 18.

Skills: Bluff +19, Diplomacy +19, Sense Motive +7.

Feats: Immunity (aging), Indomitable Will.

Powers: Amazing Save (Damage) +10 [Source: Mystical; Cost: 1 pp; Total: 10 pp], Dimensional Travel +10 [Flaw: Limited (One Dimension—Underworld); Source: Mystical; Cost: 1 pp; Total: 10 pp], Energy Blast (fire) +10 [Source: Mystical; Cost: 2 pp; Total: 20 pp], Sorcery +20 [Spells: Comprehend, Disintegration, Drain, Illusion, Incorporeal, Invisibility, Neutralize, Obscure, Possession, Shapeshift, Telekinesis, Telepathy, Teleportation; Power Stunts: Additional Spells (x6); Cost: 7 pp; Total: 152 pp], Super-Charisma +15 [Extra: Intimidating Presence; Cost: 3 pp; Total: 45 pp].

Equipment: Business suit, cane.

LOST SOULS

As the domain of the dead, the Underworld is littered with souls. Among these are the Lost Souls, those who have neither been condemned nor elevated and retain a certain degree of autonomy. The Lost Souls feed on travelers passing through the Underworld and are capable of draining the life force of any living being. They appear to be ghastly caricatures of humans whose color has faded to a milky green, and make no noise other than the occasional scream of anguish. They frequently move through the Underworld in packs.

With few people maintaining the religions of old, the number of Lost Souls wandering the Underworld has diminished. Some Lost Souls have escaped to the surface world and have begun to haunt major cities in search of food. Many reports of ghosts or vampires in the modern world

are the result of attacks by Lost Souls, who see cities as a rich feeding ground where life is abundant and energy plentiful.

Lost Soul: PL 5; Init +0; Defense 14 (14 flat-footed); Spd 30 ft., fly 25 ft.; Atk +3 melee (Drain, DC XX Will save), +5 ranged; SV Dmg -2, Fort -2, Ref +0, Will +0; Str 6, Dex 10, Con 6, Int 6, Will 10, Cha 6.

Skills: Hide +4, Move Silently +4, Spot +4.

Feats: Blindsight, Darkvision, Detect (souls).

Powers: Drain +5 [Extras: All Attributes (powers), Fatigue, Slow Recovery; Source: Mystical; Cost: 5 pp; Total: 25 pp], Incorporeal +5 (Extras: Float, Ghost Touch, Immunity (aging, critical hits, exhaustion, starvation, suffocation), Phase Attack; Flaw: Permanent; Source: Mystical; Cost: 5 pp; Total: 25 pp].

THE BESTIARY

Greek myth is littered with examples of strange beasts and creatures from nightmare. These make excellent opponents for heroes, especially those with a mythological theme, and also are good sidekicks and minions for villains from ancient times. The following four creatures are but a few examples of how the monsters of mythology can be brought into a superhero campaign.

CERBERUS

One of the most feared beasts of all time, the Cerberus was the three-headed hellhound that guarded the underworld at Hades' request. The cerberus was capable of breathing fire and had massive claws that could rend a man's flesh. The Cerberus could withstand large amounts of damage and was notoriously good at keeping others out of the Underworld. In modern times, the Cerberus still stands vigil at the gates of the Underworld; perhaps the fire-breathing canine lives deep in the underbelly of a major city, guarding the secret gates to the domain of Hades, or conversely is kept as a pet by a powerful supervillain who uses the Cerberus as a watchdog and guardian.

Cerberus: PL 8; Huge; Init +1 (Dex); Defense 11 (10 flat-footed); Spd 30 ft.; Atk +7 melee (+13L, Natural Weapon), +3 ranged; SV Dmg +3, Fort +3, Ref +1, Will +0; Str 20, Dex 12, Con 16, Int 2, Wis 10, Cha 4.

Skills: Climb +16, Listen +4, Search +1, Spot +4, Survival +4.

Feats: Power Attack, Track.

Powers: Energy Blast (fire) +8 [Source: Mystical; Cost: 2 pp; Total: 16 pp], Growth +8 [Flaw: Permanent; Source: —; Cost: 5 pp; Total: 40 pp], Natural Weapon +8 [Extra: Climbing; Source: —; Cost: 3 pp; Total: 24 pp].

HARPY

Harpies are dangerous winged creatures that plagued heroes of the ancient world. Harpies appear to be a bird of prey with the head of an old woman, and are notorious carnivores with a taste for human flesh. They often attacked sailors on quests in the mythological epics, and were a major concern for heroes on the water. In modern times, the harpy sounds a good deal like the result of genetic experimentation, leading the heroes to not only combat the bloodthirsty beasts but also discover who is behind their creation.

Harpy: PL 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 14 (14 flat-footed); Spd 30 ft., fly 20 ft.; Atk +4 melee (+4L, Natural Weapon), +6 ranged; SV Dmg +1, Fort +1, Ref +4, Will +0; Str 11, Dex 15, Con 12, Int 6, Wis 10, Cha 8.

Skills: Listen +6, Search +4, Spot +6.

Feats: Dodge, Lightning Reflexes, Improved Initiative, Move-By Attack.

Powers: Flight +4 [Flaw: Restricted (wings); Source: —; Cost: 1 pp; Total: 4 pp], Natural Weapon +4 [Source: —; Cost: 2 pp; Total: 8 pp].

HYDRA

One of the most terrible creatures from ancient myth is the hydra, a massive dragon-like beast with multiple heads. The hydra is particularly dangerous due to the fact that whenever one of its heads is cut off, the creature grows two more in its place. They hydra is not an intelligent beast and thinks of little but its own survival. In modern times, the hydra makes an excellent monster to throw at a party in need of a little violent diversion. The hydra also makes a good choice for giant monster attacks, such as those seen in Japanese kaiju films, and can provide the heroes with challenges like defending the city's infrastructure and rescuing innocent bystanders.

Hydra: PL 12; Gargantuan; Init +2 (Dex); Defense 18 (16 flat-footed); Spd 30 ft.; Atk +11 melee (+17L, Natural Weapon), +8 ranged; SV Dmg +5, Fort +3, Ref +2, Will -1; Str 20, Dex 14, Con 16, Int 6, Wis 8, Cha 6.

Skills: Spot +2.

Feats: Improved Pin, Power Attack, Toughness.

Powers: Growth +12 [Flaw: Permanent; Source: —; Cost: 5 pp; Total: 60 pp], Natural Weapon +12 [Source: —; Cost: 2 pp; Total: 24 pp], Regeneration +12 [Extras: Regrowth, Double Regrowth; Flaws: Limited (heads only); Source: Mystical; Cost: 3 pp; Total: 36 pp].

SIREN

Able to lure men to their deaths, the Sirens are creatures of ancient myth that once used their enchanting voices to lure sailors into dangerous waters where their ships would be crushed against the rocks. Sirens appear to be otherworldly, even ghostly women, and have occasionally been mistaken for mermaids. In modern times, the Sirens take pleasure in wreaking havoc on travelers, from inciting plane crashes to causing massive wrecks on interstate highways.

Siren: PL 6; Init +1 (Dex); Defense 14 (13 flat-footed); Spd 30 ft., fly 30 ft.; Atk -1 melee (-1S, unarmed), +1 ranged; SV Dmg +0, Fort +0, Ref +1, Will +2; Str 8, Dex 13, Con 10, Int 16, Wis 14, Cha 18.

Skills: Bluff +8, Perform (singing) +8, Swim +2.

Feats: Amphibious, Attractive, Underwater Combat.

Powers: Incorporeal +6 [Extras: Float, Immunity (aging, disease, exhaustion, poison, starvation, suffocation); Source: Mystical; Cost: 4 pp; Total: 24 pp], Mind Control +6 [Extras: Drain (Wisdom), Obscure, Illusion; Flaws: Restricted (sound); Source: Mystical; Cost: 4 pp; Total: 24 pp].

ADVENTURE SEEDS

Certain key elements of mythology help when translating ancient myths into superhero terms. Although it's impossible to distill all of mythology into a few small aspects of storytelling, certain mythological themes can be translated into modern terms while maintaining the feel of classical mythology. The following concepts and stories can be used as adventure hooks when designing campaigns based on ancient myth, either set in the ancient world or in modern times.

UNIQUE CULTURES

Many ancient stories deal with unique cultures and societies that challenge the normal standard. Some societies have strange rules, others are composed of only one type of person, and others are simply barbaric or are cannibals. The idea behind these strange societies is that they take a normal concept, like a community or a family, and twist them off of the norm somehow. Comic books do this often as well; for example, instead of a society of normal people protected by the occasional superhero, some cities have enough superheroes (and villains) to make seeing a super-powered being an everyday occurrence.



To take an example from Greek myth, the Amazons are a very different twist on traditional male-dominated society. Though in modern times an island of empowered warrior women might not seem quite as strange, in ancient times it would have been almost unheard of. For a superhero campaign, perhaps instead of the Amazons being a tribe of warrior women they are really a society of nothing but superpowered beings. When the party arrives on a secluded island/planet only to find that everyone possesses superpowers, they will encounter a drastically different society. There are no unpowered "innocents" in such a society, and everyone is capable of defending themselves. Superpowered characters are not held to a higher standard, nor are they feared or have to face prejudice. It is the twist on the society that makes for a good backdrop for a story out of ancient myth.

BRUTAL VIOLENCE

Looking back on ancient times, most modern people would consider many of the practices of the ancient world to be both brutal and barbaric. In a time before technology and luxury were standards that everyone lived with, violence and brutality were commonplace. In fact, war and violence were considered sports to many people just as much as athletic competition. Even in modern times, sports like football and rugby rely heavily on violence for the purpose of victory. A campaign based on ancient myth should not be afraid to pull any punches, and while this does not mean that excessive gore should be injected into the game it does mean that the heroes and villains should be in real danger of being hurt.

A perfect example of this can be found in the gladiatorial arena. The arena represents violence, but it also represents competition, victory, glory, and entertainment. Even in modern times the concept of gladiators is somewhat enchanting, if only for the primal urge that many people have to see or experience violence. In a superhero campaign, villains love to pit two heroes against one another in the arena. Imagine if two members of the party who were once the closest allies must fight to the death in order to save another comrade from a villain's sadistic plot. Perhaps it's not an arena at all, and instead the heroes must duke it out in the middle of a crowded metropolitan area. Gladiatorial combat between two heroes can be a great way to inject a staple of the ancient world into any campaign.

FALLIBLE DEITIES

Unlike those in many modern religions, the gods in ancient myth were as fallible as the humans they ruled over. The gods, or in this case the superheroes and villains, are just as susceptible to human emotion and often not only succumb to their emotions but make mistakes because of them. They consequently fight amongst themselves, and even supposed friends of the people (i.e. heroes) sometimes accidentally cause the deaths of innocents. The heroes of ancient myth are not the squeaky-clean heroes of many modern comic books.

In campaign terms, storylines featuring morally ambiguous heroes can represent this quite well. Each character in the game should have their own range of emotions and question what is right and wrong. Unchanging, temptation-free characters are not only boring, but also are unlike the heroes from ancient mythology. This is not to say that every hero must be an anti-hero, but the ability to make mistakes and then learn from them is just as admirable as never making mistakes at all.

HERO'S TRIALS

Perhaps one of the most common storylines in ancient mythology is the idea of a hero's trial. These are tests put before a hero to gauge his strength, willpower, and morality. The concept of a series of trials can be a powerful storytelling technique and also a great hook to encourage an

entire party of heroes to stick together. Trials do not have to be aimed at a single character but can encompass an entire party if need be.

The most famous example of a hero's trials comes in the form of the Twelve Trials of Hercules. A famous collection of stories about the legendary Hercules, the Twelve Trials were separate adventures that were thrown at Hercules to distract him as well as to prove his worth. In a superhero campaign, the trials need not be some divine mission but can instead be a series of challenges hurled at a given hero to wear him down. A particularly devious supervillain tactic is to unleash all of a hero's nemeses on him in succession, one right after the other so that by the time the hero has vanquished them all once more he is exhausted and unable to put up as good of a fight as he normally would. Each villain represents another trial, and each one serves the purpose of wearing the hero down for a final encounter with the true villainous mastermind.

EXOTIC LOCALES

While an urban setting is common for most comic books, occasionally the hero must venture into the world, or even the universe, and encounter strange sights and amazing vistas. One of the primary attractions of the stories of ancient myth is that they paint portraits of locations unlike anything we have ever seen before, with vast caves and hellish oceans, sprawling temples and homes atop towering mountains. An exotic locale is more than just an interesting backdrop, but also provides a sense of wonder and otherworldliness that ancient myth captures so well.

The Maze of Minos is a perfect example of an exotic locale from Greek myth. The maze was constructed by Daedalus and was guarded by a minotaur; not only was it dangerous, but also nearly impossible to navigate. In modern times, the Maze can easily be translated to a subterranean sewer system where a notorious supervillain is hiding. A sewer system isn't exactly what one would call exotic, however, so instead of sewers perhaps the maze is a series of tunnels carved out of the inside of a mountain where a villain has imprisoned an important political figure. Not only must the heroes rescue the politician from the villain, but perhaps the maze itself is wrought with traps and dangers, or even other minor villains. Regardless of its form, the concept of a maze is quite different from the standard urban campaign setting and becomes an exotic location pulled from myth.

WAR

Many of the stories that truly stand out as the prime examples of what mythology really is rely upon war to set the premise; the *Odyssey*, the *Iliad*, and other epic poems focus on events that take place during or because of a war, and almost everyone has heard of the Trojan Horse, one of the most famous stories from all of Greek myth. War brings out the best and worst in heroes, and can bring out the best and worst of superheroes. What would war be like with superheroes and villains fighting on either side? War with a cause, an epic cause, can be a powerful motivator for both heroes and villains.

The Trojan War is a good example of a war that breeds good myth. When enemy forces captured Helen of Troy, it sparked a crusade to rescue her that escalated into a full-scale war. In a modern comic story, perhaps a high-profile and beloved superhero or heroine is captured by a villain and taken back to his sanctuary on the moon. This sparks a war after public outcry demands that the government do something to rescue the captured hero and the government responds by launching an attack on the villain's base. When both sides continue to trade blows in battles across the globe, new heroes have the perfect chance to rise and prove themselves to be worthy of the mantle of superhero. ■

ALL **LEGACY** Comics



Featuring

WHITE ROSE • GUNNER
THE HUMAN TANK • WHITE THORN
SERGEANT SHRAPNEL • LADY CELTIC
LE ROGUE REYNARD • SPITFIRE JONES

Written by Steven E. Schend with Art by Ramón Pérez

Legacy—a simple word. It's "something passed down from a previous generation or ancestor." But when put into the context of a superheroic universe, it means so much more to both those who bear such inheritances and those who look up to them.

In Freedom City alone, many legacies loom large over the cityscape and its history past and present. The Daring Duo encompasses the most dominant legacy, of whom there have been four men named Bowman and three Arrows respectively. Other well-known heroes who left a legacy and have modern namesakes include Johnny Rocket, Lady Liberty, and Raven. Some of Freedom's heroes, Seven and Sonic being two of them, carry a legacy of sorts, even though the public does not know about the heroic histories that motivate them.

In the universe beyond Freedom City, there are dozens more legacies that span generations or even centuries. As you'll see below, the legacy of the Beacon spans far more years and heroes than previously revealed. Most of the longer-standing legacies tie to the mystical worlds and powers of magic, though a few are connected by lost Preserver technologies. The most famous world-spanning modern legacies include Scarab, Britannia, White Hart, and the Grey Mariner.

Below are a wide variety of examples that underscore all the ways a hero can leave a legacy behind or continue one from heroes of the past. While legacies rarely have direct impact upon a *Mutants & Masterminds* game, they do have wide effects on heroic origins and provide many potential stories for GMs to use in play. After the legacy listings and discussions, we reveal the Allies of Freedom, a World War II-era hero team with many (often unfulfilled) legacies that can be used in your campaign.

EFFECTS OF LEGACIES

Legacy heroes allow the public a sense of continuity and a reinforced sense of safety; "after all, we've always had Lady Liberty around when her country's truly needed her." In general, continuing a legacy across generations brings with it as many pressures as benefits:

- There is a level of implicit trust between the public, other heroes, and the legacy hero, based on her name or powers or background.
- The public knows to expect a certain demeanor, code of ethics, and potential actions from the hero, simply based on the way the hero's predecessor performed.
- City governments provide more allowances for legacy heroes, especially if their well-liked mentors or predecessors vouch for them.
- The continuity provided by a constant heroic presence over the years provokes a sense of community pride and devotion far beyond the loyalty fans have for local sports teams. Whether the hero is the same, changes names or genders, or goes by different names, the public acknowledgement of the legacy provides the continuity and the feeling of safety.
- Unfortunately, with a legacy also comes a certain level of expectation from the public. The public measures every action against the hero's predecessor.
- For the hero, there is the constant psychological pressure of having to fill someone else's boots and not dishonor the memory of those who wore the cowl before them.

If a GM so wishes, legacy heroes could gain Charisma bonuses based upon their predecessor's reputation. Operating similarly to the bonus from the Fame feat, a GM could grant a +1 to +3 bonus on interaction checks made against characters who know about and respect the hero's predecessor. Alternately, heroes could be saddled with similar penalties if their predecessor left the public with bad memories; this most often comes into play if a hero tries to redeem an heroic legacy from failures in the past. Lastly, heroes with a legacy who actively betray the public's expectations or who become villains could automatically gain the Infamy feat.

UNTOUCHABLE LEGACIES

Some heroes are so revered that most believe a direct legacy might sully their memory. To date, there have been no heroes daring or confident enough to claim the venerable mantles of Doctor Tomorrow or the Centurion. While they did leave compatriots and some related heroes in their wakes, no one has yet voiced that the modern world needs to have a Centurion in it. That's not to say that these two didn't leave legacies in other ways.

The Centurion's mark on Freedom City proves more social than the standard heroic legacy. His legacy has been one of his exemplary ethics and morals, and he is the paragon against which most other heroes have been compared since 1939. His comparatively recent death in 1993 still sees many pilgrims visit Freedom City each year to visit his grave and share stories of his deeds and accomplishments. Freedomian mothers chastise misbehaving children with scolds of "What do you think the Centurion would say if he saw you right now?" Even in death, the Freedomian Fury's presence influences many across his former home.

Doc Tomorrow's leadership through the war years still inspires the current Freedom League through his strategies and even his writings in the team's old mission logs. Castle Comics produced graphic versions of his writings on tactics and fighting techniques in 1943, and they have remained in print for sixty years. Some of the modern technology still used at Freedom Hall works off of the Doc's early designs from the 1940s, barring later streamlining from replacing tubes with transistors or microprocessors.

LEGACY OF BLOOD

While not always the most common legacy, the easiest of heroic origins comes from inheriting one's powers from a parent or ancestor. Consequences of the heroic life often travel through this legacy, so fighting radioactive heroes definitely can have an impact on future generations! This can cross over with many other legacies (namesake, power, reputation) but if publicly known, this legacy draws more influence with many. After all, the world assumes that the children of heroes will be "raised right" and shall become heroes themselves.

Examples of blood legacies in the Freedom Universe include Bowman IV (grandson of Bowman I, son of Bowman III), Eldrich (power and memories of his ancestor, an Atlantean master mage), Nereid (granddaughter of Siren I), Seven (seventh in her family line to inherit true witchcraft), and Shrapnelle (great-granddaughter of World War II dynamo Sarge Shrapnel).

Note: This does not apply to those powers that apply to all members of a race. Thus, while Nereid counts as a blood legacy for her water powers, her amphibious abilities are common among all Atlanteans and are not considered a blood legacy.

LEGACY OF NAMESAKE OR IMAGE

Carrying on the name and identity of a well-known (or not so famous) hero has a power all its own. Some legacies gain power and notoriety by hiding the fact that the mantle is inherited, so the hero seems immortal and unstoppable. Others more openly acknowledge the passing of the torch from one generation to the next, but the name still holds expectations and acceptance that a new hero would never ordinarily receive. Whether the name is the same or not, also using the costume of a former hero carries some weight and responsibility as well. Again, this can easily cross over with other legacies.

Most examples of this legacy carry the same name, as evidenced by the multiple heroes carrying the names Arrow, Bowman, Britannia,

Johnny Rocket, el Matador, Raven, and Siren. One of the few to continue with a legacy costume but not the name was Arrow, just after he became Archer; he has since significantly modified the original costume to suit his new identity.

LEGACY OF PATRIOTISM/COLLECTIVE PRIDE

Some heroes, either by action or by design, become symbols for their nation or their peoples. These legacies carry a heavy weight, as these heroes must uphold the ideals and hopes of a nation or group at all times. Likewise, as a paragon of a race or group, this legacy hero must live up to the highest standards or risk impugning a nation's pride. Another constant problem is that patriotic heroes must draw distinctions between representing a people or representing a current government; once one gets mired among government influence or control, the legacy of the hero can be subsumed by politics, influence peddling, and things far less heroic.

Lady Liberty stands for the American Dream rather than any political party or group within the government. All the incarnations of le Rogue Reynard fought against becoming political puppets, choosing to represent the free French people, their culture, and their dreams. Lady Celtic and Spitfire Jones were points of patriotic pride for the British people during World War II, as were the Human Tank and Gunner for Freedom City especially. Other current pride legacies (intentional or not) include Britannia (the national heroine of the United Kingdom), Daedelus (the pride of Greeks worldwide), Johnny Rocket and San Francisco's

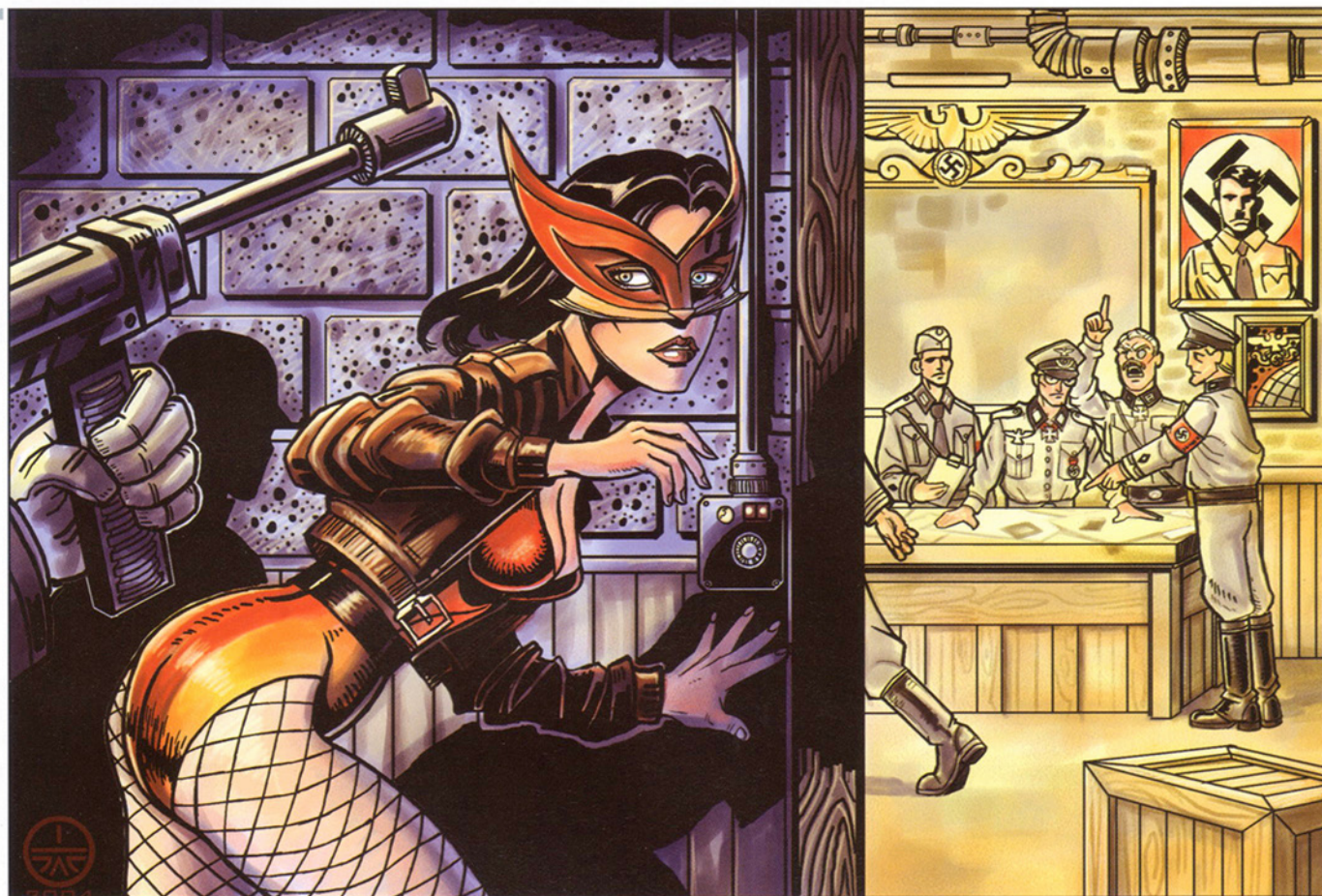
ORDER OF THE PROPHET

A long-standing and major reputation legacy still works to redeem through extreme deeds a good man's name gone wrong. Esau Prophet founded the Order of the Prophet in 1712 in Boston to restore some honor to his name after Elijah Prophet's overzealous witch hunts in the late 17th century brought infamy to his family. Esau and his three brothers Jacob, Noah, and Samuel all continued their father's work by eventually building the Order into a secret international monster hunting society with chapters in at least 49 major cities worldwide (including Freedom City). Langston Albright (Beacon), Alexander Atom, Johnny Danger, Alexander Rhodes (Scarab), and Adrian Eldrich have all been members of this order at various levels.

Strangely enough, one of the highest secrets held by the Order is a Power Legacy of sorts. Under times of crisis, the highest-ranking members of the Order's leadership can meet to perform a magical ritual which temporarily endows a chosen member with the powers, abilities, and mind of the Prophet's Son—the Order's own superpowered monster hunter. While Eldrich has not uncovered every detail about the ritual, he has met the Prophet's Son on two occasions; it is his opinion that the Son is an amalgam of the host and the ghosts of Esau and Elijah Prophet, if not more people or other entities.

Gatekeeper (spokesmen for the gay community), or el Matador (Spain's hero of the people).





LEGACY OF POWER

Often times, heroes come into power from one source or another, and the power changes very little with each successive user. The legacy lies in the transfer of the power (and oftentimes the name or the associations with the names). These power legacies can span decades if not centuries, and sometimes they slip away from heroism when a less scrupulous person inherits the powers, depending upon the conditions and methods of transfer.

Eldrich carries a legacy of power from long-dead Atlantean mage spirits. Langston Albright, the former Beacon, seeks to pass on his power, as he gained it from the passing of White Rose in 1945. Megastar is an unwitting recipient of a power legacy from the stars. Other notable power legacies include Lady Celtic, White Thorn, White Rose, and the Prophet's Son.

LEGACY OF REPUTATION

The greatest example of a reputation legacy would be Centurion, as his reputation is nigh impossible to live up to. In general, the legacy carries through a heroic reputation and at least one other link (name, blood, etc.). Reputation legacies are those heroes who try to fulfill the high expectations that come with a past hero's reputation. They can also try to redeem a legacy rather than continue in failure or disgrace due to someone's past actions. These often link to the legacy by name, though not always directly or explicitly, and not always in the same form.

Modern examples of reputation legacies in Freedom City include the continuing adventures of the Atom Family, Archer's quest to be a hero despite his failed association with Bowman III, Sonic as the hero of Southside (following in the footsteps of Black Avenger), or the works of

the Danger International Foundation, which build on Johnny Danger's reputation as a good man who did what needed doing at all times.

LEGACY OF UNFINISHED BUSINESS

Sometimes legacies reach out and brand you with a sense of responsibility and urgency from the get-go. A hero with such a legacy must complete something that defeated a predecessor, whether as a point of honor or to fulfill some karmic need. Often, this legacy saddles heroes with nemeses they've never faced but who hate them all the same. It can also involve vengeance, if a hero dies in the line of duty and the inheritor of the legacy wants to avenge his death.

Legacies of unfinished business include Raven's quest to defeat her grandfather's criminal empire, Lantern John's eternal quest for peace as he walks Lantern Hill, or Siren's eternal battle against the loa Baron Samedi. The most expansive modern example of this may be Daedelus and his protégés. Daedelus' actions led to the restoration of Talos and the eventual creation of the Foundry. Thus, some (including Daedelus himself) consider him indirectly responsible for the many ills that the Foundry has unleashed on the world. The same holds for the anti-heroines the Furies Three, created by Daedelus and now gone rogue. This legacy motivates him to fight to exorcise those sins that haunt him.

THE ALLIES OF FREEDOM

While the Liberty League battled Axis forces from late 1941 through the end of the war, that team was not the only group of superhumans taking the fight to Nazis and fascists across Europe. Originally all the heroes had

been operating since late 1940 on their own agendas: Le Guillotine and la Rogue Reynard each led French Resistance cells in central and southern France, Golemeth fought to free his fellow Jews from the Polish ghettos; der Weisses Dorn and die Weisse Rose fought a rebel action against the Hitler Youth and the Nazi propaganda machine within Germany; Spitfire Jones and Lady Celtic battled the Blitz over London; and the Marhime fought against Romany persecution, despite being an outcast from his own gypsy tribe. The Americans would join later, with their country's entry in the fray.

SS-Obersturmbannführer Wilhelm Kantor actually created the team on purpose in December, 1941; his true intent was to pull them together to exterminate all resistance at once. Kantor created and led a special cadre of superpowered Nazis, some of whom became the implacable foes of the team throughout the war and beyond. He leaked intelligence to each of the heroes that spoke of his having a new super-weapon to test on some very high ranking prisoners in the little port town of Utska, Poland. The eight heroes all took the bait and found themselves in battle against the powerful SS-Sturmbannführer Barret von Rahnn, die Schwarzpanzer (Black Tank), die Nacht-Krieger (Night Warrior), and a score of crude Nazi cyborgs. Kantor nearly became an early capture for the heroes, but their lack of teamwork allowed the Nazis to nearly defeat the heroes in scant minutes. In as much panic as power, the heroes fought a holding action to allow the prisoners to escape. Golemeth, le Guillotine, and the Marhime died during or shortly after the battle, though their final actions cost the Nazis the lives of von Rahnn and Schwarzpanzer.

The five remaining heroes fled and eventually made it back to London. Once there, they found that America had joined the war effort after the attack on Pearl Harbor. The allied commanders brought in a sixth member for their team—Sarge Shrapnel. The six, while initially wary of each other, grew into a solid unit and were effective at harassing German holdings in France, Belgium, and the Netherlands. When the Human Tank and Gunner joined the team in June, 1942, they had the strength and the unity that allowed them to make strikes deep into Germany and Poland.

Where the Liberty League operated independently throughout the war on Doctor Tomorrow's hidden intelligence sources, the Allies of Freedom worked directly with the European Theater's central command and often supported allied advances. Thus, while the Liberty League grew more famous in America for its newsreel-ready exploits, the AF grew famous mostly in the eyes of the European people (especially the French Resistance) and the soldiers with whom they served. While rumors and footage of their exploits reached American shores, it wasn't until after the war was over that most folks heard of the heroism and missions of the Allies of Freedom.

The AF's darkest days were the end of March, 1945. On direct orders from Heinrich Himmler, Wilhelm Kantor fled to Argentina as the Reich fell around him. He ordered his protégé Nacht-Krieger to slay any Allied superhumans he could and prevent his capture. The Allies discovered this plan and intercepted their nemeses, though they unwisely split up their forces to tackle a number of different ongoing threats.

At an airfield in southern Germany, Obersturmbannführer Kantor made his escape while Nacht-Krieger fought and killed Spitfire Jones, Sgt. Shrapnel, and the Rogue Reynard. Nacht-Krieger defeated White Thorn and White Rose soon after and left them for dead before he headed for London to take out the rest of the Allies. Nacht-Krieger viciously beheaded Lady Celtic and then badly wounded the Human Tank and Gunner. Unfortunately, the boy's boasts about his hometown heroes gave Nacht-Krieger his final target—Freedom City.

He stole a plane and headed west. White Rose and White Thorn finally intercepted the Nacht-Krieger over the waters scant miles east of Freedom City. The heroes engaged him and forced the Nazi underwater,

and that was the last anyone heard of the three Germans for years. With their disappearance, the world marked March 29, 1945 as the last stand of the Allies of Freedom. The Human Tank and Gunner recovered and helped bring down the Nazi regime in Europe, but they met their end in Occupied Japan after the war, when the Crimson Katana slew both heroes as revenge for those slain at Hiroshima and Nagasaki.

To this day, the Allies of Freedom are held in high reverence for their wartime heroism in most of the countries of Europe. Statues and memorials stand for them in at least nine countries, the grandest being a park with eleven 12-foot-high statues of the entire team in Lourdes, France, the hometown of Amelie Dutemps (la Rogue Reynard). Amelie herself lies buried in a nearby churchyard in the same town. Allies' Park supposedly became the inspiration for Heroes' Knoll in Freedom City.

No less than seventeen books were published in England and France by 1951 on encounters with or histories of the AF and its members. Carol Gorman, the widow of Sarge Shrapnel, wrote the definitive and most personal biography of the team, which was published in America in 1955; she took its title from her husband's reason for signing up: "We Gotta Watch Out for the Little Guys": *The True Story of the Allies of Freedom*. In total, there are more than 200 books in seven languages about the team, its members, its foes, or its legacies.

Author's Note: In the entries below, none of the Allies have equipment listed or accounted for among their points. Assume they have access to whatever 1940's era military hardware would be needed as per each mission. Even though unnoted, the following members always carried at least one handgun, if not radios, rifles, or grenades: Rogue Fox, Sarge Shrapnel, and Spitfire Jones.

GUNNER

"Prepare to see stars and stripes, Ratzis!"

Power Level: 10

Concept: Explosively enthusiastic kid sidekick

Name: Thomas "Tommy" Griffin

Other Aliases: The Firepower Kid

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom); Occupied Japan (post-war 1945–1946)

Affiliation: Partner (and younger brother) of the Human Tank; member of the Allies of Freedom

Nationality: American (Freedom City)

Age: 19 (at his death in 1946)

Height: 5'3"

Weight: 105 pounds

Eyes: Green

Hair: Blond

BACKGROUND

Tommy Griffin and his brother Hank lived in one of two apartments above Doctor Michael MacLean's laboratory in Port Regal, their sister living in the other apartment as Mrs. Shelly MacLean. Tommy swept the floors in the laboratory where Doc worked on forging an experimental super-metal for lighter and stronger ships and planes.

On May 20 of 1942, Nazi fifth columnists sabotaged the Freedom City building in which they all lived. Tommy, Hank, and Doc were in the lab when the explosions happened. Doc died instantly, while Hank tried to shield Tommy from the explosion and the spray of liquid super-metal. The secondary explosions around the building's support columns brought it all down on them, and Shelly died when the upper floors crashed to the



ground. Hank shrugged the rubble off of them and he and Tommy crawled from the wreckage, vowing revenge for their family's death. The liquid super-metal changed both of them. Hank's skin and muscles permanently became metal due to more direct exposure to the blast, while Tommy breathed in fumes permeated with the metal while Hank protected him from the explosions.

Within three days, Hank and Tommy stalked the streets of Freedom City as the Human Tank and Gunner. They captured the bundists who'd killed Doc and Shelly and turned them over to the military authorities at Lonely Point. Both of them volunteered to use their powers for the war effort and were almost immediately sent to Europe. Once there, Major Richard Monroe assigned them to work with other allied superhumans in the Allies of Freedom, a team under the command of the Allied military commanders.

Tommy became the youngest member of the Allies and remained a part of the team until its dissolution in 1945. He and Hank both were seriously wounded in the final battle against die Nacht-Krieger. Gunner lost his left arm, severed by the Nazi's shadow claws, and as he passed

out in shock, he boasted, "You wouldn't last a minute against the guys in Freedom City..."

When he regained consciousness, he learned of Lady Celtic's death. He and Hank left England soon after her funeral, leaving Hank's two children with Amanda's family for the duration.

Human Tank and Gunner helped end the war with Japan and stayed to help the allies restore the country. Both of them fell in love with Japan and its culture, and Gunner actually started focusing his powers to project metallic stars instead of just bullets. Unfortunately, he died in his sleep on October 17, 1946, his throat slashed open by the Crimson Katana.

USING GUNNER

Because he lost his parents at the age of four, Tommy always saw Hank more as a father figure than a big brother, and it's a toss-up who worried more about the other's safety in battle. Once Hank married Lady Celtic, he accepted Amanda immediately as his sister and part of his small family. Tommy became a celebrity and reveled in the attention, though he never lost sight of what he was doing or for whom he did it. To the end of his life, he carried a wedding photo of Doc and Shelly with him at all times.

In battle, Gunner was over-enthusiastic and angry, often rushing headlong into situations that hadn't been fully assessed. As a result, the unofficial battle cry of the Allies seemed to be "Gunner—Stop!" His biggest weakness was a tendency to show off at inappropriate times, trying to focus his powers as a sharpshooter to impress his comrades, and failing to keep an eye on the battle around him. He managed to get captured a number of times, as he often forgot that his immunity to bullets didn't extend to non-metal attacks. Despite his impatience in battle, Gunner had a knack for spotting previously unknown or unseen snipers or enemy hiding places.

TACTICS

Gunner's powers allow him to pull trace metals, carbon, and dirt out of the air and solidify it into projectiles and bullets. He also absorbs the metals of any bullets or metals hitting or piercing his skin to create more of the same.

Gunner's standard tactics, while working solely with the Human Tank, involved absorbing bullets and protecting folks on the sidelines, though

he often leapt into battle as well. As an Ally, Gunner often flew with Spitfire Jones, providing covering fire from above, protecting Jones from enemy fire, and clearing paths through German positions for the rest of the team. In ground battles, Gunner often kept close to Sarge Shrapnel so

only; *Flaw*: One Energy Type (metal attacks only), damage becomes Healing; *Source*: Mutation; *Cost*: 2 pp; *Total*: 20 pp], Create Object +10 [*Extras*: Continuous, Create Attacks (Energy Blast—kinetic) (*Extra*: Explosive Blast); *Flaw*: Limited (creates metal slugs up to 5 pounds only); *Source*: Mutation; *Cost*: 4 pp; *Total*: 40 pp].

LEGACY

Despite the kid sidekick's prominence in the comic books, Gunner was among the few underage superheroes ever active during the war. His inspiration as a relatively responsible young boy still inspires some European youths to take up the mantle of heroes earlier than most elsewhere in the world. Thus, Gunner's legacy may be almost more inspirational and social than anything else.

There is a slight possibility of another legacy for Gunner, though it remains hidden from common knowledge at present. If some of the boasts of Spitfire Jones were to be believed, Gunner had

sex on a few occasions with young women in Holland and England (and later in Japan), leading to the potential of blood legacies.

Also, on two occasions during the war, Wilhelm Kantor captured

Gunner and took blood and tissue samples from him, leading to the possibility of a similarly powered creature grown by Kantor with SHADOW resources.

THE HUMAN TANK

"You'll soon be wishing these were only brass knuckles, pal!"

Power Level: 12

Concept: American fighting man of metal

Name: Henry "Hank" Griffin

Other Aliases: None

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom); Occupied Japan (post-war 1945–1946)

Affiliation: Partner (and elder brother) of Gunner; member of the Allies of Freedom

Nationality: American (Freedom City)

Age: 34 (at time of death in 1946)

Height: 6'3"

Weight: 350 pounds

Eyes: White (no pupils); formerly gray

Hair: Dark silver; formerly brown

BACKGROUND

Hank was the second child of Margaret and Henry Griffin, and when they died in a car accident, the eleven-year-old Hank and his

he'd be safe from gunfire while they moved in to dismantle enemy machinery.

GAME STATISTICS

Gunner: PL 10; Init +3 (Dex); Defense 21 (18 flat-footed); Spd 30 ft.; Atk +8 melee (+2S, unarmed), +8 ranged (+10L, Energy Blast); SV Dmg +7, Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 20, Int 12, Wis 14, Cha 12.

Skills: Bluff +7, Sense Motive +8, Spot +4.

Feats: Ambidexterity, Attack Finesse, Attack Focus (Energy Blast), Great Fortitude, Lightning Reflexes, Move-By Attack, Point Blank Shot, Precise Shot, Rapid Shot, Toughness.

Powers: Absorption +10 [Physical attacks



six-year-old brother Tommy went to live with their older sister Shelly and her husband, Doctor Michael Maclain. Hank soon became obsessed with cars and he became a skilled mechanic and driver, skills which made him useful in Michael's lab since the doc had little depth perception and didn't drive.

On May 20 of 1942, fifth columnists sabotaged the Freedom City lab, and Hank, Tommy, and Doc were caught in the initial explosions. Doc died instantly, but Hank tackled Tommy and used his body to shield him from the explosion and the spray of liquid super-metal. Hank heard his sister's scream as the building collapsed around them. Strangely, after the pain of the explosion and the heat from the molten super-metal, Hank didn't feel any pain and felt stronger than ever. He threw off the rubble and found his skin, organs, and muscles had transformed into metal. Tommy, who'd been trapped under him, could pull the metal out of the air, just as he breathed in the super-metal in the air from the lab.

Now each other's only family, Hank and Tommy decided to use these new abilities to find the guys who did this and stop them. The Human Tank and Gunner captured the saboteurs and turned them over to the military at Lonely Point. Despite his little brother's age, Hank accepted a request to volunteer their powers for the war effort. The brothers immediately went to Europe to join other allied superhumans in the Allies of Freedom, a team under the command of Allied military commanders. Their main liaison was Major Richard Monroe of the O.S.S.

Hank, as the Human Tank, was the powerhouse of the team, yet his humility and quiet humor belied his metallic power. Still, shortly after arriving in Europe, he fell in love with the British heroine Lady Celtic. Hank Griffin married Amanda Phipps-Gordon on New Year's Day, 1943, and they had twins by mid-1944.

March 28, 1945 was the worst day of the Human Tank's life. The Nazi Nacht-Krieger—one of very few foes who ever managed to pierce his metallic skin—had apparently slain nearly the entire team by that morning. Due to a faulty radio, he couldn't contact his wife or brother, who were helping morale by visiting with troops on their way home. He sped to the airfield too late, and he could only watch as the shadowy Nazi lopped off Gunner's arm and beheaded his wife. Despite exploding his jeep around himself and Nacht-Krieger, Hank couldn't harm his foe at all. The Nazi's two-dimensional claws slashed Hank's metal skin, and he soon passed out from blood loss and shock.

When he came to, the Human Tank found he had failed to stop Nacht-Krieger, though it appeared someone had, since he'd disappeared. Hank had been in a coma for four days, and he nearly missed his wife's funeral at Westminster Abbey. After some weeks of grieving for Lady Celtic and his other lost comrades, Hank gave his children into the safekeeping of Amanda's younger sister and he and Tommy returned to duty. By then, Hitler was dead and V-E Day had passed, so the Human Tank and Gunner headed for Japan.

Human Tank and Gunner helped end the war with Japan and stayed to help the allies restore the country. Both of them fell in love with Japan and its culture, and the Human Tank began making plans to have his children brought to Osaka to live. For the first night in many months, Hank slept peacefully, not dreaming of his wife's murder (partially due to drugged tea). On October 17, 1946, the Human Tank died in his sleep, as the Crimson Katana beheaded Hank with his mystical blade.

The most macabre detail of the Human Tank's death is this: Hank's head has never yet been found in all the years since then. Rumors of a metallic skull surface from time to time, as do stories of a rune-covered metallic facemask made from the peeled flesh of the Human Tank. A third grisly rumor suggests that the Crimson Katana forged a new blade out of his foe's metal head. All that is known for sure, among heroes and mystics, is that the Human Tank does not rest easy. Of all the heroes'

graves worldwide, few have more ghostly phenomena happening around them than that of Henry Griffin, who lies buried alongside his wife in a cemetery in Oxford, England.

USING THE HUMAN TANK

While only related to Tommy (and later Amanda), the Human Tank played big brother to every Ally of Freedom and everyone they ever rescued or battled alongside. Conscious that he was almost impossible to hurt, Hank made sure everyone else felt just as safe around him. He was never one for attention and simply backed up his teammates however he could and gave them his share of the spotlight. When fighting Nazi troops, he preferred to disable their weapons and subdue them for capture, killing only when it was unavoidable. The only foes against which he never held back were Kantor and his SS-sponsored super-Nazis.

TACTICS

Like his codename, Human Tank was simply a human juggernaut—solid metal and relatively unstoppable. His entire body became harder than titanium steel, although everything still worked as if he were normal.

Due to the rarity of his being injured, the Human Tank always took point in most encounters, at least when the team wasn't chasing down Gunner for running into the middle of a battle. Hank most often provided cover for the Fox and others, and he was their standard interference against heavy weapons until Sarge Shrapnel could disable them. By the war's end, Hank became quite proficient at throwing rocks and other objects into tank turrets.

GAME STATISTICS

Human Tank: PL 12; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk +10 melee (+14S, unarmed), +8 ranged (+14S, thrown object); SV Dmg +6 (+10 Protection), Fort +4, Ref +3, Will +2; Str 18, Dex 16, Con 18, Int 12, Wis 14, Cha 13.

Skills: Drive +8, Intimidate +14, Knowledge (automobiles) +10, Profession (mechanic) +5, Repair +11.

Feats: Assessment, Attack Focus (unarmed), Durability, Power Attack, Radio Hearing, Rapid Strike, Takedown Attack, Toughness.

Power: Alternate Form (solid) +10 [Organic titanium/"epidermetal"]; **Effects:** Protection, Super-Strength; **Extra:** Duration (permanent); **Source:** Mutation; **Cost:** 7 pp; **Total:** 70 pp].

LEGACY

The Human Tank's marriage to Lady Celtic led to the birth of twin children on May 17, 1944. A blood legacy immediately became apparent as the infant Troy had solid silver eyes and fingernails, while his sister Avril had long silver hair and silver tracery tattoos across her newborn body.

Troy grew up and became an agent and eventual head of a secret British Intelligence superhuman division, his invulnerable skeleton and eyes making him a useful powered operative. He never married nor did he have children, as his powers apparently rendered him sterile while slowing his aging (appearing in his late 30s at age 59). However, he continues to this day as a highly placed government official and he has geneticists working on his genetic code in hopes of artificially unlocking his powers for a new generation. Another lifelong goal is to track down the current bearer of his mother's Celtic tattoos and try to transfer those powers to him, in hopes that he can return such powers toward defending Britain and perhaps heal him fully and allow him to have children of his own. Troy is a good man and a kind uncle, but he can be single-minded and ruthless in his work and in his views on the use of superpowers in national defense.

Avril exhibited an odd mix of both her parent's powers, as she could generate energized metallic tangles of Celtic knotwork around her foes



and strengthen any metals she touched. She avoided joining her brother in ultra-top-secret black ops missions, but she operated briefly in the early '60s as the latest to take up the mantle of Britannia. She worked as Britain's national heroine until she became pregnant in 1966 and retired, passing Britannia's mantle onto another woman. For whatever reason, she aged normally and looks twice as old as her twin brother. She has four children, all of whom exhibit no signs whatsoever of their grandparents' or her powers aside from having very strong bones, teeth, and nails. As three of the four are now married and two have had children. She watches her grandchildren closely for signs of any super-abilities.

There are a number of ways to work these legacies into a campaign. Avril's children could easily be late-starting heroes in their early 30s, finally manifesting powers after undergoing an unusual level of stress.

Likewise, their uncle Troy could also recruit any of them as secret agents (or simply use blood samples from Avril or any of her children to create some).

Lastly, the fate of the Human Tank's head is a story generator for the GM. It could be in the hands of Wilhelm Kantor, the Penumbra of SHADOW using it for diabolical rituals, or it actually could be forged as a sword of the Crimson Katana. Regardless of what the

GM decides, a number of ghost-related adventures could be linked to the Human Tank, especially if someone were so ruthless as to rob his grave for the rest of his metal body.

LADY CELTIC

"The power of the druids reaches out from history to defend its peoples now!"

Power Level: 12

Concept: Inheritor of ancient Celtic magics and mystical protector of Britain

Name: Amanda Phipps-Gordon

Other Aliases: Mrs. Amanda Griffin (1943–45)

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: Wife of Hank Griffin (Human Tank); member of the Allies of Freedom

Nationality: British (Oxford, England); American citizen by marriage

Age: 29 at time of death in 1945

Height: 5'6"

Weight: 106 pounds

Eyes: Blue

Hair: Black

BACKGROUND

Amanda Phipps-Gordon was a privileged young woman of a socially prominent Oxford family. Much to her father's chagrin, she spent most of her time during and after university digging up peat bogs and searching for artifacts of Britain's Celtic past.

On August 17, 1938, she found more than she had ever dreamed. When she partially unearthed human remains, she thought she had found a druidic sacrifice. When she had its shoulder and part of his face exposed, she paused to wipe her brow. A drop of sweat landed on the corpse's mummified flesh, and its mud-covered tattoos flashed brightly. Amanda touched the glowing tattoos for only a second, but they immediately flowed up her hand and onto her. She screamed as the knowledge of ancient druids flooded her brain, and she passed out.

She laid in a coma for 49 hours, all the while learning magic and lore from the spirit of Aodh Cobhan, the druid whose body she had found. He taught her how to wield magics ancient before the Romans came to the island, and he told her of her destiny to help protect this land and her people. She awoke in an Oxford hospital and found her father glaring down at her disapprovingly; his staunch Anglican upbringing left no room for a daughter covered in pagan tattoos, and he disowned her once she obviously had her health back.

She went public as Lady Celtic days later when she saved her own comrades at the dig from Aodh's ancient foe Dark Alroy Domhnull, an evil sorcerer Aodh had imprisoned in death. Amanda's former fiancé Roger found Alroy's black iron torc and was possessed, his head immediately wreathed in mystic flames. They fought and Amanda had to kill Roger to separate him from the torc and Alroy's evils; she secretly buried the torc in an isolated Scottish bog to keep its evil contained for another millennium. Amanda soon became even more famous by saving the Princesses Elizabeth and Anne from harm when German kidnappers tried to take them from Balmoral. By the time of the Blitz, Lady Celtic commanded more attention than the king and queen visiting London, and she was one of the reasons London survived the Battle of Britain.

She gladly joined the war effort and remained with her newfound friends in the Allies of Freedom despite the losses at Utska. When the Human Tank and Gunner joined the team in 1942, she accepted them immediately. They fought well together and Amanda soon fell in love with the Human Tank, her "American knight of shining armor." They were married by 1943 and had two children in 1944. While Amanda hated her time away from her adopted family and her husband, she was relieved at being ordered out of action for six months before and after her children's birth. She also managed reconciliation with her estranged family.

Amanda rejoined the team a scant four months before its end, but most of the missions they now had were liberating death camps and trying to catch fleeing members of the Nazi high command. Lady Celtic died trying to heal Gunner's severed arm, not realizing that Nacht-Krieger's enhanced powers let him slash her force fields apart. As she fought to save her little brother-in-law, the Nazi shadow assassin beheaded her. Her funeral at Westminster Abbey drew mourners in amounts unmatched until the funeral of Princess Diana of Wales five decades later.

USING LADY CELTIC

Similarly to Gunner, Lady Celtic's teammates were her family, estranged as she was from her own relatives. Thus, as the most established of the heroes among them, she played the older sister and became the trusted confidante to many. Only Spitfire Jones was kept at arms' length, due to his overbearing personality and the fact that he kept trying to seduce her. She was Rogue Fox's unofficial second-in-command as she was usually the one who most kept to the battle plans as laid out in advance. Most of all, people remember Lady Celtic's calm and peacefulness, no matter how bad things got around her.

TACTICS

Lady Celtic's sorcery manifested as energy bands of Celtic knots that expanded into her spells. Much of her knowledge of sorcery and the

occult came with the tattoos, rather than study before she inherited the ancient druid's gift.

Despite her obvious power, Lady Celtic's general lack of defenses (until she cast her force fields) made her a background support character both before and after a battle. She scanned target coordinates with her ESP and with the others taking point, she took on the role of covering the team's retreat if needed, protecting any casualties or innocents and blocking off any escape routes for their foes. In battle, she worked in tandem with the plans and usually used her Obscure and Force Field powers to neutralize any large forces, then picked them off individually with her Paralysis or Energy Blast spells.

GAME STATISTICS

Lady Celtic: PL 12; Init +2 (Dex); Defense 19 (17 flat-footed); Spd 30 ft., fly 50 ft.; Atk +5 melee (+1S, unarmed), +6 ranged (+10S, Energy Blast or Telekinesis or Paralysis); SV Dmg +1, Fort +1, Ref +4, Will +6; Str 12, Dex 14, Con 12, Int 16, Wis 18, Cha 16.

Skills: Knowledge (occult/sorcery) +6, Knowledge (Celtic/druid lore) +7, Languages +6 (English; French, Gaelic, German, Italian, Polish, Russian), Profession (archaeology) +7, Search +6, Spot +7.

Feats: Heroic Surge, Iron Will, Lightning Reflexes, Move-By Attack, Power Immunity (Sorcery), Talented (Knowledge—Celtic/druid lore, Knowledge—occult/sorcery).

Powers: Sorcery +10 [*Spells:* ESP, Flight, Force Field (*Extras:* Affect Others, Area—50-ft. radius), Healing, Obscure (*Power Stunts:* Extra Senses—hearing, smell), Paralysis, Telekinesis; *Power Stunt:* Energy Blast; *Source:* Mystical; *Cost:* 9 pp; *Total:* 96 pp].

LEGACY

Lady Celtic's powers transfer by touch from the last holder to the next, just as she gained the powers by unearthing the long-dead druid from a peat bog in 1938. Upon her death, soldiers and bystanders immediately surrounded her, gathered her remains, and reverently took her corpse, eventually to be laid in state at Westminster Abbey. One of the enduring mysteries of Lady Celtic's passing is who inherited her powers, as someone obviously of Celtic heritage (and this could be nearly any European) touched her corpse between her death and her wake at Westminster. The Human Tank and Gunner, the only surviving member of the Allies, both noticed her tattoos were gone when they viewed the body before the funeral.

Thus, for six decades, someone (or more than one person) has carried those magical powers with them and done so secretly. Not even those who professionally trade in secrets, like her son Troy, can track down the present bearer of the tattoos that granted this powerful Celtic sorcery. Adrian Eldrich believes that a member of a Swiss chapter of the Order of the Prophet may currently be wielding the tattoos, but he has never cornered the man to prove this firsthand. Thus, the legacy of the Celtic power is left in the hands of the GM.

For her blood legacies, see the Human Tank's Legacy, above.

THE ROGUE FOX (LA REYNARD ROGUE)

"Amazing how much trouble a little French fox can give the Nazi wolves..."

Power Level: 11

Concept: Passionate French Resistance member and born leader

Name: Amelie Dutemps

Other Aliases: Agent Nuit; hundreds of disguises and random aliases used once only

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: Member and leader of the Allies of Freedom

Nationality: French (Lourdes, France)

Age: 27 (at time of death)

Height: 5'4"

Weight: 118 pounds

Eyes: Blue

Hair: Black

BACKGROUND

Amelie Dutemps, the sole child of Henri and Michelle Dutemps, learned to hunt and shoot and fight from her father, who wanted her to be as strong as any boy. He also raised her to have pride in her French heritage and history, telling her many stories of the Revolution and past heroes. Amelie's parents died after France fell to the Blitzkrieg, when they refused to give up their house to an arrogant Nazi officer. From then on, Amelie Dutemps built the reputation of la Rogue Reynard and her resistance cell by masterminding daring acts of sabotage against the Nazis and their Vichy collaborators. She worked infrequently with another French hero, the knife-wielding Guillotine, but preferred to rely on herself and those who followed her orders.

She only attended the Utska mission due to the pleas of Lady Celtic and the long-coming and begrudging respect of le Guillotine. She smelled the trap but could not get enough of the team to listen to her over the respected but arrogant Guillotine. In fact, the only reason any Allies of Freedom survived that day was the noble sacrifices of Golemeth and the Marhime and the Rogue Fox's retreat strategies. Despite being the only member without superpowers, not a single member of the team ever questioned Amelie's orders or wavered in their respect for her.

The Rogue Fox's death came both from her stubbornness and inability to stop fighting the war at every moment. A workaholic before the term was coined, Amelie drove herself beyond exhaustion in the waning days of the war. The day they heard of Kantor's flight out of Germany, she stayed on her feet despite a 102-degree fever. She split the team up to deal with potential threats at three different air bases in hopes of catching their enemies. When she and Jones and Sarge confronted Kantor, she could hardly stand. None of them could stop Nacht-Krieger's assault and though the fevered woman managed to corner Kantor, he emptied his pistol into her while Nacht-Krieger tore apart her friends on the tarmac below.

USING THE ROGUE FOX

La Rogue Reynard was a highly focused Resistance cell leader who had an innate gift for battle tactics and espionage, which she used for the entirety of World War II.

Amelie refused to ever admit any weaknesses and drove herself far harder than anyone ever expected. While an excellent fighter and tactical strategist, Rogue Fox had to be ordered to stand down and take some R&R, usually in the company of a team member to ensure she would not go on some covert mission of her own design. There were many soldiers who swore she had powers, as she could inspire whole units of troops to charge despite overwhelming odds.

Ironically, she and White Rose became as close as sisters, despite Sophie's German background. Most claimed their similar backgrounds in founding underground resistance cells led to the strong friendship. She and White Rose were the only ones among the Allies who could calm down White Thorn when his hatreds and animosity got the better of him.

TACTICS

A tactical genius, Amelie never had fewer than three plans entering any situation after the Utska Disaster. She also managed to get through the war without being shot once after 1942 or losing any more teammates once she took on the leadership of the AF. Despite



having no powers, she rarely played it safe and often launched herself against far greater numbers of soldiers, to the consternation of Human Tank, who wanted to keep her safe. If operating solo or incognito, Fox's plans tended toward disguises and subtlety; the only way people could identify half of her operations was the tiny tin badge of a fox's head she often left near timed explosives or on the bodies of slain Nazi officers. She and the team liberated and then torched a prisoner-of-war camp in 1944, leaving the camp and surrounding woods burning in the shape of a fox's head.

GAME STATISTICS

The Rogue Fox: PL 11; Init +7 (Dex, Improved Initiative); Defense 19 (16 flat-footed); Spd 30 ft.; Atk +7 melee (+2S, unarmed), +7 ranged (+5L, Mauser); SV Dmg +4, Fort +4, Ref +5, Will +4; Str 14, Dex 16, Con 14, Int 16, Wis 14, Cha 18.

Skills: Acrobatics +8, Balance +7, Bluff +11, Demolitions +5, Diplomacy +15, Disable Device +5, Disguise +11, Forgery +8, Gather Information +15, Hide +5, Innuendo +11, Intimidate +11, Jump +9, Languages +2 (French; English, German), Listen +4, Move Silently +5, Open Lock +5, Pilot +5, Search +8, Sense Motive +9, Sleight of Hand +5, Spot +7, Survival +4.

Feats: Attack Finesse, Dodge, Endurance, Great Fortitude, Improved Initiative, Inspire, Iron Will, Leadership, Lightning Reflexes, Rapid Strike, Stunning Attack, Surprise Strike, Takedown Attack, Talented (Bluff, Diplomacy), Talented (Gather Information, Innuendo), Toughness.

Weakness: Quirk (claustrophobia).

Devices: Mauser +5L [Source: —; Total: 5 pp].

LEGACY

Primarily a reputation and namesake legacy, there has never been a time since 1940 that someone carrying this name has not been active in France or elsewhere in Europe. While most believe the legacy started with Amelie Dutemps and the French Resistance, she claimed to have uncovered documents proving that a Rogue Fox first operated in France during the French Revolution and the Terror.

Currently, le Rogue Reynard (the 9th to hold the name since Amelie's death) goes unmasked and wears his fox emblem on the back of his tattered leather jacket. Paul Dupuis is an anti-hero activist who works to disrupt meetings of international financiers and globalization groups like G8, the WTO, and the Bilderbergers. Adding to his notoriety is his girlfriend Nelle Dreassi (see Sarge Shrapnel's Legacy) a.k.a. Shrapnelle; the European press has had a field day promoting these two high-professional activists not as the anti-establishment heroes as they see themselves but as a perversion and betrayal of the legacy of the Allies of Freedom.

At least two other Frenchmen seek to become a new Rogue Reynard and take the mantle away from Dupuis publicly (despite the usual presence of his superpowered girlfriend and thousands of fellow protesters). Marc Brisson is a 20-year-old politically motivated conservative who wants the Rogue Fox working for the government against terrorists. Maribel DuChamps has all the idealism of an 18-year-old and wants to see the legacy restored to its subtler role as a trickster and rogue in the shadows against those who would undermine French culture, sovereignty, and pride.

SARGE SHRAPNEL

"I'll show you what I can do with the German war machine...and it's a lot more than gremlins do to airplanes..."

Power Level: 11

Concept: Superpowered family man fighting against the Final Solution

Name: Anthony "Tony" Gorman

Other Aliases: None

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: U.S. Army; member of the Allies of Freedom

Nationality: American (York, Pennsylvania)

Age: 29 (at time of death)

Height: 5'11"

Weight: 198 pounds

Eyes: Brown

Hair: Black

BACKGROUND

Tony Gorman had a normal life for many years. He married his high school sweetheart and enlisted in the Army in 1935 due to the lack of jobs during the Depression. A career soldier, Tony never rose too high in the enlisted ranks due to his inability to play politics or put up with arrogant commanders. By September of 1941, he had risen to sergeant for the second time when he and his friend Sergeant Wallace Allen encountered a flying silver disk that "moved quicker than any plane and turned on a dime." The UFO, as it was later classified, enveloped both men with an energy beam and they woke up a day later in the base hospital. Another soldier found them unconscious in the dirt with no signs of foul play around them.

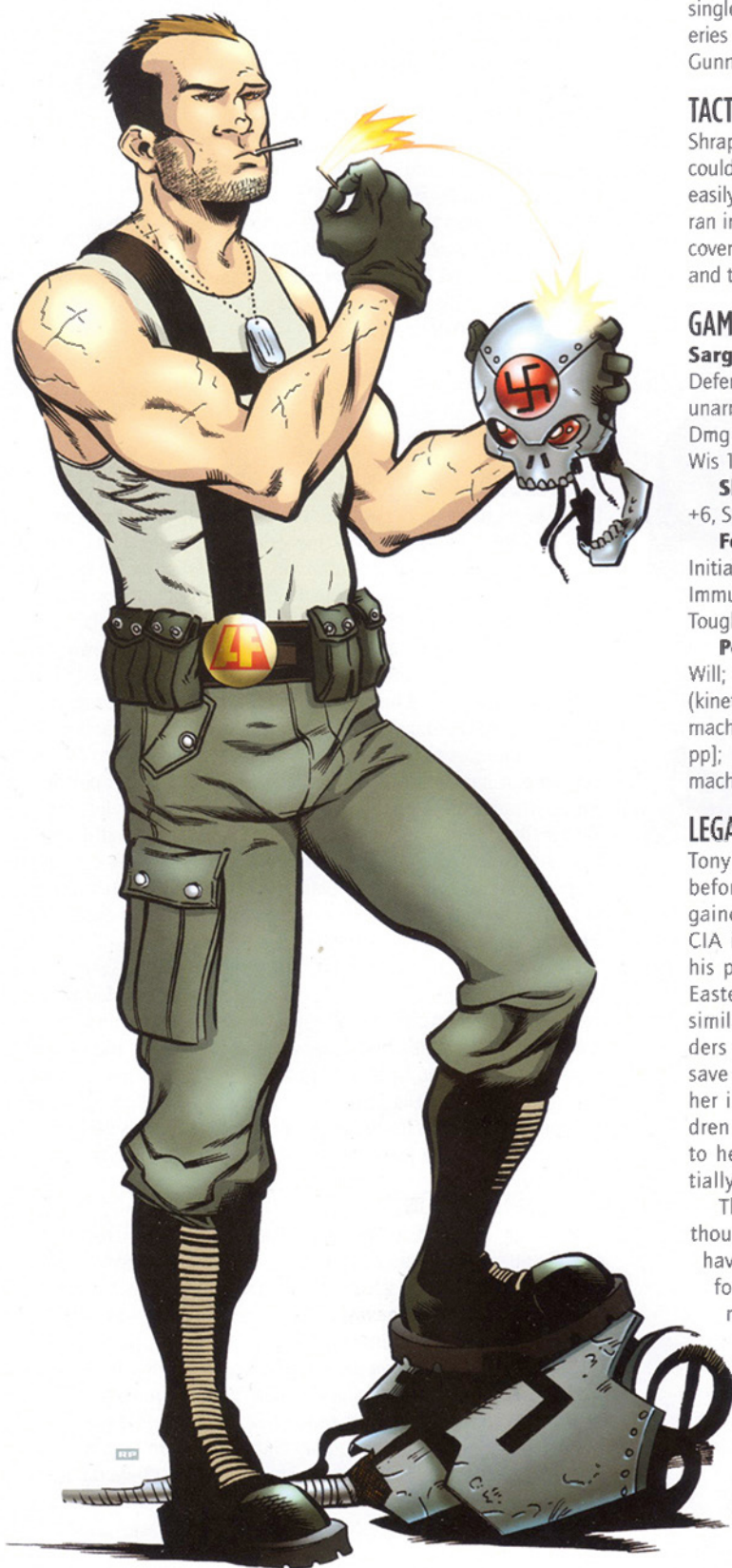
When they left the hospital, Tony got into his car, and it promptly fell to pieces around him. Wally helped his friend out of the wreckage, and when he touched the metal, the car flew back together and worked better than ever. After a long battery of tests, the Army concluded these two men had gained mutated powers that affected machinery—one improved it to the best of its designed ability, while the other caused every failure possible to happen to it. They soon learned to control their powers, though the joke nicknames they gave each other—Sarge Shrapnel and Allen Wrench—stuck as their codenames.

Once Pearl Harbor was attacked, Wally got transferred to help Army engineers create better prototype planes and weapons; he eventually ended up on the Manhattan Project and tragically died of radiation sickness due to early experiments. Tony, on the other hand, became the military's first enlisted superhuman, and he was shipped overseas to aid the British and be America's Ally of Freedom. The team, demoralized by their defeat in Poland, brightened with the gregarious Sarge in their midst. While there was a definable chemistry between Amelie and Tony, neither acted on it at all during the war as Tony remained in love and faithful to his wife.

USING SARGE SHRAPNEL

Sarge was the emotional heart of the team, even though he was never its leader. Quick to back any actions chosen by his comrades, Sarge simply shrugged if things got bad. Both the only career soldiers on the team, Sarge and Spitfire Jones became the unlikely best of friends. He was also the first to look to including the military forces with each mission or look to helping them out when their jobs were as support for a planned advance.

On a personal level, Tony became very emotional later in the war as the rumors of Nazi death camps were confirmed. A second generation American Jew, his paternal grandparents were Polish Jews (original family name Gormanicz). His maternal great-grandparents were Romany, or gypsies, who came to America via Italy. Thus, while he never met Golemeth or the Marhime, he honored their early sacrifice and personally made it his fight to defend those the Nazi Final Solution sought to exterminate. In fact, he dismantled and liberated three death camps nearly



single-handedly in January and February, 1945; only these discoveries prevented his being court-martialed for going AWOL with Gunner from the other Allies.

TACTICS

Shrapnel and Human Tank were a one-two knockout, as the Sarge could stop the machine at normal range, which allowed Hank to easily take it out. Sarge destroyed machines on his own, when he ran in tandem with either Tank or Gunner, who provided him with cover. Alternately, he could pick up pieces of broken machinery and turn them into effective grenades after Tank tore them apart.

GAME STATISTICS

Sarge Shrapnel: PL 11; Init +6 (Dex, Improved Initiative); Defense 20 (+7 base, +3 Dex); Spd 30 ft.; Atk +9 melee (+3S, unarmed or +10S, Energy Blast), +8 ranged (+10 Neutralize); SV Dmg +11, Fort +11, Ref +7, Will +8; Str 17, Dex 15, Con 18, Int 12, Wis 13, Cha 13.

Skills: Disable Device +4, Intimidate +8, Profession (soldier) +6, Search +4, Sleight of Hand +5, Spot +7.

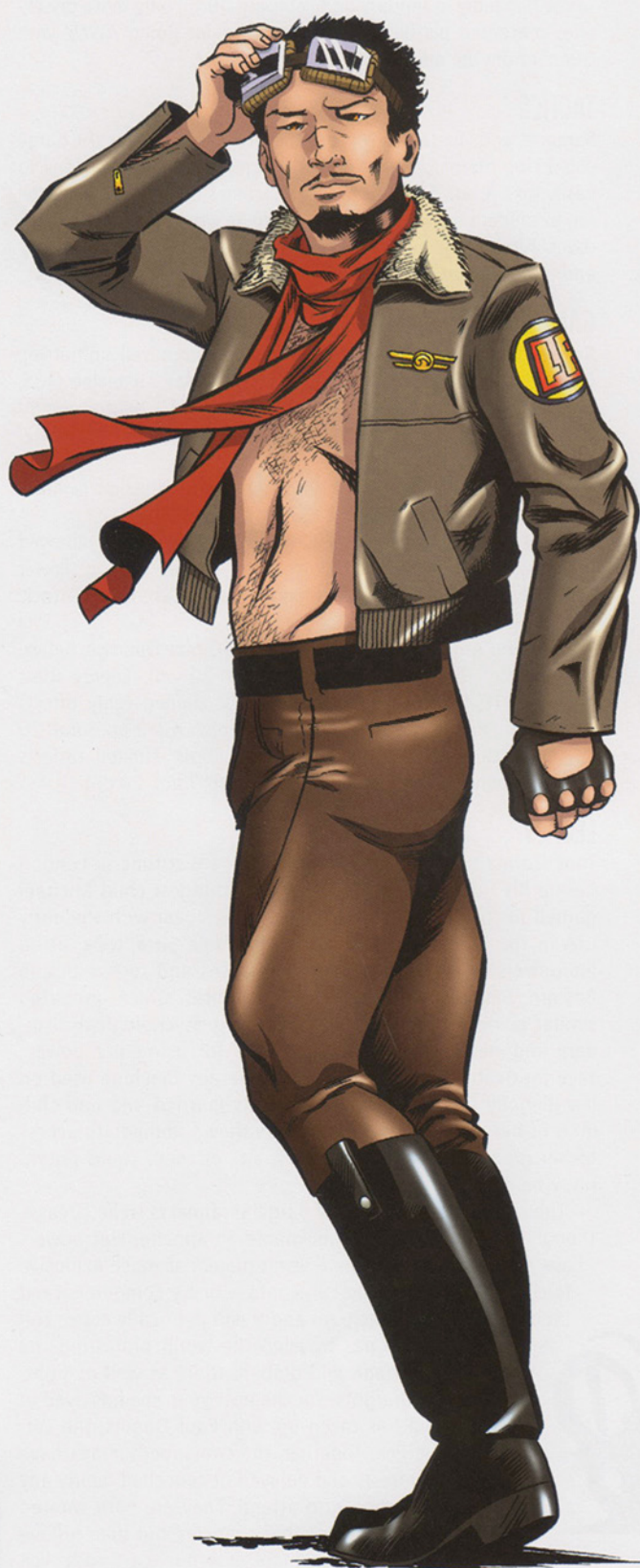
Feats: Detect (machinery), Dodge, Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Power Immunity (Energy Blast), Stunning Attack, Takedown Attack, Toughness.

Powers: Amazing Save (Fortitude) +5 [Extras: Damage, Reflex, Will; Source: Training; Cost: 4 pp; Total: 20 pp]; Energy Blast (kinetic) +10 [Extras: Area, Delay; Flaws: Limited (only affects machinery), Range (touch); Source: Mutation; Cost: 2 pp; Total: 20 pp]; Neutralize +10 [Extra: Nullification; Flaw: Limited (affects machines only); Source: Mutation; Cost: 2 pp; Total: 20 pp].

LEGACY

Tony Gorman and his wife Carol met one last time in London before his final mission, and thus his youngest child Michael gained his powers. Michael worked undercover with the early CIA in the 1960s and 1970s as codename ShrapNick, using his powers to sabotage Communist bases and technology in Eastern Europe. His only child—daughter Grace—inherited similar powers, but she suffered lifelong psychological disorders and never showed any aptitude for using her powers save for destroying an electroshock therapy machine used on her illegally in 1975. Grace eventually married and had children of her own; while only one has shown immediate access to her great-grandfather's powers, any of them could potentially be a new Sarge Shrapnel.

The current active legacy of Sarge Shrapnel is Nelle Dreassi, though she often uses the nickname Shrapnelle. Her powers have mutated, so while she doesn't project as much explosive force into machines, she can confuse or fry computers (and rob ATMs) with a touch. An angry and politically active college student, she has traveled the world protesting the efforts of free trade and globalization, as well as fighting for human rights. For the past year, she has lived in Europe and has taken up with Paul Dupuis, the current Rogue Fox. Together, the two superhumans have escalated protests and delayed or cancelled nearly any meeting they choose to attend. They are both wanted by Interpol and various other agencies, but their followers always provide adequate interference and cover, allowing them to escape every time.



SPITFIRE JONES

"You Jerries ready for the Blitz to come to you, then?"

Power Level: 10

Concept: Wingless flyboy of the R.A.F.

Name: Horatio "David" Jones

Other Aliases: Basher of the Blitz

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: Royal Air Force; member of the Allies of Freedom

Nationality: British (Coventry, England)

Age: 28 (at time of death)

Height: 5'8"

Weight: 144 pounds

Eyes: Gray

Hair: Dark brown

BACKGROUND

David Jones became an RAF flier out of necessity—it was the most exclusive and exciting military posting one could have, and Jones always fought to be the center of attention in his large working-class family. During a training mission in late 1939 over the Irish Sea, David's plane flew through strange glowing fog that seeped into his cockpit but apparently had no effect. Only when his plane got shot down by enemy bombers over London did he realize he had any powers. He flew out of his burning plane, and he began ripping wings off of German planes.

With his public debut, David became Spitfire Jones and the media's darling. Attempts to pair him with Lady Celtic worked to help London, but the pair barely tolerated each other due to class and personal differences. Despite his overbearing self-confidence and lothario nature, Spitfire Jones was a good hero and availed himself well in the retreat from Utska as his great strength while in flight allowed him to carry everyone inside one of Lady Celtic's force fields. When the Americans arrived to join the team, Jones embraced all three, though he only became truly close to Gunner and Sarge Shrapnel.

By 1945, even the ever-glib Spitfire Jones was sick of war and the constant battles. Like Rogue Fox, Jones was ill the final day they flew to intercept SS-Obersturmbannführer Wilhelm Kantor and the Nacht-Krieger. (This fact alone made many speculate if Jones and the Fox had a romantic relationship by this point in the war, a fact never corroborated but much debated.) His attempts to bypass the shadow-man and wreck any means of escape for the Nazis all failed. Nacht-Krieger gutted Jones from neck to groin as he tried to stop Kantor from killing the Fox.

USING SPITFIRE JONES

Headstrong, arrogant, over-bearing, but unrelentingly charming despite all that, Spitfire Jones was the working class British hero of the war. Early on, he was a rogue and a daredevil, barely conscious that others were doing the same job as he was, and his recklessness was almost as dangerous to be near as a German Stuka.

After Utska, Jones never disobeyed an order again, since he felt guilty that his actions led to le Guillotine's death; most agreed the Frenchman's death was due to his own arrogance, but David never forgot the moment when he realized his hot-dogging and daredevil methods had greater consequences and he had to think of others' lives. While hardly subdued in carrying them out, he actually listened to and obeyed tactical orders after that.

Even though he greatly respected his female teammates, Spitfire Jones rarely saw women as more than objects to gratify him. As a result, he had the

dubious honor of being captured more times than any other Ally, as he fell for every Nazi agent of the feminine persuasion he met. His most tangled encounters always came up with the German powerhouse Brunhilde, for they actually seemed to be in love with each other, despite their differences.

TACTICS

Spitfire Jones can fly with great agility and speed, and his senses and bodily strength are all enhanced to superhuman levels. However, he quickly found this strength only works for grabbing and carrying things or breaking things while in flight; contact with the ground or other surfaces severs whatever boosts his strength.

Spitfire Jones was the team's greatest air support. His great strength for lifting and carrying often had him ferry the Human Tank and Gunner over the battlefield and drop them into hot spots for them to do their jobs. Likewise, he and White Thorn took out any enemy air support, Jones often preferring to rip wings off planes or pull anti-aircraft guns out of bombers and tossing them to Human Tank, who wielded them easily in one hand.

GAME STATISTICS

Spitfire Jones: PL 10; Init +5 (Dex); Defense 21 (16 flat-footed); Spd 30 ft., fly 50 ft.; Atk +9 melee (+3S, unarmed), +11 ranged (+3S, thrown items); SV Dmg +4, Fort +4, Ref +7, Will +1; Str 16, Dex 20, Con 18, Int 14, Wis 12, Cha 18.

Skills: Acrobatics +13, Balance +7, Listen +7, Pilot +8, Search +8, Spot +7.

Feats: Aerial Combat, All-Around Sight, Attractive, Darkvision, Dodge, Evasion, Far Shot, Immunity (cold), Lightning Reflexes, Point Blank Shot, Throwing Mastery.

Powers: Combat Sense +5 [Source: Mutation; Cost: 1 pp; Total: 5 pp], Flight +10 [Power Stunt: Super-Flight; Source: Mutation; Cost: 2 pp; Total: 22 pp], Super-Senses +6 [Extra: Sensory Protection; Source: Mutation; Cost: 3 pp; Total: 18 pp], Super-Strength +8 [Flaw: Limited (only while in flight), Limited (carrying capacity and Strength checks only); Source: Mutation; Cost: 2 pp; Total: 16 pp].

Weakness: Vulnerable (electricity).

LEGACY

While it is immediately unknown if Spitfire Jones has any direct blood legacies, he was among the most photographed and famous of the Allies of Freedom. Jones' arrogance was exceeded only by his good looks, and he used both to attract women. While often busy on the front lines, he found adequate time for romantic dalliances in England, France, Holland, Italy, Egypt, and even Germany. Thus, the possibilities of a blood legacy are high. His status as a lothario morphed under the hands of Allied PR flaks to become a romantic reputation equivalent to a Hollywood star. This remains the official line, though enough folks know of his indiscretions that his name has hardly been one crying out for a legacy by reputation.

WHITE ROSE (DIE WEISSE ROSE)

"May this light show you that not every German is your enemy..."

Power Level: 11

Concept: German Anti-Nazi crusader infused with White Light powers

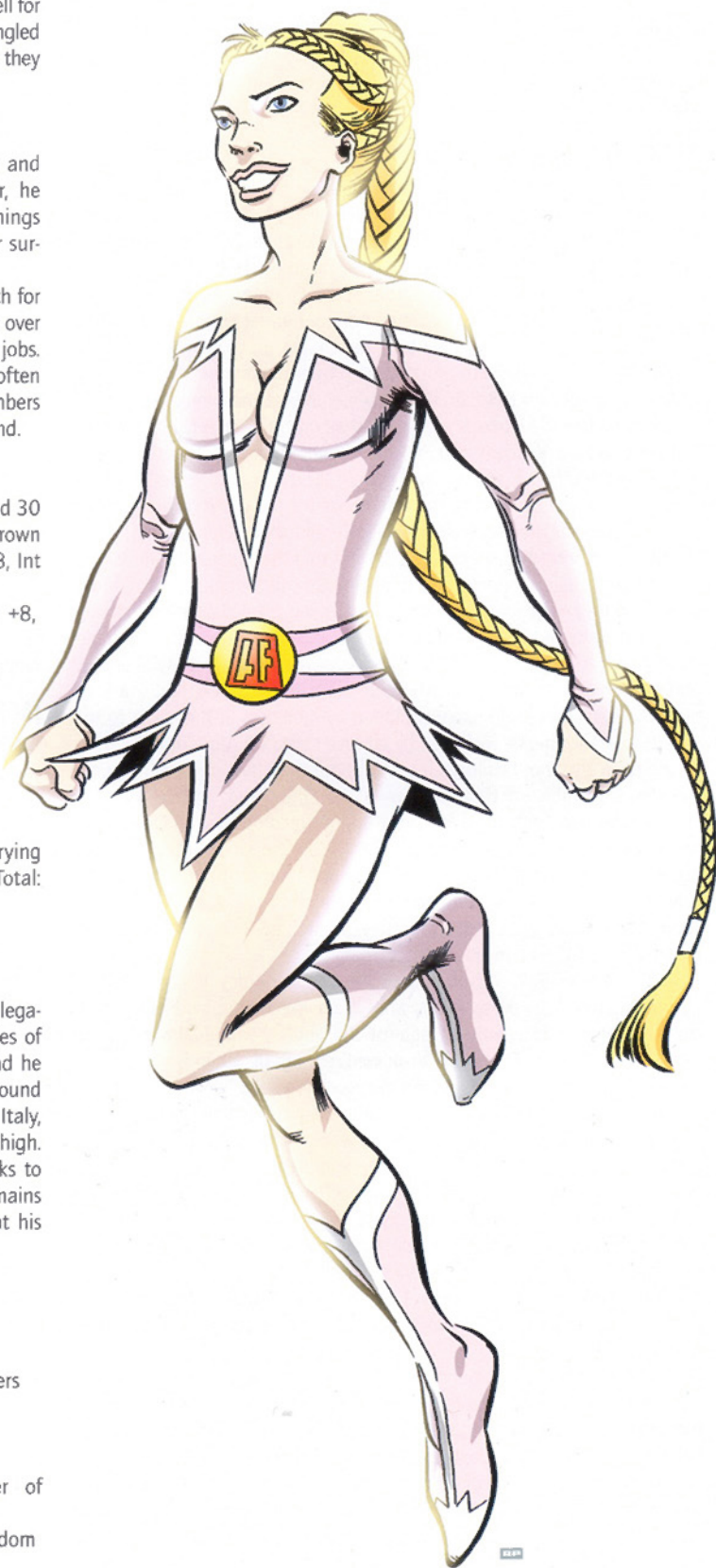
Name: Sophie Shaal

Other Aliases: None

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: Partner with White Thorn; member of the Allies of Freedom

Nationality: German (Dresden, Germany)



Age: 19 (at time of death)

Height: 5'9"

Weight: 108 pounds

Eyes: Ice blue

Hair: Blonde

BACKGROUND

Wolfgang and Sophie Shaal were born on May 14, 1926 to Gertrude and Helmut Shaal, a housefrau and a university professor of literature and folklore. In 1938, the family went to Prague, ostensibly to visit Gertrude's family and some of Helmut's associates. (Secretly, Helmut Shaal was a member in good standing of the Order of the Prophet.) As an intellectual, Helmut knew he and his family were in danger under Hitler's rule, and he wanted to get his family safely to America. He met with various Order members over two weeks to procure the proper paperwork.

After midnight on October 12, every member of the family died at the knives or bullets of SS troops except for the two children. A Czech friend of Helmut's, Honza Krisovar, fought the SS and managed to escape with Sophie and Wolfgang. Honza used powerful light energy to fight off the Nazis and get the children to the safe house for the Order of the Prophet. Unfortunately, as they secured the door behind them, Honza collapsed, a crystalline knife now obvious in his back. He told the children to "remember your parents, their goodness, and that they are true Germans, not the men who killed them. I go knowing that I can give you the power to make things right." Honza willed his powers into Sophie and Wolfgang and died immediately after the light left his body. The crystal knife also flared with energy, and Otik Dikivis, the old man who comforted the children, had the knife hidden away. (That knife remains hidden by members of the Order to this day, its existence nearly forgotten by all save Langston Albright.)

The twelve-year-old children learned about their new powers from Otik, the senior member of that chapter of the Order and a close friend of Honza, who had been the 17th Light-Bringer recorded in the Order's histories. Only recently affiliated with the Order, the Light-Bringer's battle against powers of shadow and corruption spanned centuries. For the first time in recorded history, two people now shared the power. The children soon left Prague with Otik and they settled in Sweden, where they secretly honed their powers for three years.

At the age of 15, Wolfgang and Sophie fought battles all over occupied Europe against Nazi persecutions and secret executions, and even ran a counter-propaganda campaign against the Hitler Youth brainwashing of Germany's children. Originally dismissed as urban legends within the Fatherland, die Weisse Rose and der Weisser Dorn soon became implacable foes of the Nazi High Command, especially Heinrich Himmler and his SS.

The White Rose and Thorn did some work with resistance groups and through them they learned of the SS weapons in Utska, Poland. Arriving and unexpectedly thrown together with other heroes, the German twins were forced to trust others they did not know to survive the battle. They did, however, recognize that Wilhelm Kantor was the man who led the SS troops that killed their parents. When the heroes' inability to trust each other nearly handed all their lives to the SS, the Rogue Fox got Sophie and Lady Celtic to work together to slow the Nazis down to gather their forces and flee the battle.

For the rest of the war, Sophie remembered the calm in the eyes of the Marhime as he covered their retreat and went to his death. She never forgot that and tried to be as at peace with life and death as the outcast gypsy had been. As with most of the team, she only truly hated Kantor and his super-Nazis. On the final mission of the Allies, she and White Thorn were too late to save their comrades or stop Kantor's plane, but they battled Nacht-Krieger bravely. His enhanced powers could now pierce White Thorn's energy field, and he sorely wounded Wolfgang. Sophie unleashed a powerful explosion of

her white light and forced him to flee. She enveloped herself and Wolfgang in energy shaped to look like they were dead. Only after he fled and she learned what he did to Lady Celtic did she vow to kill a living being with her power.

The twins, after recovering from the first fight, pursued Nacht-Krieger in his stolen plane and forced it down over Greenland, continuing the pursuit to within miles of Freedom City on America's east coast. Their powers boosting each other, White Rose and White Thorn forced the shadow assassin beneath the water, intending to drown him in a water-permeable light cage. When he fled into an underground cave, they followed, and their fight made the cave unstable. While the two Light-bringers wove a powerful light prison around Nacht-Krieger, the cavern collapsed, and Sophie died instantly. Her powers rose through the waters and sought out a worthy bearer, quickly finding Langston Albright (*Freedom City*, p. 75).

USING WHITE ROSE

Where her brother was rage and force, White Rose was tranquility and patience. She was equally committed to ending Nazi rule, and in fact she was the more forceful speaker when she spoke from her heart. She attempted to understand all sides of the issues at hand, rather than make snap emotional judgments.

Despite her incredible powers and her forceful personality in speeches, Sophie was a shy young girl hoping to find a love as powerful as that shared by Lady Celtic and the Human Tank. She briefly entertained such ideas about Gunner, but there was little spark between them. Her closeness with Rogue Fox helped bring the twins closer to the team, though White Thorn's insistence on remaining an outsider hurt her constantly.

TACTICS

White Rose shares the White Light with her brother. This incredible energy has been used by many heroes to hold back the dark over the centuries since its first imbue into a human being. Sophie's use of it involves more energy projection and field projections for defense.

White Rose, like Lady Celtic, hung back and helped keep the battle contained by defending bystanders and buildings. She and White Thorn also could precede a battle with a fly-over and Dazzle attacks on the hardest foes to slow them down. White Rose also regularly teamed with Rogue Fox to capture Nazi officers. If forced into direct battle, she only used her Energy Blasts on tanks and other equipment, never a living being—even the worst superhumans the Nazis created—until the Nacht-Krieger nearly killed the two of them in Germany.

GAME STATISTICS

White Rose: PL 11; Init +8 (Dex, Improved Initiative); Defense 20 (16 flat-footed); Spd 30 ft., fly 45 ft.; Atk +4 melee (+15, unarmed), +7 ranged (+9S, Energy Blast); SV Dmg +2, Fort +2, Ref +4, Will +2; Str 13, Dex 18, Con 14, Int 15, Wis 14, Cha 16.

Skills: Acrobatics +9, Balance +8, Bluff +8, Diplomacy +13, Escape Artist +7, Forgery +4, Gather Information +10, Innuendo +10, Open Lock +6, Search +5, Sense Motive +7, Sleight of Hand +5, Spot +7.

Feats: Dodge, Evasion, Heroic Surge, Improved Initiative, Mental Link (with White Thorn), Power Immunity (Energy Control—light).*

* Due to the similarity of their powers, White Rose's Power Immunity protects her from the powers of her brother.

Powers: Boost +2 [Extras: Affects Others, All Attributes (mystical powers); *Flaw:* Limited (only affects others, only while in contact with White Thorn); *Source:* Mystical; *Cost:* 2 pp; *Total:* 4 pp], Energy Control (light) +9 [Effect: Dazzle; Extras: Energy Blast, Energy Shapes, Flight (*Power Stunt:* Super-Flight, *Flaw:* Limited—only while in contact with White Thorn), Force Field; *Source:* Mystical; *Cost:* 6 pp; *Total:* 56 pp].

Weakness: Quirk (arachnophobia).

LEGACY

The White Rose's legacy has long been set—upon her death beneath the waters near Freedom City, her light rose from the depths and empowered Langston Albright, who became the Beacon. Now in his 70s, Albright seeks a worthy inheritor for his powers through his Albright Institute. For some reason, the powers reduced slightly when inherited by Albright, and he and Scarab postulated that the power transfer is not as great if done without direct contact.

WHITE THORN (DER WEISSER DORN)

"We fight the Nazis to show the spirit and strength of the true German people, not its hatred!"

Power Level: 11

Concept: German Anti-Nazi crusader infused with White Light powers

Name: Wolfgang Shaal

Other Aliases: None

Base of Operations: Mobile among the European Theater of Operations (with Allies of Freedom)

Affiliation: Partner with White Rose; member of the Allies of Freedom

Nationality: German (Dresden, Germany)

Age: 77 (appears 24)

Height: 6'3"

Weight: 212 pounds

Eyes: Ice blue

Hair: Blond

BACKGROUND

Wolfgang Shaal and his sister shared the exact same background for much of their childhood. For more on that and the origin of their powers, see White Rose's Background.

White Thorn nearly died as a fourth casualty at Utska, Poland, when the Allies of Freedom first formed. Recognizing that Wilhelm Kantor was the man who led the SS troops that killed their parents, Wolfgang ignored all precautions and vowed to kill the SS officer immediately. Only the Marhime's intervention—he took him in a chokehold before he could power up his energy field and knocked him out—saved Wolfgang from his suicidal attack. The Marhime then returned to the fight, sacrificing himself to allow the others to safely retreat.

Wolfgang spent the rest of the war obsessing over destroying Kantor above all others. While the other Allies sometimes relaxed and enjoyed each other's company, Wolfgang's single-mindedness separated him from everyone except his sister. Only when he saw they arrived too late to save Fox, Jones, and Sarge did he realize how much they meant to him. He directly engaged Nacht-Krieger, only to find that the villain's shadow powers had grown since their last encounter. Wolfgang did some damage himself before the shadow-man's claws inflicted serious wounds through his energy field. The next thing Wolfgang knew, he woke up in Sophie's arms as they flew at great speed toward England, again arriving too late to save their comrades.

The twins, after recovering from their initial battle, pursued Nacht-Krieger and fought him in an underwater cavern mere miles from Freedom City on America's East Coast. Only by boosting each other's powers could they stop Nacht-Krieger, and they wove a solid light bubble prison around him. Unfortunately, the cavern collapsed, trapping Wolfgang with his prisoner and killing Sophie. Wolfgang spent the next 22 years just as imprisoned as his hated foe, and no matter how much he hated him, he couldn't drop the prison to kill him, as any alterations to the bubble would be weaker than those set up by the twins together.

While his powers kept him young, his sanity wavered due to decades with only a mortal foe for company and conversation.

Nacht-Krieger utilized some method to escape his prison through shadowy dimensions and the help of Kantor in 1967. Mentally unstable and furious when he realized his foe had escaped, White Thorn left the light



prison in place and used his anger to blast his way to the surface. Scarab and Beacon first encountered the villain at the Hunter Museum of Natural History as he plundered exhibits in storage. The heroes assumed that the raging powerful second intruder was another villain and attacked him until the mental link between the two Light-bringers reestablished itself and helped calm Wolfgang. Wolfgang wanted to kill his foe after all the long years, but Scarab and Beacon stopped him. When he realized the Beacon wielded Sophie's powers, they worked in concert to imprison Nacht-Krieger once again—this time beneath Pyramid Plaza, where Scarab could watch over him.

White Thorn now had to learn to live in the world again. After a brief stint in the Providence Asylum to adjust to the time lost and his own obsessions and anger, Wolfgang Shaal began traveling the world. In a few short years, he found himself working alongside Troy Griffin, the son of the Human Tank and Lady Celtic at times when he freelanced with British Intelligence. When he heard rumors and hints that Wilhelm Kantor still lived, Wolfgang's old obsessions rose again and he became one of the most unshakeable foes of the Penumbra of SHADOW, once he learned that Kantor was among their number. Wolfgang built many contacts in the espionage community from the late 1960s through modern times while pursuing SHADOW.

White Thorn returned to Freedom City only a few times since 1967, one of which was during the Terminus Invasion of 1993 as he knew Nacht-Krieger had broken free again. He and Beacon drove the shadow Nazi into a spatial rift, believing him to be cast adrift in the Terminus. In truth, the Nazi stayed there only briefly until retrieved by Kantor and SHADOW. White Thorn may still hunt for Kantor, though no one has reported seeing the glowing German in more than five years.

USING WHITE THORN

Wolfgang Shaal stayed angry from the death of his father, past the death of his beloved twin sister, and even now may be filled with fury at the injustices in life. It's easier, after all, to stay angry than to give in to feelings of hurt and hopelessness. Where Sophie truly believed (rightly) that the German people would emerge from under National Socialism, Wolfgang railed against its injustices but thought its madness would consume everyone, himself included.

In encounters after the war, Wolfgang's anger became a near-obsession when he learned that while the Nazis lost the war, many of their evil legacies still exist. The involvement of either Wilhelm Kantor or Nacht-Krieger guarantees his attention. Skinheads and neo-Nazis also garner his special attention and anger.

Lastly, while he is world famous as the last surviving member of the Allies of Freedom, he makes it perfectly clear to any who bother him that he has no interest in talking about the past. To dredge up his memories of his fallen comrades is far too painful for him. Even so, rumors say that twice a year—on the anniversary of the Utska disaster and on her former birthday—he visits Amelie Dutemps' grave in Lourdes, France and leaves eleven white roses, always flying off before anyone can disturb him.

TACTICS

White Thorn shares the White Light with his sister. Wolfgang's use of it involves more enhancements of his physical form and directly engaging the energy while protected by his energy field.

White Thorn only smiled when in battle, and the only time he could agree with Spitfire Jones and Sarge Shrapnel was then—the only good Nazi was a dead Nazi to them. Regardless of plans or tactics, if White Thorn saw any Nazis trying to flee, he mercilessly plowed through them and often killed many of them when they touched his energy field. Even bullets and knives often disintegrated against his energy field. Dazzle

attacks into tank access points often immobilized enemy armor until one of the team's powerhouses could tear it apart.

In modern times, White Thorn has honed his abilities so he can have his powers active without necessarily showing more than a low shimmer around himself—making him far more suited for clandestine work than he was in the War years. He also mutes his Mental Link with Albright (because he does not like the man, despite their sharing symbiotic powers as well as membership in the Order of the Prophet); about all it does at present is warn the other if one of them is in mortal danger or on the verge of death.

GAME STATISTICS

White Thorn: PL 11; Init +2 (Dex); Defense 17 (15 flat-footed); Spd 30 ft., fly 45 ft.; Atk +9 melee (+4S, unarmed and +9L, Energy Field), +7 ranged (Dazzle, DC 19 Reflex save); SV Dmg +5, Fort +5, Ref +2, Will +2; Str 18, Dex 15, Con 16, Int 13, Wis 15, Cha 14.

Skills: Bluff +7, Demolitions +3, Diplomacy +5, Disable Device +4, Intimidate +9, Sense Motive +7.

Feats: Aerial Combat, Attack Focus (unarmed), Attractive, Great Fortitude, Mental Link (with White Rose/Beacon), Move-By Attack, Point-Blank Shot, Power Immunity (Energy Field—light)*, Precise Shot, Rapid Strike, Toughness.

* Due to the similarity of their powers, White Thorn's Power Immunity protects him from the powers of other white light wielders (such as his sister and Beacon).

Powers: Boost +2 [Extras: Affects Others, All Attributes (mystical powers); *Flaw:* Limited (only affects others, only while in contact with White Rose/Beacon); *Source:* Mystical; *Cost:* 2 pp; *Total:* 4 pp], Energy Field (light) +9 [Extras: Selective, Duration (continuous), Dazzle, Flight (*Power Stunt:* Super-Flight); *Flaw:* Only when in contact with White Rose/Beacon), Immunities (aging, cold, critical hits, disease, exhaustion, poison, pressure, starvation, suffocation), Protection; *Source:* Mystical; *Cost:* 8 pp; *Total:* 74 pp].

Weakness: Quirk—White Thorn has an obsessive hatred and fixation on Wilhelm Kantor and Nacht-Krieger, and will do anything to find them and either capture or kill them. If they are on his mind, little else matters to him. His obsession also can be invoked by anyone either professing connections to the Nazi Shustaffel (SS) or simply wearing their uniforms.

LEGACY

Depending upon how the GM wishes to incorporate White Thorn into the campaign, he can either be the most cantankerous and arrogant secret agent anyone has ever met or he can be killed to free up his powers for a new bearer. The five-year gap between sightings either places White Thorn in deep cover or his powers could be inherited by anyone after 1998 as an origin. Depending upon the circumstances, the powers could be willingly transferred and kept at the above power levels or reduced by one due to involuntary transmission.

Given the animosity and distrust between Albright and Shaal, even the most optimistic of people doubts that anyone could gain both their sets of powers to reunite the Light-Bringer's powers in one person again. Wolfgang Shaal has no spouse or heirs, so there is no chance of a blood legacy from him. GMs could also plant some ways for SHADOW and Kantor to try to steal his powers from him, usurping the power legacy. ■

THE

FREEDOM LEAGUE



WRITTEN BY STEVE KENSON WITH ART BY GREG KIRKPATRICK & ANDY SMITH

They're the world's greatest heroes, defenders of justice and protectors of freedom. The modern-day Freedom League is described in the *Freedom City* campaign sourcebook. Here we take a look at where the Freedom League came from, the team's headquarters, and the resources at its disposal. This article also goes into more detail about past members of the Freedom League and how to use the League in your own *Mutants & Masterminds* campaigns.

HISTORY

The Freedom League has the longest and most illustrious history of any super-team in the world. Technically, the League's origins begin with the famed Liberty League of the 1940s and 50s, but the true origin of the modern Freedom League lies in the darkest depths of the Underworld.

FOUNDING OF THE LEAGUE

The dark god Hades, infuriated by Daedalus' hubris and the human "worship" of costumed heroes, invaded Freedom City with an army of the undead. The Centurion and Lady Liberty—two of Freedom City's most stalwart heroes—banded together with several newer heroes: the Raven, the second Bowman, and Daedalus, who informed the heroes of precisely whom they faced. The five heroes held off Hades' army and went to Tartarus to confront the dark god himself. With the aid of Zeus, they forced Hades' withdrawal and exacted an oath from him to never invade the world of the living again.

Having saved Freedom City, the five heroes decided to stay together. Legally prohibited from using the Liberty League name, they chose to call themselves the Freedom League, the defenders of Freedom City, and the world. They took over the Liberty League's old headquarters, with the blessings and support of Fletcher Beaumont (the original Bowman). For a number of years, the League fought crime and diverse menaces in Freedom City and throughout the world, adding to its ranks along the way.

THE END OF THE BEGINNING

The original Freedom League began to deteriorate in the 1970s, as several of its members resigned for various reasons. Bowman retired in disgrace when his drinking problem became known, saving the League the trouble of a formal hearing to dismiss him from the team. Lady Liberty was forced to resign when her powers began to fade, although she continued on for some time at a reduced level of power. Star Knight departed shortly after the capture of his old foe Blackstar and the rogue Star Knight's trial. The Black Avenger quit the team when he felt that the Freedom League was losing sight of the plight of ordinary people and communities like his home neighborhood of Lincoln. Sea King returned to rule his people in Atlantis and raise a family of his own. Daedalus, disillusioned with humanity and life on Earth, decided to travel the stars, as did the alien Pseudo. The Raven was crippled in a battle with his arch-foe Dr. Sin.

The Centurion and Scarab attempted to become mentors to a new generation of heroes, taking them under their guidance, but with disastrous results. Scarab and novice hero Brainstorm sacrificed their lives when the League fell under the control of the sorcerous Scions of Sobek. Later, League members Halogen and Tectonic died fighting the Katanarchists. With a heavy heart, Centurion, the sole remaining founding member, decided to disband the Freedom League before any other lives were lost. Whether or not the disbanding of the League contributed to Mayor Franklin Moore's election and ban against superheroes was a question that haunted the Centurion until the day he died.

THE TERMINUS INVASION

More than ten years after the disbanding of the original Freedom League, the forces of Omega, Lord of the Terminus, invaded Freedom City. Many

former members of the League responded to the crisis, along with several new heroes. The Terminus Invasion devastated the few existing heroes like FORCE Ops. Ultimately the Centurion and other heroes sacrificed themselves to turn the tide and send Omega back to his own dimension. Freedom City, and the world, were saved, but at great cost. Inspired by the Centurion's example and his sacrifice, a number of heroes decided to band together as a new Freedom League. Daedalus, who returned to Earth to help thwart the Terminus Invasion, worked with new hero Dr. Metropolis to renovate the League's headquarters. Captain Thunder, a well-respected hero from the American Southwest, was elected the new leader of the League, and he and his family moved to Freedom City, taking up residence at the new Freedom Hall.

THE NEW LEAGUE

In the past ten years, the members of the Freedom League have established themselves as worthy successors to their predecessors in the Liberty League and the original Freedom League. They have fought against menaces including alien invasions, their own evil duplicates from Anti-Earth, and a new incarnation of the Crime League. The League is renowned as the greatest team of superheroes in Freedom City and the world, and regularly honored by the city its members call home.

FREEDOM HALL

It's one of the greatest landmarks in Freedom City and headquarters of the world's most famous team of heroes. It's also home to many of those same heroes and to some of the most sophisticated technology on the planet.

The original Freedom League HQ was a turn of the century mansion owned by the Beaumont family in downtown Freedom City. During the 1940s and 50s, it served as a headquarters for the Liberty League. Fletcher Beaumont, Sr. offered it to the new Freedom League as their headquarters. The mansion was eventually destroyed during a conflict with one of the Freedom League's foes. Daedalus designed a new headquarters for the team, built using incredibly advanced materials and construction techniques the master inventor had developed over the years and paid for by Daedalus's own considerable fortune. The new headquarters was originally built in a neo-Grecian style—of artificial white marble with stylized columns—and called Freedom Hall.

Despite Freedom Hall's sophisticated defense systems, the Freedom League's headquarters was invaded several times over the years, mainly by villains capable of rivaling Daedalus' inventive genius, or possessing capabilities beyond the understanding of science (which has only reinforced Daedalus' mistrust of magic and sorcery). Each time Freedom Hall was damaged, Daedalus made various upgrades and improvements. The original Freedom Hall was destroyed during the Terminus Invasion and completely rebuilt from the ground up by Daedalus and Dr. Metropolis in the form seen in downtown Freedom today. The most recent invasion of Freedom Hall occurred when the Crime League staged an assault on its foes, destroying their headquarters in the process. Daedalus, although deprived of his armor, was able to defeat the Crime League and rescue his teammates with the aid of the mysterious vigilante Foresadow. Daedalus and Dr. Metropolis rebuilt Freedom Hall shortly thereafter.

Freedom Hall consists of four aboveground levels and two underground levels. Only the layout of the ground floor of the headquarters (which is largely open to the public) is well known. The remaining layout of the building is kept relatively secret as a security measure.

LEVEL ONE

The ground floor of Freedom Hall features the Freedom League's public facilities. It is largely taken up by a lobby and reception area open to the public and "staffed" around the clock by a robot receptionist built by

Daedelus named "Cynthia." Although artificially intelligent, Cynthia is not truly sentient, but she is lifelike enough the fool casual visitors into believing she is a real, living, person. Cynthia also serves as a first line of defense for the headquarters. Although her capabilities are no match for super-criminal foes of the League, she's quite capable of dealing with small-timers by herself.

The first level of Freedom Hall also features a public conference room, offices for Captain Thunder and the members of the League, and the League's trophy room and museum, featuring displays of their cases and other items dating back to the original League.

Three elevators take passengers to the other floors of the headquarters. They are keyed to operate only for members of the Freedom League or their designated guests. Overcoming the security lockouts requires a successful DC 33 Disable Device check.

LEVEL TWO

The second floor of Freedom Hall contains the main working areas for the Freedom League, including the team's private meeting room, monitor center, library, and related facilities. This is also the area where the League entertains guests allowed access to the more private areas of the headquarters, and has quarters for any guests who may stay at Freedom Hall.

LEVEL THREE

Level Three is the living areas for the members of the Freedom League and their families. The Gardeners (Captain Thunder, his wife and son), Daedelus, and Johnny Rocket live full-time at Freedom Hall (although Daedelus also has other homes scattered around the world). The other members of the League live at Freedom Hall only for short stretches of time, usually when circumstances prevent them from returning home while on-duty. Dr. Metropolis ostensibly "lives" at Freedom Hall, but the

Spirit of the City is often elsewhere in Freedom City, appearing at the League's headquarters when he's needed. Since he requires neither rest nor nourishment, Dr. Metropolis makes little use of the amenities of the living areas, although he does help to maintain Freedom Hall.

LEVEL FOUR

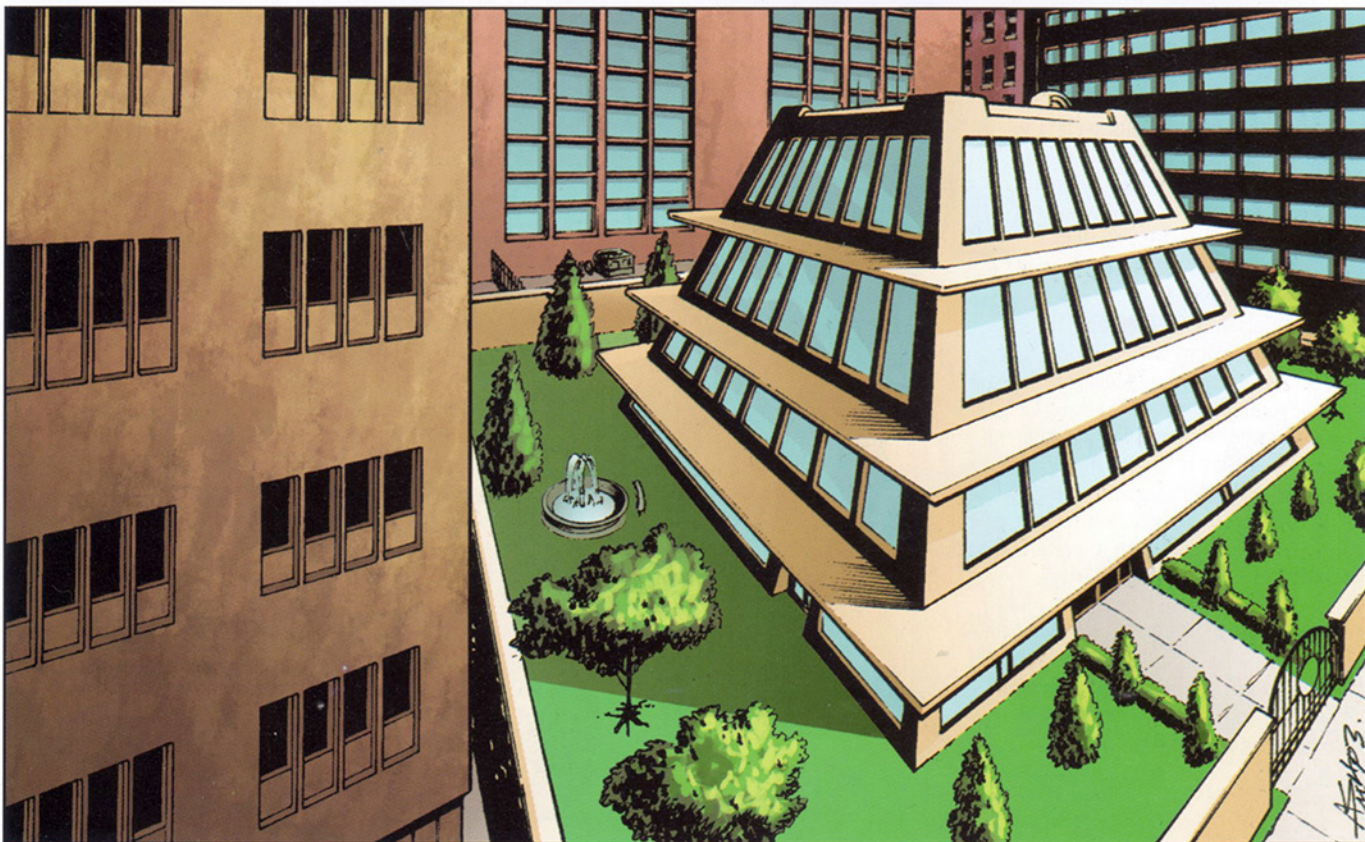
The uppermost level of Freedom Hall contains hangar facilities (connected by a hydraulic lift to a rooftop landing pad), along with mechanical workshops used primarily by Daedelus and also occasionally by the Raven. The Freedom League stores its vehicles and related equipment here while they are not in use.

SUB-LEVEL ONE

The basement of Freedom Hall is specially reinforced and designed for use as a backup for the main facilities above, should anything happen to them. There are emergency quarters for the League members or their families, along with Freedom Hall's medical lab and infirmary. The basement level has stocks of food and other supplies.

SUB-LEVEL TWO

The lowest level of Freedom Hall contains the power systems for the facility above, an advanced geothermal tap designed by Daedelus and implemented with help from Dr. Metropolis and Captain Thunder. It provides all the power Freedom Hall requires, supplemented by solar collectors and back-up systems. The sub-level also holds the "wreck room" that the League uses for training exercises, and holding cells intended to temporarily contain criminals the League captures until they can be turned over to the authorities. The cells have proven capable of holding even members of the League on one occasion when the Crime League seized control of Freedom Hall.



USING FREEDOM HALL

Freedom Hall can serve a number of purposes in a campaign, depending upon the role of the Freedom League.

First, it can serve as a ready-made headquarters for the player characters, either as members of the Freedom League or replacements for the League from the *Freedom City* sourcebook. It can even be a template for superhero HQs in non-Freedom City campaigns.

Heroes in a Freedom City game may find reason to visit Freedom Hall even if they aren't members of the Freedom League. They may be invited over for a holiday get-together or a meeting to coordinate their efforts with the League (or some combination of the two). They may also arrive seeking the League's aid with a case or crisis. Naturally, trouble is likely to threaten while the heroes are at Freedom Hall. Maybe a villain sees the gathering of two hero teams in one place as an opportunity to rid Freedom City of its protectors in one fell swoop.

Freedom Hall can serve as the headquarters of a villainous version of the Freedom League (like the Tyranny Syndicate from *Anti-Earth*). In this case, the Hall might not be located in such a public place, but concealed or hidden in some way.

If the modern Freedom League never formed in your Freedom City campaign, the player characters could take the old Freedom Hall out of mothballs and renovate it, with or without the aid of Daedelus or Dr. Metropolis (if they are NPCs in the campaign). The Hall might contain various secrets or hazards for the new heroes to discover as they settle into their new home in Freedom City.

Finally, a team of heroes might be asked to "base-sit" for the Freedom League while the team is elsewhere, perhaps in another dimension or away in deep space. This can be a fun adventure for a team of young heroes like the Next-Gen, assigned some responsibility by their elders in hopes that it will be good for them. Naturally, something goes wrong while the player characters are keeping an eye on things and they have to deal with it, preferably without trashing the League's headquarters.

Freedom Hall: PL 13, Combat Simulator, Communications, Computer, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop.

FREEDOM LEAGUE RESOURCES

Over his centuries of life, Daedelus has amassed considerable wealth, cached in various places around the world. He established a trust fund more than sufficient to maintain the Freedom League in perpetuity, even given the team's considerable expenses. Among other things, the team's resources assure the Leaguers' mundane needs are taken care of. Full-time heroes like Captain Thunder and Johnny Rocket don't need to work (which is good considering they've got plenty to keep them occupied). Lady Liberty and Siren both choose to maintain their "civilian jobs," mainly because they do good for the world in other ways.

LEAGUE COMMUNICATORS

The members of the Freedom League all have micro-circuitry worked into their costumes that functions as a short-range communications system. League communicators have a normal range of about two miles, but can be routed through cellular comm nets and systems in Freedom Hall to extend their range to anywhere in the world when systems are working normally. Radio jamming and similar interference can limit the communicators' range and effectiveness. League communications are scrambled and encrypted by programs written by Daedelus. It requires a DC 30 Computers check to decode them.

MORPHIC MOLECULES

The Freedom League licenses a limited amount of morphic molecular material from Dr. Atom, using it to fashion their costumes and various parts of Freedom Hall so they are resistant to their powers and those of any guests they might have. The League members keep several spare costumes on hand in their quarters in Freedom Hall (and often at home, if they don't live at the headquarters).

VEHICLES

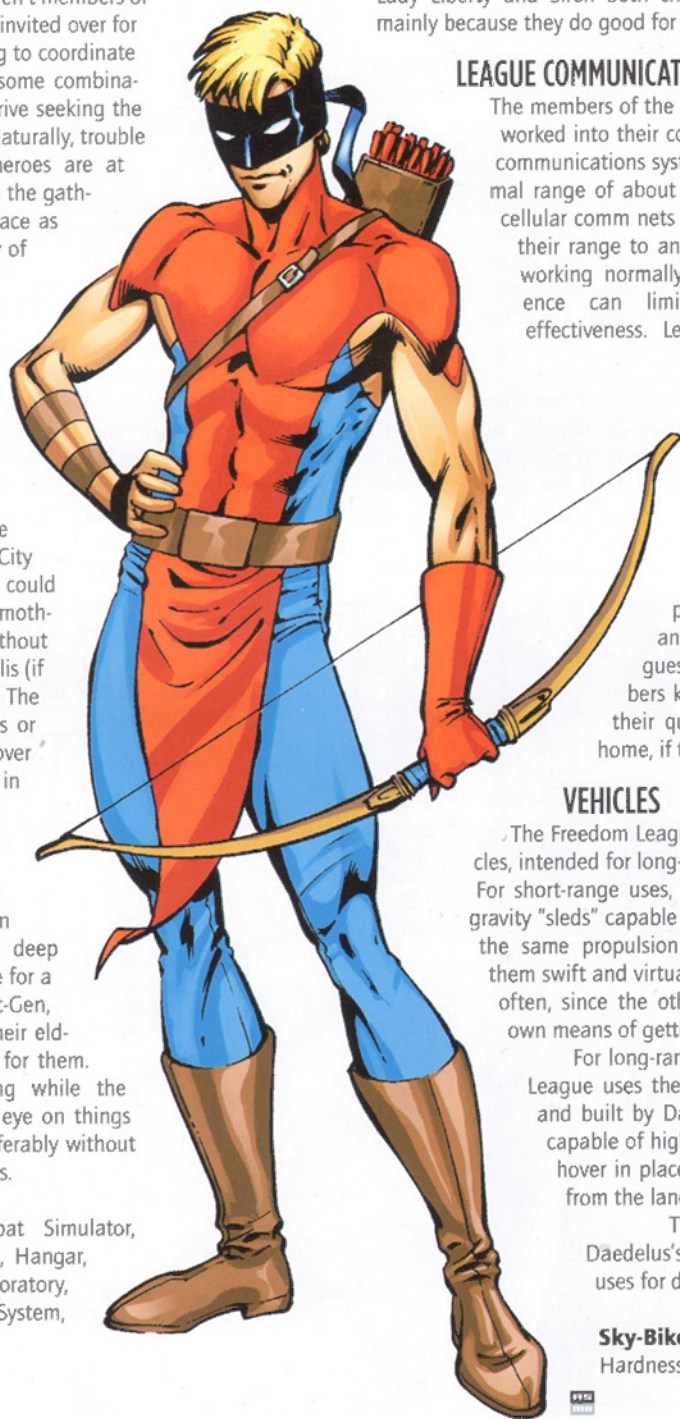
The Freedom League makes use of two main types of vehicles, intended for long- and short-range travel.

For short-range uses, the League has several sky-bikes, anti-gravity "sleds" capable of carrying two riders. The sky-bikes use the same propulsion system as Daedelus's armor, making them swift and virtually silent. Raven uses the sky-bikes most often, since the other members of the League have their own means of getting around quickly.

For long-range travel (outside of Freedom City), the League uses the *Pegasus*, a super-sonic VTOL designed and built by Daedelus. The *Pegasus* is a sleek aircraft capable of high speeds in the atmosphere. It is able to hover in place and take off or land vertically, usually from the landing pad atop Freedom Hall.

The Freedom League also has access to Daedelus's starship, the *Icarus*, which the team uses for deep space and interstellar missions.

Sky-Bike: Medium size, Movement 8 (flight), Hardness 8.



The Pegasus: Huge size, Movement 12 (flight), Hardness 12, Armor Bonus 5, *Features:* Blindsight (radar), Communications.

The Icarus: Huge size, Movement 15 (flight), Hardness 15, Armor Bonus 10, *Features:* Blindsight, Communications, Space Flight.

FORMER FREEDOM LEAGUERS

The Freedom League's history features an illustrious roll call of some of the world's greatest heroes. Some have retired from active heroism, still fighting the good fight in their own way, while others made the ultimate sacrifice for the League's cause, and are honored by their teammates. The current members of the Freedom League are described in the *Freedom City* sourcebook. Former members of the League are detailed here.

ARROW III

Name: Ethan Keller

Current Alias: Archer

Status: Inactive (honorary member)

Ethan Keller was the young sidekick of the third Bowman, Fletcher Beaumont II. Ethan's father was a small-time crook who ended up on the wrong side of the syndicate and was killed by Mob enforcers before his son's eyes. Fletcher Beaumont II took Ethan in and trained him, channeling his desire for vengeance to make him a crime-fighter. Still, Ethan never forgot where he came from. When his mentor ultimately let him down, showing that he didn't have what it took to be a real crimefighter, Ethan broke his ties with the Beaumont family. He adopted the name Archer and embarked on a crime-fighting career of his own. This time, there would be no compromise with criminal scum, no softening of what Keller knew they deserved.

Archer gathered a group of younger heroes under his guidance, called FORCE Ops, and they showed a willingness to do whatever was necessary to root out the criminal element. Archer found himself in the position of mentoring others as he had been taught. Still, the rift between him and his former mentor only grew as Archer showed he was willing to ignore the law, or use lethal force, to get the job done.

FORCE Ops was decimated during the Terminus Invasion, leaving Archer the only survivor. Unwilling to risk anyone else's life, he disappeared into the shadows. Although the Beaumonts are aware of Archer's true identity, they have chosen not to turn him in to the authorities, so long as he doesn't take up his bow again. Now in his 40s, Ethan Keller works as a security consultant for Stronghold Security. Duncan Summers has approached Keller about teaching at the Claremont Academy, but he has refused thus far.

It's up to the GM whether or not to bring Archer out of retirement. Although he's no longer in his prime, Keller is still very capable, and would make an interesting mentor for a group of younger characters, particularly in a more gritty or street-level campaign. Keller could also go off the deep end and become a vigilante, forcing the heroes to try to stop him. Perhaps a new Archer is killing off criminals, but is only using Keller's costumed identity in an attempt to frame him. Archer would also be an effective government agent, either working for AEGIS or some secret black ops organization.

Bowman: PL 12; Init +9 (Dex, Super-Dexterity); Defense 24 (15 flat-footed); Spd 30 ft.; Atk +10 melee (+2S, unarmed), +13 ranged (+5S/L, bow); SV Dmg +2, Fort +2, Ref +11, Will +5; Str 14, Dex 18, Con 14, Int 13, Wis 16, Cha 18.

Skills: Acrobatics +10, Balance +10, Bluff +10, Drive +9, Hide +10, Intimidate +11, Jump +8, Knowledge (Freedom City) +8, Listen +9, Move Silently +10, Pilot +9, Repair +6, Search +9, Sense Motive +10, Spot +11, Taunt +10.

Feats: Attack Focus (ranged), Dodge, Evasion, Expertise, Far Shot, Improved Critical (bow), Instant Stand, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Ricochet Attack, Quick Draw.

Powers: Super-Dexterity +5 [Extra: Super-Senses; Source: Training; Cost: 4 pp; Total: 20 pp].

Equipment: Bow [Weapon +5; Power Stunt: Dual Damage; Flaw: Device; Source: Super-Science; Cost: 1 pp; Total: 6 pp].

BLACK AVENGER

Name: Wilson Jeffers

Status: Inactive

Wilson Jeffers, the Black Avenger, is described on page 135 of *Freedom City*. The Black Avenger was often known as the "least powerful" member of the Freedom League, particularly in comparison to powerhouses like Centurion and Lady Liberty, but his spirit and fighting skills made him an asset to the team and he proved his worth many times over. Jeffers felt, and to a degree still feels, that the League lost touch with the concerns of ordinary people. He chose to resign in order to fight crime on the streets of his old neighborhood. Now he runs the Lincoln Youth Center and serves as a mentor to the young hero Sonic and other students at the Claremont Academy.

Wilson Jeffers: PL 9; Init +6 (Dexterity, Super-Dexterity); Defense 21 (14 flat-footed); Spd 30 ft.; Atk +8 melee (+3S, unarmed), +5S,



baton); SV Dmg +5, Fort +7, Ref +6, Will +3; Str 16, Dex 18, Con 20, Int 13, Wis 17, Cha 15.

Skills: Acrobatics +9, Balance +9, Bluff +8, Climb +8, Concentration +7, Disable Device +7, Gather Information +7, Hide +8, Intimidate +7, Jump +7, Move Silently +8, Profession (social worker) +7, Search +7, Sense Motive +9, Spot +7.

Feats: Ambidexterity, Assessment, Blind-Fight, Dodge, Evasion, Fame, Great Fortitude, Instant Stand, Lightning Reflexes, Power Attack, Surprise Strike, Takedown Attack, Two-Weapon Fighting.

Powers: Super-Strength +2 [Extras: Super-Dexterity, Super-Wisdom, Super-Charisma; *Flaw:* Super-Strength applies only to skill checks; *Source:* Training; *Cost:* 9 pp; *Total:* 18 pp].

Equipment: Fighting batons (+2S).

Note: At the peak of his career as the Black Avenger, Wilson's super-abilities were +6, his base attack bonus was +8, and his Defense bonus was +7 (and he was PL 11).

BOWMAN III

Name: Fletcher Beaumont II

Status: Inactive

The second Bowman was one of the founding members of the Freedom League and a staunch supporter of the team. Bowman's good relationship with his Freedom League teammates deteriorated, however, due to his drinking problem. Despite their best efforts, the other members of the League were unable to help Fletcher to admit and deal with his problem, so the team was left with no choice but to call for an official inquiry. Bowman quit the League before a decision was reached to avoid the disgrace of being ousted. Although Fletcher Beaumont II has since gotten his life back in order, he hasn't returned to his superheroic career, and his relationship with the Freedom League was never quite the same again. With many of his former friends in the League retired or passed on, Fletcher has fairly little contact with the current Freedom League. His relations with the surviving members of the original League remain cool.

Bowman: PL 12; Init +8 (Dex, Super-Dexterity); Defense 24 (15 flat-footed); Spd 30 ft.; Atk +8 melee (+2S, unarmed), +10 ranged (+5S/L, bow); SV Dmg +2, Fort +2, Ref +10, Will +5; Str 14, Dex 18, Con 14, Int 13, Wis 16, Cha 18.

Skills: Acrobatics +10, Balance +10, Bluff +10, Drive +9, Hide +10, Intimidate +9, Jump +8, Knowledge (Freedom City) +8, Listen +9, Move Silently +10, Pilot +9, Repair +6, Search +9, Sense Motive +10, Spot +11, Taunt +10.

Feats: Attack Focus (ranged), Dodge, Evasion, Expertise, Far Shot, Improved Critical (bow), Instant Stand, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Ricochet Attack, Quick Draw.

Powers: Super-Dexterity +4 [Extra: Super-Senses; *Source:* Training; *Cost:* 4 pp; *Total:* 16 pp].

Equipment: Bow [Weapon +5; Extra: Swinging (cable arrow); *Power Stunts:* Dual Damage, Obscure (smokescreen arrow), Slick (oil-slick arrow), Snare (net arrow), Stun Attack (electrical arrow); *Source:* Super-Science; *Cost:* 2 pp; *Total:* 15 pp].

BRAINSTORM

Name: Roy Connors

Status: Deceased (honorary member)

Roy Connors was a young mutant with the potential for tremendous psionic abilities. Unfortunately, he lacked moral guidance in using his powers. A super-powered delinquent, he came into conflict with the Scarab, who took Brainstorm under his wing and helped teach him how to use his powers responsibly. Brainstorm proved himself when he helped fend off the members of the Freedom League, who were under the control of the Scions of Sobek. Unfortunately, Brainstorm exerted his powers to the utmost and the strain proved too great for him. He suffered a cerebral hemorrhage and died shortly after the Scions were defeated. The Freedom League made Brainstorm an honorary member of the team, and he is remembered with a memorial on Heroes' Knoll.

Brainstorm: PL 12; Init +2 (Dex); Defense 18 (16 flat-footed); Spd 30 ft., fly 60 ft.; Atk +8 melee (+1S, punch), +9 ranged (+12S, telekinetic blast), +12 mental (+6S, mental blast); SV Dmg +2, Fort +2, Ref +2, Will +13; Str 12, Dex 15, Con 14, Int 13, Wis 20, Cha 11.

Skills: Concentration +10, Knowledge (Freedom City) +5, Sense Motive +10.

Feats: Assessment, Psychic Awareness.

Powers: Amazing Save (Will) +8 [Source: Mutation; *Cost:* 1 pp; *Total:* 8 pp], Telepathy +6 [Extras: Illusion, Memory Alteration, Mental Blast; *Source:* Mutation; *Cost:* 6 pp; *Total:* 36 pp], Telekinesis +12 [Extras: Energy Blast, Flight, Force Field; *Source:* Mutation; *Cost:* 5 pp; *Total:* 60 pp].

CENTURION

Name: Mark Leeds

Status: Deceased

A founding member of the Freedom League, Centurion was the team's heart and soul throughout most of its existence. Although the immortal Daedelus and Siren



were both older, Centurion was really the mentor and leader of the team, a duty he accepted reluctantly, since he never quite felt worthy of it. Still, Centurion's dedication to the League was never in doubt. Even when the other members of the team chose to leave it, Centurion remained. He only disbanded the League when he could no longer be responsible for the deaths of any of the other young heroes under his guidance. Centurion's final battle with Omega was the inspiration for the modern Freedom League. Had he survived that battle, the Centurion would certainly have had a place of honor as the leader of the team once more.

Centurion: PL 20; Init +5 (Dex, Improved Initiative); Defense 16 (15 flat-footed); Spd 30 ft., leap 100 ft.; Atk +16 melee (+25S, unarmed); SV Dmg +25, Fort +25, Ref +5, Will +8; Str 20, Dex 13, Con 20, Int 13, Wis 14, Cha 15.

Skills: Knowledge (history) +6, Listen +10, Profession (teacher) +7, Sense Motive +10, Spot +10.

Feats: Attack Focus (unarmed), Durability, Fame, Heroic Surge, Improved Initiative, Indomitable Will, Iron Will.

Powers: Amazing Save (Reflexes, Will) +4 [Source: Training; Cost: 2 pp; Total: 8 pp], Super-Senses +7 [Source: Mutation; Cost: 2 pp; Total: 14 pp], Super-Strength +20 [Extras: Immunity, Leaping, Super-Constitution; Power Stunts: Super-Leaping; Source: Mutation; Cost: 9 pp; Total: 182 pp].

HALOGEN

Name: Maggie Burroughs

Status: Deceased

Maggie Burroughs was a research technician working for ASTRO Labs when an experimental plasma generator overloaded. Maggie saved the other members of her research team, at the cost of being locked in the test chamber with the generator. They initially believed she was vaporized by the blast, and she was, in a way. Maggie was transformed into a being of pure



plasma energy. Eventually, she mastered the ability to return to her human form at will. She discovered a plot by the Foundry to sabotage ASTRO Labs and acquire supposedly "flawed" technology after it was abandoned. During the investigation she met Daedalus, who introduced her to the Freedom League and later recommended her to take his place in the active roster. Halogen served as a member of the Freedom League for several years before she died along with Tectonic while fighting the Katanarchists. A memorial statue of her stands on Heroes' Knoll in Liberty Park.

Halogen was a slight, attractive African-American woman dressed in a close-fitting silvery costume with shoulder-length metallic blue gloves and thigh-high metallic blue boots. In plasma form, she appeared to be made up of glowing golden energy.

Halogen: PL 10; Init +8 (Dex, Improved Initiative); Defense 21 (17 flat-footed); Spd 30 ft., fly 50 ft.; Atk +6 melee (+OS, unarmed), +10 ranged (+10L, Energy Blast); SV Dmg +2, Fort +2, Ref +4, Will +3; Str 10, Dex 18, Con 14, Int 16, Wis 13, Cha 10.

Skills: Craft (electronics) +10, Knowledge (Freedom City) +9, Profession (scientist) +8, Science (physics) +10.

Feats: Improved Initiative, Iron Will, Precise Shot.

Powers: Alternate Form (energy) +10 [Effect: Energy Blast (Extra: Ghost Touch); Extra: Energy Field; Power Stunts: Dazzle, Disintegration; Flaw: Plasma form only; Source: Mutation; Cost: 6 pp; Total: 64 pp]. Halogen is affected by energy dampening and cold attacks in plasma form.

LADY LIBERTY II

Name: Donna Mason

Status: Unknown

In 1941, Donna Mason worked as a secretary in the Freedom City office of the FBI. While following up on some routine interviews for her boss, Agent Steven Lance, Donna stumbled across a Nazi plot to sabotage the Lonely Point Naval Station. Taken captive by the saboteurs, Donna experienced a vision of the Spirit of Liberty, who chose her to act as her agent at a time when the world most needed her. Donna became the new Lady Liberty and thwarted the saboteurs. Thereafter, Lady Liberty often aided Agent Lance in dealing with

WHATEVER HAPPENED TO LADY LIBERTY?

The true fate of the second Lady Liberty is left up to individual Gamemasters to decide. Donna Mason may be a victim of some attempt to change history or a revenge scheme from an old foe aimed solely at erasing her from existence (or simply from the memory of those who might honor her). Perhaps her mysterious disappearance has something to do with the nature of the Spirit of Liberty and the powers passed on to her successor, or with the defeat of Omega during the Terminus Invasion.

criminals, spies, and other threats to America. She became a member of the Liberty League and served with distinction.

The dissolution of the Liberty League during the Red Scare of the 1950s was particularly difficult for Lady Liberty. She planned to finally reveal her true identity to Steven Lance, romance having blossomed between the FBI agent and the formerly shy Donna Mason. When the Liberty League refused to cooperate with the government witch-hunt for communist sympathizers, Donna decided to break off her relationship with Steven Lance on the night he proposed marriage. She couldn't risk hurting his career if the truth of her identity came out.

Lady Liberty continued her crime-fighting career and became both an advocate for equal rights for women and a founding member of the Freedom League. She served with the League into the 1970s, when her powers began to fade. She continued with the team until her powers were practically gone, then finally decided to retire. Although a

new Lady Liberty has taken her place, Donna



Mason seems to have mysteriously disappeared. Even recollections of her are somewhat faded and unclear.

Lady Liberty: PL 12; Init +3 (Dex); Defense 19 (16 flat-footed); Spd 30 ft., fly 50 ft.; Atk +9 melee (+10S, unarmed), +9 ranged (+10S, Energy Blast); SV Dmg +2, Fort +2, Ref +3, Will +11; Str 14, Dex 16, Con 14, Int 12, Wis 16, Cha 18.

Skills: Diplomacy +10, Knowledge (history) +5, Profession (secretary) +9, Spot +8.

Feats: Attack Finesse, Expertise, Identity Change.

Powers: Amazing Save (Will) +8 [Source: Mystical; Cost: 1 pp; Total: 8 pp], Energy Control (light) +10 [Extras: Deflection (Extra: Deflect Others), Flight, Healing, Neutralize (Restraining Powers); Source: Mystical; Cost: 7 pp; Total: 70 pp], Super-Strength +8 [Extra: Protection; Source: Mystical; Cost: 5 pp; Total: 40 pp].

PSEUDO

Name: R'lk Faax

Status: Inactive

The Grue Empire chose their greatest champion to overcome the heroes of Earth. R'lk Faax won the honor in a series of contests and mastered the art of duplicating not just the forms of other creatures, but their abilities as well. Dispatched to Earth, he caused problems for the Freedom League until he came to realize that his foes were honorable and decent people, and that Earth was no threat to the Grue or anyone. When he turned from his mission, he was exiled and found allies among his former enemies.

The Freedom League accepted Pseudo as a member and he served for a time with distinction. Although he proved himself a hero many times over, Pseudo never revealed his true nature to the people of Earth. He maintained the identity of "Rick Fox," a private investigator with a reputation for handling unusual criminal cases, and a somewhat touchy relationship with the Freedom City PD, given his sketchy background. Pseudo eventually chose to leave Earth behind and seek his destiny out among the stars.



Pseudo: PL 13; Init +2 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk +8 melee (+2S, unarmed), +9 ranged; SV Dmg +5, Fort +5, Ref +3, Will +3; Str 14, Dex 16, Con 20, Int 13, Wis 16, Cha 16.

Skills: Bluff +8, Disguise +10, Gather Information +8, Hide +8, Move Silently +8, Perform (acting) +10, Sense Motive +5.

Feats: Extra Limbs, Surprise Strike.

Powers: Shapeshift +10 [Extras: Exact, Mimic Powers (Extras: All Powers, Expanded Powers x3, Ranged), Plasticity; Source: Alien; Cost: 10 pp; Total: 100 pp].

RAVEN

Name: Duncan Summers

Status: Inactive

The original Raven was a somewhat reluctant member of the Freedom League. He split his time between League activities and his own cases, sometimes feeling that the Freedom League was too focused on the big picture, losing sight of problems like street crime. Raven was also a pragmatist, which put him at odds with the more idealistic Centurion and Lady Liberty, and a conservative, putting him at odds with the more liberal Black Avenger. There were times when it seemed like the Raven would quit the League in order to go it on his own, but he always remained with the team. It wasn't until he was crippled in a confrontation with his archenemy Dr. Sin that Raven finally retired from crimefighting and the ranks of the Freedom League.

Now, Duncan Summers the pragmatist is alive while the Centurion and the second Lady Liberty are dead and missing. Summers feels a need to carry on the memories of his old teammates. Duncan's daughter Callie carries on his legacy as the Raven while Summers is the headmaster of the Claremont Academy, passing on his experience to a new generation of heroes.

Duncan Summers: PL 11; Init +10 (Dex, Super-Dexterity); Defense 23 (13 flat-footed); Spd 20 ft.; Atk +12 melee (+2S, unarmed or +4S, stick); SV Dmg +3, Fort +3, Ref +10, Will +10; Str 15, Dex 18, Con 16, Int 18, Wis 20, Cha 20.

Skills: Acrobatics +6, Balance +4, Bluff +12, Computers +10, Disable Device +12, Disguise +10, Drive +11, Escape Artist +11, Gather Information +10, Hide +10, Intimidate +14, Language +5, Listen +10, Move Silently +10, Open Lock +12, Pilot +11, Read Lips +10, Repair +9, Search +9, Sense Motive +10, Slight of Hand +11, Spot +9.

Feats: Assessment, Attack Finesse, Dodge, Evasion, Expertise, Improved Trip, Headquarters (Claremont Academy), Instant Stand, Startle, Surprise Strike, Takedown Attack.

Powers: Super-Dexterity +5 [Extras: Intimidating Presence, Super-Intelligence, Super-Wisdom, Super-Charisma; Source: Training; Cost: 9 pp; Total: 45 pp].

Equipment: Walking Stick (+2S), Gadgets +5 [Source: Super-Science; Cost: 1 pp; Total: 5 pp].

Weakness: Disabled—Lame (–5 penalty on Acrobatics, Balance, Jump checks, and Dexterity-based skill checks, base Speed 20 ft.).

Note: At his peak, Duncan Summers' Super-Abilities were +6, he had no weakness, and he was PL 13.

SCARAB

Name: Alexander Rhodes

Status: Deceased

The longest-term member of the original Freedom League other than the Centurion was the Scarab, mysterious master of mental powers. Scarab was actually wealthy philanthropist Alexander Rhodes, who established

the Rhodes Foundation. Scarab's mental powers and his diplomatic nature made him the peacemaker of the original League, helping settle disputes between its members and encouraging teamwork. He served as



deputy-leader on occasion, and used his telepathic abilities to keep his teammates in contact. Scarab's mental powers protected him from being possessed by the Scions of Sobek, agents of an ancient Egyptian god. The other members of the Freedom League were not so fortunate. Scarab sacrificed himself, exceeding the limits of his powers to free his teammates. He is honored with a memorial statue on Heroes' Knoll.

Scarab is described on p. 50 of *Freedom City*. It's left up to the Gamemaster to decide if the Scarab will eventually reincarnate and awaken to his past lives and his full powers. If he does, his old enemies will be certain to seek him out, perhaps

hoping to harness his powers or prevent his return. The new Scarab could even be a player character in a Freedom City campaign.

The Scarab: PL 13; Init +2 (Dex); Defense 17 (15 flat-footed); Spd 30 ft., fly 40 ft.; Atk +6 melee (+15, unarmed), +7 ranged (+85, Energy Blast), +11 mental (+115, Mental Blast); SV Dmg +3, Fort +1, Ref +2, Will +12; Str 12, Dex 14, Con 12, Int 16, Wis 20, Cha 13.

Skills: Concentration +12, Diplomacy +5, Innuendo +5, Knowledge (history) +7, Profession (financier) +11, Sense Motive +10.

Feats: Identity Change, Iron Will, Psychic Awareness, Trance, Toughness, True Sight.

Powers: Amazing Save (Will) +5 [Source: Training; Cost: 1 pp; Total: 5 pp], Telepathy +11 [Extras: Illusion, Memory Alteration, Mental Blast; Source: Psychic; Cost: 6 pp; Total: 66 pp], Telekinesis +8 [Extras: Energy Blast, Flight, Force Field; Source: Psychic; Cost: 5 pp; Total: 40 pp].

SEA KING

Name: Theseus

Status: Inactive

Theseus—named for the ancient Greek hero who was related to Poseidon—is the son of the original Siren, a member of the Liberty League. Theseus's mother became Queen of Atlantis when she married the heir-apparent, Prince Thallor. Their son was the first child born of the union of an Atlantean and a surface dweller in centuries. Theseus inherited a measure of his mother's mystic powers as well as the destiny to ascend the throne of Atlantis. As a young man, he chose to see his mother's world for himself, and became known as the Sea King, Champion of the Seven Seas. The sea god Poseidon guided Sea King to aid Freedom City against the forces of Hades, and he became a founding member of the Freedom League.

Theseus left the League to return home in the 1970s and is now King of Atlantis. His daughter, Thetis, is the heroine Nereid, a student at the Claremont Academy and a member of the Next-Gen.

Sea King had medium-length blond hair and wore a close-fitting, sleeveless, blue-green scaled shirt and black leggings similar to a wetsuit, along with silver bands on his wrists. Although clean-shaven during his time with the League, he is currently bearded.

Sea King: PL 10; Init +3 (Dex); Defense 19 (16 flat-footed); Spd 30 ft., swim 70 ft.; Atk +6 melee (+85, unarmed); SV Dmg +3, Fort +3, Ref +3, Will +2; Str 14, Dex 16, Con 16, Int 10, Wis 14, Cha 15.

Skills: Acrobatics +8, Jump +10, Knowledge (oceans) +5, Listen +7, Spot +7, Survival +8, Swim +12.

Feats: Amphibious, Darkvision, Underwater Combat.

Powers: Alternate Form (water) +8 [Source: Mystical; Cost: 5 pp; Total: 40 pp], Super-Strength +6 [Extra: Protection; Source: Alien; Cost: 5 pp; Total: 30 pp], Swimming +8 [Power Stunt: Super-Swimming; Source: Alien; Cost: 2 pp; Total: 18 pp].



STAR KNIGHT

Name: A'Jan Koor

Status: Inactive

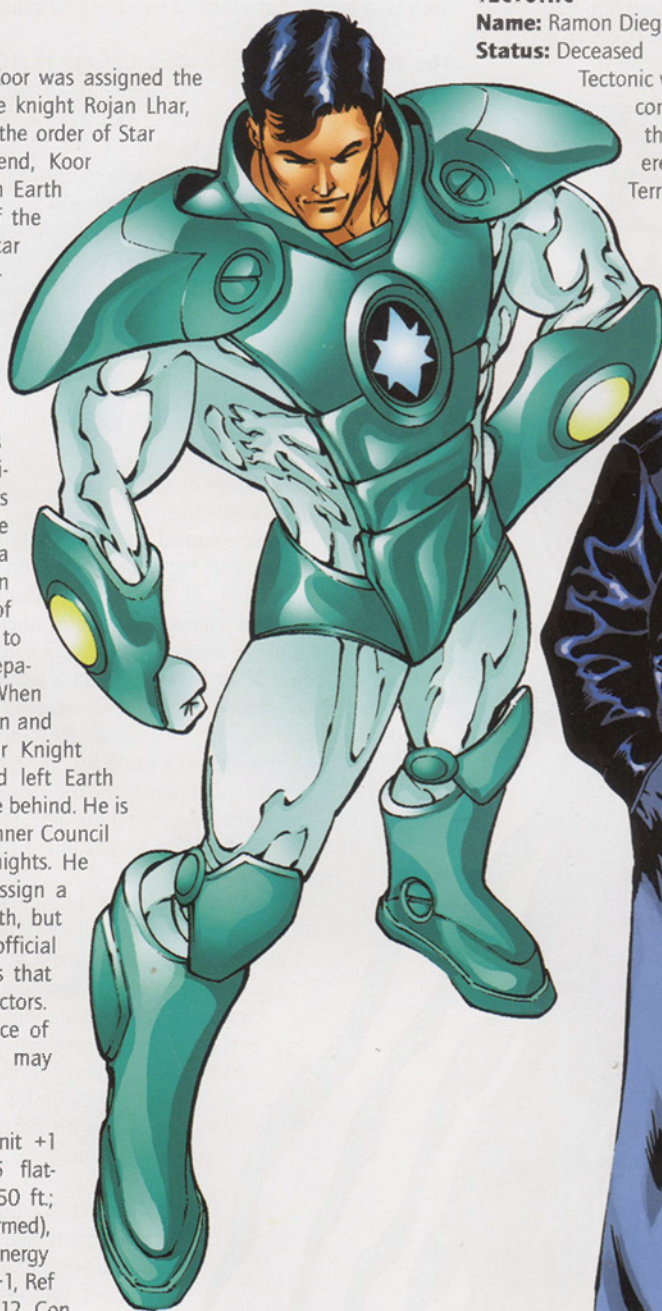
Star Knight Sir A'Jan Koor was assigned the duty of capturing rogue knight Rojan Lhar, the only one to betray the order of Star Knights. Toward that end, Koor became a superhero on Earth and later a member of the Freedom League. Star Knight's lack of familiarity with many Earth customs and habits sometimes proved a stumbling block for him, but he managed to overcome it. His knowledge of the universe beyond Earth was often helpful to the League and he found a kindred spirit in Daedelus. The two of them remain friends to this day, although separated by light-years. When he completed his mission and captured Blackstar, Star Knight was recalled home and left Earth and the Freedom League behind. He is now a member of the Inner Council of the Order of Star Knights. He has urged Mentor to assign a new Star Knight to Earth, but for the time being the official position of the Order is that Earth has enough protectors. The recent disappearance of his old foe Blackstar may change this, however.

Star Knight: PL 10; Init +1 (Dex); Defense 17 (16 flat-footed); Spd 30 ft., fly 50 ft.; Atk +7 melee (+12S, unarmed), +7 ranged (+10S, Energy Blast); SV Dmg +1, Fort +1, Ref +1, Will +3; Str 14, Dex 12, Con 12, Int 10, Wis 13, Cha 11.

Skills: Diplomacy +5, Gather Information +5, Knowledge (galaxy) +5, Listen +6, Sense Motive +6, Spot +6.

Feats: Attack Focus (Energy Blast), Iron Will, Power Attack.

Equipment: Star Knight Armor [Armor +10; Extras: Energy Blast (light), Flight, Immunity, Super-Strength; Power Stunts: Darkvision, Radio Hearing, Radio Broadcast, Space Flight, Super-Flight; Flaw: Device; Source: Super-Science; Cost: 5 pp; Total: 55 pp].



TECTONIC

Name: Ramon Diego

Status: Deceased

Tectonic was a young mutant with the ability to generate and control powerful vibrations that could, among other things, cause localized earth tremors. He first discovered his power when he was kidnapped by the Terra-King to power an "earthquake machine" to devastate the surface world.

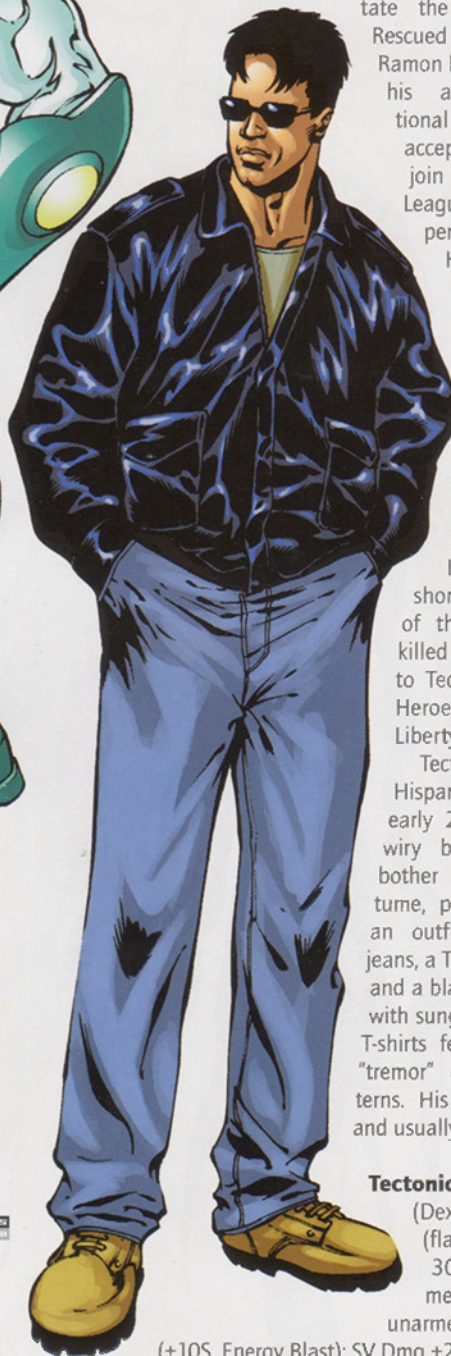
Rescued by the Centurion, Ramon learned to control his awakened vibrational powers and accepted an offer to join the Freedom League. The fiery-tempered young

Hispanic clashed with the more authoritarian

Centurion on occasion, but became an effective team member.

Unfortunately, his life, like that of his teammate Halogen, was cut short when members of the Katanarchists killed him. A memorial to Tectonic stands on Heroes' Knoll in Liberty Park.

Tectonic was a Hispanic man in his early 20s with a thin, wiry build. He didn't bother wearing a costume, preferring instead an outfit consisting of jeans, a T-shirt, work boots and a black leather jacket with sunglasses. Often his T-shirts featured different "tremor" or "quake" patterns. His hair was black and usually cut short.



Tectonic: PL 10; Init +3 (Dex); Defense 20 (flat-footed 17); Spd 30 ft.; Atk +6 melee (+2S, unarmed), +6 ranged

(+10S, Energy Blast); SV Dmg +2, Fort +2, Ref +3,

Will +0; Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 13.

Skills: Acrobatics +8, Balance +10, Bluff +5, Listen +4, Spot +4.

Feats: Dodge.



Powers: Energy Control (vibration) +10 [*Extras:* Energy Blast (*Extra:* Area x2), Energy Field, Force Field, Shockwave (as the Super-Strength extra); *Source:* Mutation; *Cost:* 8 pp; *Total:* 80 pp].

OTHER LEAGUERS

The Freedom League has included other members not detailed here. Most of these Leaguers were relatively short-term members of the team during Centurion's re-organization of the League in the late 1970s. They are left for the Gamemaster to detail as desired, and allow for additional former Leaguers as NPCs and supporting characters in your campaign. Perhaps a player character—or one of their predecessors—was a member of the League during this time.

A LEAGUE OF YOUR OWN

The Freedom League described in the *Freedom City* sourcebook is intended for use in a *Mutants & Masterminds* campaign. You can choose to use the Freedom League in any of a number of different ways in your game, depending on your interests and those of your players.

In name only: You might decide to adopt the Freedom League name for an entirely different team of heroes in your campaign. Perhaps the modern-day team never formed after the Terminus Invasion, or a different group of heroes (possibly the player characters) were inspired by that incident to become the Freedom League. You can choose to keep the Silver Age League of the 1960s and 70s in place or "retcon" them out of Freedom City's history as well, perhaps replacing them with a different hero team.

Out of town team: Maybe the Freedom League was reformed in the aftermath of the Terminus Invasion, but the Leaguers chose not to make Freedom City their home base. The current Freedom League might be based out of a different city, or even somewhere more isolated, such as a secret Antarctic installation or an orbiting satellite headquarters, allowing them to keep watch over the entire Earth. This keeps the League a presence in the campaign while removing the team from Freedom City.

Branch team: The Freedom League is based elsewhere, as described above, but they're interested in establishing branch teams in different cities, including Freedom City. The League might hold tryouts or interviews for new members to set up these "farm" teams (attracting the attention of foes like the Crime League or Argo, who might attempt to copy the powers of *all* of the heroes present). This option allows the player characters to be the "Freedom City" Freedom League, while other Freedom Leagues—including the modern team—exist elsewhere. Freedom Hall might be the player characters' headquarters in this case.

Old guard: After a decade of superheroing, the Freedom League is ready to call it quits, but they want to first find and train a replacement team to ensure that Freedom City and the world are protected. The player characters make up the members of the up-and-coming new team. They might start out as senior students at the Claremont Academy (see *Freedom City* and p. 62 of this book) or they might be independent heroes who have attracted the League's interest. They start out as the "beta team" of the League, handling more and more responsibility until their mentors think they're ready to take over full time. Of course, circumstances might thrust the player characters into taking up the mantle of responsibility before they're entirely ready, such as if an arch-villain kidnaps or even kills the other members of the League.

A team for everyone: The Freedom League roster has changed relatively slowly over the years, but the Gamemaster may decide that the League features more turnover, with heroes coming and going on a regular basis and a rotating cast of characters. Not only does this allow the player characters to rotate into League membership, it allows the GM to rotate older characters out and to bring in new ones if the players decide

to change characters over time. The membership of the League may change almost completely from year to year, with only the team's dedication to the cause remaining constant.

Otherworld heroes: The Freedom League described in *Freedom City* exists on a parallel Earth while the player characters either live in a Freedom City where they are the Freedom League (or at least the city's greatest heroes) or on an Earth without a Freedom League at all! This is ideal for Gamemasters who want to use the Freedom City setting as an alternate Earth for heroes to visit and perhaps set up "crossovers" with the Freedom League. Any Freedom Universe characters who crop up on the heroes' Earth can be explained away as cases of parallel development.

Villains: Finally, you can use the Freedom League as villains by consulting the "Villain Option" for each character given in the *Freedom City* sourcebook. A villainous League may be like the Tyranny Syndicate from Anti-Earth (*Freedom City*, p. 97) or they could be super-criminals from the heroes' own world (still with the possibility of a heroic or villainous League from a parallel Earth, just to add some confusion to the mix).

CAPERS

The Freedom League can form the basis for a number of adventures. The key in such adventures is to focus on the League as supporting characters and not take away from the efforts of the player characters.

Attack of the Zombie League: A wizard, such as Malador the Mystic (*Freedom City*, p. 163) raises the dead members of the Freedom League as super-powered zombie minions. The spell renders the zombies immune to the attacks of the current members of the Freedom League, but not necessarily to the player characters (assuming they're not members of the League). If some or all of the League members from *Freedom City* have died in your campaign, they join the ranks of the undead heroes.

Recruitment Drive: The Freedom League announces that it's looking to start up a new team, either a "trainee" hero team in Freedom City or a branch team in another city. It asks for those interested in applying for the new team to show up for "try outs" in Liberty Park. The try-outs and the new team might be legit (and a good way to kick off a new campaign) or they might not. Perhaps the Freedom League is trying to smoke out a possible spy trying to infiltrate their group, or maybe the "League" is not who they appear, but imposters who want to get a large number of heroes together in one place to lure them into a trap.

Time of Freedom: Someone is changing history to ensure the Freedom League never existed! The culprit might be Omega (or some minion of his). This adventure makes a good follow-up to the *Time of Crisis* adventure book, with a villain taking advantage of some "temporal flux" in the wake of the Crisis. The heroes must go to different points in history and ensure that events unfold as they were intended to, preserving the history of the Freedom League and the existence of their own timeline. For an alternate adventure, maybe someone has *already* altered the history of the Freedom League—resulting in your campaign world—and someone is trying to change it *back*! ■

THE CLAREMONT ACADEMY



BY STEVE KENSON ART BY CRAIG TAILLEFER

CAT-4

The Claremont Academy has been one of the most prestigious private schools in the United States for generations. Since its re-opening, the Claremont Academy has been setting new standards of academic excellence. It has also been secretly serving as the training ground for a new generation of super-powered heroes, under the guidance of Duncan Summers, who once operated under the heroic guise of the Raven (a role his daughter Callie now fills). The Claremont Academy is home to the young heroes called the Next-Gen, and is also a suitable place for setting up your own *Mutants & Masterminds* campaign based around a group of teenaged superheroes.

HISTORY

Dr. Charles Claremont founded the original Claremont Academy in 1871. In its first decades, the Claremont Academy established a reputation as one of the finest private preparatory schools in the country, a reputation that it maintained for its first century of operation. Graduates of Claremont went on to attend Ivy League schools and became captains of industry, politicians, and other important figures in society.

By the 1980s, Claremont Academy's prestige was beginning to wane. The school had a reputation for a conservative approach that didn't necessarily suit the needs of modern life. Its academic programs fell behind more cutting-edge educational theories and techniques, and its regular alumni fund-raisers grew less and less successful. The school might have recovered if not for the Terminus Invasion in 1993, which caused considerable damage to the Academy and its grounds. Faced with a shortage of funds for rebuilding, the Claremont Academy was forced to close its doors.

Wealthy philanthropist Duncan Summers purchased the Academy not long thereafter and began work to restore and improve the campus while maintaining much of its original style and charm. The work was completed a couple years later and, in 1996, the newly refurbished Claremont Academy accepted its first class of new students. Word quickly spread that the Academy was improved and restored in nearly every way. Although he had no background in education, Mr. Summers was a very capable administrator, and served as the school's new headmaster. In no time at all, the application list for the Claremont Academy grew far beyond the school's capacity for new students.

The general public remains oblivious to Duncan Summers's true reason for purchasing the Claremont Academy: creating a secret school for teaching young people with super-powers how to control and use them constructively. Having trained his own daughter to take his place as the Raven, Duncan Summers realized that he enjoyed teaching and that he was good at it. Since the Academy re-opened, Summers has gathered dozens of "gifted" students, who are given scholarships to attend the school.

A group of the Academy's gifted students have banded together into an informal team known as the Next-Gen, detailed on pages 126–135 of the *Freedom City* sourcebook.

THE CAMPUS

Claremont Academy is located in the southern area of Bayview known as Bayview Heights. The campus is situated on a large private estate, surrounded by wooded acreage, not far from South Bay Road. The campus consists of several buildings surrounding a central quad. Although the structures of the Academy have maintained their turn of the century architecture and appearance, they are of fairly recent construction and use modern building materials. Some of the buildings also have hidden features added under Duncan Summers' direction to serve the school's special needs.

THE QUAD

The school's main facilities are located in a set of interconnected buildings around a central courtyard, called the Quad. These buildings hold Claremont Academy's main foyer (with dedication plaques, trophy cases, and other school memorabilia), classrooms, labs, and other academic facilities, along with the offices of teachers on staff.

DORMITORIES

Claremont Academy is a live-in school for many of its students, with two dormitory buildings located north of the Quad and the gardens. Most student accommodations are double-rooms, although junior and senior students may have single rooms. Dorm rooms have double beds, bureaus, desks, and other amenities. Although decorated in a turn of the century style, they have modern facilities, including connections to the campus intranet and phone jacks. Cable television is provided only in the student lounges on each floor. The dorms are co-ed, and students earn extra credit as dorm monitors and residence assistants for the other students in their dorm.

A secret underground tunnel leads from the western student dorm to facilities under the administration building.

ADMINISTRATION BUILDING

West of the dorms is the administration building, housing the offices of the Headmaster and the school administration, along with on-campus quarters for Mr. Summers and certain live-in members of the Academy's staff. Unknown to most of the staff, the admin building also has secret sub-basement levels, accessible by secret elevators that run through Duncan Summers' office and the library, as well as three secret tunnels, one leading to the student dorms, one to the carriage house, and a third to the woods near the athletic field.

The sub-basement levels of the admin building are special facilities for training and working with the Academy's super-powered students. They include labs, testing facilities, a briefing room, and a sophisticated combat simulator. The elevators and doors to the sub-levels have retinal scanners that limit access to key members of the administration and certain students (including the members of the Next-Gen).

GARDENS

Between the quad and the dormitories are the walled gardens of the Academy grounds, lovingly tended and landscaped in a traditional English style. The gardens primarily beautify the grounds, although they also provide examples of exotic plant-life for biology classes. Serena Vervain (Seven) has also cultivated some herbs with mystical uses in the gardens with Mr. Summers's permission.

ATHLETIC FIELD

Behind the Academy lies a large, lightly wooded area that includes a swimming pool, baseball diamond, and open field used for various sports and athletic activities. The field is a popular area for students to relax and enjoy the outdoors during good weather.

THE FACULTY

Claremont Academy has a small faculty of teachers and administrative staff. Duncan Summers has seen to it that all faculty members are aware of the school's "gifted" students and its true purpose, and of the importance of keeping these things secret for the time being. The faculty has been hand-picked not only for their expertise at their jobs, but for their ability to deal with the unique circumstances of working at the Academy and handling any strange situations that may crop up. Since many of

them are native to Freedom City, things like the threat of supervillain attacks aren't particularly new to them.

DUNCAN SUMMERS, HEADMASTER

School headmaster Duncan Summers (alias the original Raven) is described in detail on p. 116 of *Freedom City*. Most of the students at the Claremont Academy have no idea that Mr. Summers is anything other than a wealthy eccentric who took over the school and brought it back from bankruptcy. Even Claremont's super-powered students only suspect that Summers was once a costumed hero himself. They have a good idea that he was the original Raven, but Summers has never confirmed their suspicions (his close times with the current Raven and the Freedom League have, however).

ALAN ARCHER, PHYSICAL EDUCATION

Mr. Archer was once known as the super-speedster Hot-Rod. He had a brief career as a superhero in the 1970s before he began taking drugs to deal with the pressures of his dual-identity and to maintain his flagging powers. He was eventually forced to abandon his super-heroic career entirely and dropped out of sight, remembered as only a footnote in the city's heroic history. Duncan Summers tracked Archer down and arranged to get him clean on the agreement that he would become an instructor at the Academy. Alan kicked his drug habit and has remained clean for several years now. He has discovered that he enjoys teaching, and he's devoted to Duncan Summers and the school.

Although his powers have faded since his superhero days, Archer is still capable of bursts of superhuman speed, and his endurance is considerable (and probably one of the things that allowed him to survive his years of drug abuse). His abilities allow him to keep up with and challenge his super-powered students.

Alan Archer: PL 7; Init +9 (Dex, Super-Speed); Defense 23 (14 flat-footed); Spd 55 ft.; Atk +10 melee (+2S, unarmed); SV Dmg +4, Fort +4, Ref +9, Will +0; Str 14, Dex 18, Con 18, Int 12, Wis 11, Cha 12.

Skills: Balance +8, Profession (teacher) +8, Taunt +5.

Feats: Attack Finesse, Dodge, Endurance, Evasion, Rapid Healing.

Powers: Super-Speed +5 [Extra: Deflection; Power Stunt: Water Run; Source: Mutation; Cost: 7 pp; Total: 37 pp].

GABRIEL MARQUEZ, COMPOSITION AND ENGLISH

Gabriel Marquez was a member of the original faculty of the Claremont Academy. He was paralyzed during the Terminus Invasion, when Omega's troops destroyed the original Academy. The incident also awakened in him the ability to nullify energy, a power that he uses to keep Claremont's super-powered students in line and to protect the school when necessary. Marquez remains somewhat dubious about Mr. Summers's intentions for the school, but then he never intended or wanted to be a superhero himself. He sometimes plays devil's advocate with Duncan Summers and is known as one of the only faculty members willing to stand up to the school's formidable headmaster.

Gabriel Marquez: PL 7 (see below); Init +0; Defense 13 (13 flat-footed); Spd 20 ft. (wheelchair); Atk +3 ranged; SV Dmg +2, Fort +2, Ref +0, Will +0; Str 10, Dex 10, Con 14, Int 16, Wis 16, Cha 13.

Skills: Craft (writing) +8, Profession (teacher) +10, Sense Motive +8.

Feats: Detect (super-powers).

Powers: Neutralize +15 [Extras: Neutralizing Block, Neutralizing Field, Nullification; Source: Mutation; Cost: 5 pp; Total: 60 pp].

Weakness: Disabled (paraplegic).

OPTION: THE SUPER-SCHOOL

If you find keeping the true nature of the Claremont Academy a secret from within as well as without too much work in your campaign, feel free to change things so that Claremont has a smaller student body made up entirely of super-powered youngsters, allowing them to use their abilities openly so long as they are on the school grounds and concealed from prying eyes. This makes the Academy a bit more of a haven for unusual students, while maintaining the school's secrecy with the outside world. If you want, you can even have the true nature of the Academy publicly known, although this opens up Claremont to attacks from supervillains and other threats. Use whichever version of Claremont Academy best suits your campaign style.

Note: Prof. Marquez's Neutralize rank exceeds his power level, but he is also not a typical hero or villain character, and his abilities in all other areas are those of a normal person. The GM should treat him as an unusual exception to the usual power level limits outlined in the *Mutants & Masterminds* rulebook.

THE STUDENT BODY

The Claremont Academy's most prominent students are the Next-Gen. However, they are by no means the school's only students, or even the only students with superhuman abilities.

Not all of Claremont's students have the kind of powers exhibited by the Next-Gen. In fact, some have relatively weak or uncontrolled super-abilities. They're not at the Academy to learn how to be superheroes, they're there to learn how to cope with and control their gifts.

The other Claremont students are left up to the Gamemaster to create as suits the campaign. These students can be player characters, supporting NPCs, or just background color for a visit to the Claremont Academy. Keep in mind that the Academy's role as a training ground for superhumans is a secret, so any super-powered students must keep their abilities under wraps for the most part.

SCHOOL DAYS: THE CLAREMONT CAMPAIGN

Gamemasters can use the Claremont Academy as the home base for a *Mutants & Masterminds* campaign focusing on teen superheroes as they learn to control and use their powers responsibly. You can use the Claremont Academy as presented here and in *Freedom City* or modify the school and its characters to suit your own particular campaign concept. For example, you might prefer to make the player characters the members of the Next-Gen, using the characters from *Freedom City* for another purpose or ignoring them altogether. Here are some possible uses for the existing Next-Gen team:

1. Upperclassmen: The members of the Next-Gen are the "upper-classmen" of the Claremont Academy, but by no means the only super-powered students. Player characters in a Claremont campaign might be younger or less-experienced students than the Next-Gen (possibly at a lower power level), just starting out at the school. They come together to form their own sort of "team" and may try to emulate the upperclassmen, eventually taking on challenges of their own.

2. Underclassmen: You can reverse the roles, with the player characters as members of the Next-Gen and the Next-Gen characters as the younger and less experienced students. In this case, you may want to lower the power level of the Next-Gen characters by a couple levels to reflect their relative inexperience. The underclassmen may look up to the player characters as peers or see them as potential rivals (see below). This approach makes the player characters the most prominent students at the school.



3. Student Rivals: Maybe the Next-Gen are contemporaries and fellow students of the player characters but there are two separate cliques or groups: the Next-Gen and the player characters' group. A friendly (or perhaps not-so-friendly) rivalry might exist between the two groups as the students compete with each other in training sessions, campus sporting events, and academic competitions. You can have some fun with "no powers" contests of skill or athleticism, or with "war games" played out using the students' powers.

4. School Rivals: Using the villain options given in *Freedom City*, the Next-Gen might be students at a rival school that secretly trains super-criminals, perhaps as pawns of the Midnight Society and SHADOW (*Freedom City*, p. 174). In this case, the villainous Next-Gen is made up of a combination of elitist, wealthy snobs and greedy social climbers. They delight in cruel pranks against the Claremont Academy and its student body, but like the Claremont students, they are supposed to keep their existence and their powers a secret.

5. The Old Alma Mater: There is enough room in the Claremont Academy's history for a graduating class preceding the Next-Gen (starting in 1996 and graduating in 2000, the first heroes of the new millennium, perhaps?). The player characters could be this first class, now attending colleges in Freedom City and starting their careers as super-heroes. Trained by Duncan Summers, they might see the Next-Gen as kids getting ahead of themselves, setting up some friction between the two groups. Mr. Summers may seek the help of his former students from time to time, or ask them to provide guest-lectures at the Academy for its special students. There's also room for the occasional flashback story to the heroes' Academy days together.

6. Otherworld Counterparts: If the player characters are the Next-Gen from their version of Freedom City, perhaps the characters described in the *Freedom City* book are the Next-Gen from a parallel Earth. They could show up at the campaign's Claremont Academy due to a failed spell on Seven's part or an unusual malfunction of

Megastar's M.E.G.A.S. technology. Getting them back home might be tricky, and their sudden arrival could draw the attention of interdimensional threats to the Academy.

7. Tragic Losses: Finally, you may decide that the students of the Next-Gen were tragically lost and the player characters are their "replacements" and new students at the Academy. Perhaps the Next-Gen faced an opponent too powerful for them or disappeared into the Terminus or some other dimension. The loss of his students is certain to have a profound effect on Duncan Summers, who may become rather harsh and overprotective toward the player characters because he doesn't want to ever lose another young life. This may force the new students to keep any crime-fighting activities a secret from their headmaster (at least at first).

CAPERS

The following are some short adventure ideas Gamemasters can use in conjunction with the Claremont Academy.

Babysitting: The heroes have the opportunity to meet the Freedom League (or a similarly famous adult hero team). Unfortunately, an accident or the actions of one of the team's foes causes the adult heroes to regress to childhood both physically and mentally, while still retaining a portion of their powers! The young heroes must take care of their suddenly even younger charges while keeping them out of trouble and searching for a cure for their condition. They may also have to deal with the plans of the supervillain who regressed the older heroes in the first place, and keep word of the problem from reaching the city's criminal element and sparking a crime-wave. Alternately, the "youthening effect" might happen to Duncan Summers and members of the Claremont Academy staff, forcing the heroes to scramble to cover their absence while looking for a cure.

ALTERNATE ACADEMIES

The Claremont Academy described here and in *Freedom City* is suitable as a home base for a group of teen superheroes. If the Gamemaster wants to run a different type of campaign, the Claremont Academy may serve a different function. Some possibilities include:

- **Commando School:** The Academy is a cover for a secret training program for covert and "black" ops, perhaps under the guidance of the government or AEGIS, or maybe just freelance mercenaries of crime-fighters. Duncan Summers might be training talented "normal" students like he did his daughter, creating an elite crime-fighting cadre or even army. This sort of approach is best suited to a darker "street-level" superhero campaign, with the students part of a war against crime.
- **Magic Academy:** Claremont could be a school for the mystic arts, where young wizards and witches are taught spellcraft, alchemy, and spirit summoning. In this case, Duncan Summers could be a crusty old wizard, or simply replaced with the master mage Eldrich (*Freedom City*, p. 135). Seven still works quite well as a student and the other students can be replaced or modified as necessary (with Bowman as a mystic archer from another Earth, perhaps, and Nereid focused more on sea-magic, for example).
- **School of Super-Villainy:** Perhaps the Claremont Academy is a front for a secret school training new super-criminals! This is an option for Gamemasters who want to use the Academy as a home base for a rival group of teen super-villains. The player character heroes might attend another school in *Freedom City*, maybe even a public school (such as Joseph Clark High, p. 54, *Freedom City*).

Bad Medicine: There are some new students at the Claremont Academy, formerly normal kids who appear to have manifested powers of their own. What the Academy faculty and students don't know yet is that these kids are getting their powers from designer drugs like max and zoom (*Freedom City*, p. 86) because they want more than anything else to be like Claremont's "special" students. Unfortunately, the kids are hooked and deep in debt to the *Freedom City* Mob, which intends to use them to commit crimes on the side. When the player characters see some suspicious behavior, they must investigate and decide how they're going to put a stop to these new "extracurricular activities."

Life with Quirk: The interdimensional imp Quirk (*Freedom City*, p. 173) decides to apply to the Claremont Academy as a student. Although he's turned down, Quirk decides to attend the school anyway, causing trouble with his mere presence (and his general lack of understanding about human limitations). He may decide to join up with the player characters' team, offering them his own unique brand of "help." If the students are underclassmen, Quirk may start dreaming up threats for them to handle just so they can show what great heroes they are.

RUNNING A TEEN HERO CAMPAIGN

Running a *Mutants & Masterminds* series for teen superheroes is somewhat different than a more mainstream comic book campaign. There are different genre conventions and types of adventures, as well as different sorts of characters that the GM may wish to take into account.

GENRE CONVENTIONS

The conventions of a particular genre are commonly accepted elements that frequently appear in that genre. For example, it's a common superhero genre convention that heroes dress in brightly colored costumes and

that any effort toward disguising one's secret identity (even just a domino mask or a pair of glasses) is sufficient to fool pretty much everyone. The teen hero genre has some particular conventions of its own. Gamemasters running teen hero campaigns may want to keep these elements in mind and include them in games as a way of making the campaign feel more like the original comic book stories.

DON'T TRUST ANYONE OVER 20

Teen heroes may respect their elders, but ultimately teens in these stories don't trust adults to understand them or to handle their problems. Instead, the teens prefer to handle things on their own, even if that causes more problems than it solves. This is something of an extension on the idea that "nobody likes a tattletale." So even if a group of teenaged heroes runs into evidence that their archrivals are fellow students at their school, they're not likely to go to the faculty or the authorities with the problem.

KEEP YOUR POWERS TO YOURSELF

Even more than other heroes, teen heroes tend to conceal their true identities. They may in fact not even operate openly as superheroes, using their powers "behind the scenes" or carefully keeping even their superheroic personae out of the public eye. Usually this is because teen heroes are concerned that, as minors, they'll be told to stop using their powers or their true identities will be discovered. This means many teen heroes don't even tell their parents or guardians about their powers, although some may, if their parents are especially understanding.

FRIENDS COME FIRST

When you're a teen hero, your friends are *everything*. They're the teen hero's real family, a family of choice rather than the family the hero just happened to be born into. Typically friends will include the teen's fellow heroes, but also romantic interests, childhood friends, athletic teammates, and other school friends. Teen heroes are just as prone to being in cliques or particular social circles (although they're more likely to bridge gaps and try to get everyone to get along).

TEEN ISSUES MATTER

Teen heroes are still teens, and still must deal with many of the same issues, including finding a place where they feel that they fit in, emotional and physical maturity, feelings of isolation, academic challenges, and friction with their families. From the teen perspective, these problems are all considerable, even if they don't seem overly so in retrospect.

CHARACTER CREATION

You can create teen heroes using the standard *Mutants & Masterminds* character creation rules. Players and Gamemasters may wish to keep certain guidelines in mind when it comes to creating teen heroes. These guidelines are optional and based on the sort of campaign that the Gamemaster wants to run.

POWER LEVEL

While it's possible to start teen heroes off at power level 10 (or even higher), Gamemasters may want to begin a teen hero campaign at a lower power level, say PL 7 or 8, to reflect the fact that the teens haven't come into their full power as superheroes just yet. Generally PL 7 or so is suitable for "underclass" teen hero campaigns, while PL 9 or so is better suited for "upper-class" teen hero games. Modify as needed for the desired type of campaign.



ABILITY SCORES

Teen characters may have slightly lower ability scores, particularly Wisdom, to reflect their relative immaturity. Of course, teen superheroes still tend to have abilities well beyond those of ordinary teens, but they may not quite measure up to adult heroes, even those at the same power level.

SKILLS

Teen characters may not have quite as many skills as their adult counterparts, given their inexperience. They're less likely to have skills like Knowledge or Profession (except about things that teens would know or do). In many ways, the cost of skills in *Mutants & Masterminds* works well with a teen heroes game because teens are more likely to get by on their talents (ability score bonuses) and minimal training rather than having a lot of skill ranks.

POWERS

Teen heroes can have the same powers as other heroes, within the limits of their power level. As mentioned above, teen heroes tend to start out at a lower power level than most other heroes, giving them something to "grow into" as the series progresses (see Advancement, below).

Teen heroes also tend to have more strongly unified power themes than their adult counterparts, although that is by no means the rule. Gamemasters may want to encourage players to create their teen heroes around a single power (perhaps with some extras or power stunts), having the characters develop new power stunts during play using extra effort, then spending their earned power points to make them a permanent part of the character's abilities.

ADVENTURE ARCHETYPES

Certain types of adventures are common in teen hero campaigns. The GM can use these archetypes (and the ideas from the Capers section, above) for inspiration when creating adventures for a teen hero campaign.

AFTER-SCHOOL SPECIAL

The "After-School Special" adventure is designed around a particular teen-related issue as a plot hook. For example, the "Bad Medicine" idea given in the Capers section deals with the issue of drug-abuse by confronting the heroes with other teens who are using drugs to be like their superhero idols. Gamemasters can use other teen issues like prejudice, peer pressure, thrill seeking, and so forth as seeds for adventures. For example, maybe a young hacker gets control of the heroes' headquarters, thinking that he's playing a "cool new video game" over the net, or a young mutant who has just developed powers runs away from home, afraid to tell her parents, and pursued by villains who want to study and replicate her DNA.

The trick with After-School Special adventures is not to make them too preachy or obvious. Instead, use the issues as springboards, creating scenarios that involve them, but that aren't necessarily about them. In the example of the runaway mutant, the story is only partially about runaways and the trouble that they face, it's also a superhero story about mutant powers and sinister villains. So long as you're not too heavy-handed about it, After-School Special adventures can really help a teen hero campaign to feel like the teen hero stories from comics and television.

PRACTICE MAKES PERFECT

Teen heroes have a lot of training to endure. While adult heroes may train to keep in shape and practice their powers, teen heroes have to train to learn the skills that will make them into adult heroes. That means training can be a significant element of a teen hero campaign and also the basis for various kinds of adventures.

First, a training session or trip may be an adventure in and of itself. A team of young heroes may be assigned a survival trip in the wilderness, for example, or asked to use teamwork to overcome an obstacle course set by their trainer and mentor. The team must work together to achieve their goals.

FLASHBACKS

One option for teen hero adventures, for GMs who aren't interested in running a long-term teen hero game, is the "flashback" game, wherein the older heroes of the regular campaign are regressed to teens, allowing them to have an adventure or two from that perspective before returning to the regular campaign (and their normal ages). This can be accomplished in any number of ways. The GM might set a flashback story years in the past, an "untold tale" of the heroes' youth, assuming that they all had powers back then, or were at least usable as player characters. Another option is for something—from magic to a strange scientific accident—to transform the heroes into teens, also giving them the mindset of teenaged heroes.

Then there's the training session gone wrong. Things start out routinely, but then there's a natural disaster, or a failure in the systems running the computer simulation, and the young heroes are suddenly faced with a very real challenge to overcome, perhaps using the skills and tactics they've learned in previous training sessions.

Finally there's the all-important test that a hero or team has been preparing to take. Sometimes another crisis distracts from the test or an unexpected crisis is the test, only the hero doesn't know it. A failed test may teach a hero a more important lesson than an easy success, and encourage the character to try harder to succeed in the future.

RIVALS

Although they have their villains like everyone else, teen heroes may also have particular rivals. They are typically fellow teens, perhaps even classmates (although the heroes might not know that) or students at a rival school. The rivals of teen heroes are often like rival sports teams or other competitors from different schools. They may have a friendly rivalry (like two groups of heroes who compete to see who's the best crimefighters) or

decidedly unfriendly, such as young criminals who use their powers for evil and to show up the heroes at every opportunity.

SCHOOL DAZE

While adult heroes often must worry about their jobs and their social lives, teen heroes have to deal with school as the center of their universe until they graduate. That means classes, homework, school trips and projects, and school activities like sports, clubs, and social events. In many ways, the school serves as a kind of supporting character in the campaign as well as a backdrop for many of the adventures.

It's easiest if all of the heroes attend the same school, even if they're in different grades. This keeps the characters together and makes their school a central location in the campaign. Some teen heroes may attend public high schools while others go to private school. Some, like in a Claremont Academy campaign, may attend a "special" school intended to teach them how to use their powers in addition to giving them an education. The Claremont Academy combines elements of a private school and a secret super-school. There are normal students at the Academy, and characters are expected to keep their powers under-wraps for the most part.

Dealing with school constantly reminds the players where the heroes are and who they are. Teen heroes have to come up with reasons to duck out of class to handle some crisis, how to explain to their prom date that they were off saving the world, and how to fit in homework, studying for final exams, and patrolling the streets for crime. Use elements of the characters' school life to reinforce the feel of the campaign.

CAMPAIGN STRUCTURE

The structure of a teen heroes campaign tends to follow the progress of the teen hero's high school education, from being a novice freshman to graduation into adult life. Note that although this structure is expressed in high school terms, it doesn't have to be literally followed. A teen hero



campaign could progress from freshman to senior stage faster or slower than one year at a time, at the GM's discretion, depending on the characters and the story.

UNDERCLASS

At the beginning of the campaign, the characters are inexperienced newbies. They have probably only just gained their superhuman powers and have only the barest ideas of what they're capable of doing with them. You might want to play out the character's origin stories as part of the prelude to the campaign, or during the first adventure. Then the characters decide to use their powers for good, perhaps under the guidance of a trusted mentor or teacher.

In a Claremont Academy campaign, the characters are new students at the Academy. Other heroes, such as the Freedom League or the Atom Family, or perhaps Duncan Summers himself, may have discovered them. If the characters' parents or guardians are aware of their powers, perhaps they get in touch with the Claremont Academy. Any characters who show up on the news or otherwise in the public eye are also certain to get the Academy's attention.

The characters must deal with going to a new school, likely with students they've never met before, and with keeping their powers secret and under control while they begin training in how to use them. The characters get acquainted with the school, the faculty, their fellow students, and whatever challenges that lie ahead for them. They also face the first real tests of themselves and their powers.

UPPER-CLASS

"Upper-class" heroes have some direction. They've become more familiar with their capabilities and gotten just enough experience to probably make them a little more confident, perhaps even a little *overconfident*. The characters have some experience under their belts and more established heroic identities. The Next-Gen characters from *Freedom City* are good examples of "upper-class" characters, for the most part.

In a Claremont Academy campaign, upper-class characters are likely juniors or seniors at the Academy, possibly members of the Next-Gen. They're dealing with the challenges of balancing their superhero lives against the demands of academics, friends, and other activities. They're learning responsibility and serving as role models for younger students, while trying to strike out on their own and establish their own unique identities.

POST-GRADUATE SERIES

A teen hero campaign that "graduates" to a post-high school world doesn't necessarily have to end. There are plenty of opportunities to keep the heroes together and deal with the changes in their lives that come after they've graduated from school.

Some or all of the heroes may head off to college, and there are plenty of colleges and universities in Freedom City for young heroes to attend in their secret identities. Some characters may go to the same school while others might attend different schools, putting a little distance between the characters and giving the GM the opportunity for new subplots and supporting characters based around the characters' new school(s). Maybe there's even a little friendly school rivalry between the player characters. Don't forget about the possibility of the characters' high school rivals attending the same college as them, or a rival school, allowing them to maintain their rivalry.

Claremont Academy characters might decide to stay on at the Academy as teacher's aides, student teachers, or administrative staff, allowing them to become instructors and mentors for new classes of super-powered students. Heroes with younger siblings might discover

that they have the potential for super-powers and introduce them to the school. Gamemasters can start up a new teen hero campaign, with the older former player characters as supporting cast, or introduce new younger students as supporting cast in a teen hero campaign that has grown-up and graduated into the adult world.

ADVANCEMENT

Gamemasters should consider the issue of character advancement for a long-running teen hero campaign, especially one that's intended to "graduate" into a more adult mainstream superhero series. If the heroes adventure frequently, they can easily earn enough power points to bump them up several power levels over the duration of the series. By the time the teen heroes graduate, they could be far more powerful than their adult contemporaries!

Gamemasters should take the starting power level of the characters into account, along with a rough idea of the desired "post-graduate" power level, if the campaign is intended to go past the heroes' high school careers. For example, if the campaign starts out at PL 7 and is intended to "graduate" around PL 10, the heroes will need to earn 45 power points over the course of the series. At one or two power points per adventure, this is a good, long series before the young heroes graduate. ■

A BRIGHT AND SHINING FUTURE: FREEDOM CITY 2525

BY CHRISTOPHER L. MCGLOTHLIN

ART BY CRAIG THILLEFER



Welcome to Freedom City, Galactic Citizens! Current time in "the city of the future" is 6:53 AM, Tuesday, August 21, AD 2525. You are accessing the USNet Metropolitan Information Center's public data banks. The following files are recommended to acquaint first-time visitors with Freedom City's colorful history, famous landmarks, and best-known residents. Whether you're an official visitor en route to the Confederation of Planets Building, or a tourist hoping to catch a glimpse of the legendary Freedom Legion, we hope this information will help you make the most of your visit.

The wonders of the galaxy await in Freedom City. We hope you enjoy your stay!

THE WORLD OF TOMORROW

For six centuries, Freedom City and its resident super-beings have led humanity through some of the gravest crises in history. From the global anarchy following the worldwide computer failure in 2112 to the galaxy-engulfing Grue War in 2378, the city and its superheroes have shown the way to a bright, shining future for all.

In the 26th century, Freedom City's importance remains undiminished, as it serves as Earth's primary gateway to the stars, and the center of its interplanetary trade. In addition, the interstellar Confederation of Planets established its headquarters in Freedom, making the city the nexus of that organization's mission to promote galactic peace.

The Confederation's efforts are ably supported by the city's current generation of superheroes, the most famous of whom are the members of the Freedom Legion. This team of stalwarts is revered throughout the galaxy for its dedication to justice and liberty for all sentient beings, and tales of the Legion's heroic exploits inspire the inhabitants of countless worlds.

THE CITY OF THE FUTURE

Visitors from lower- or anti-technology worlds find Freedom City strange at first, but in time most come to appreciate its modern conveniences. Rest assured that all publically accessible devices are designed to be completely user friendly, and have built-in safeguards that prevent them from inflicting harm, inadvertently or otherwise.

Economically, Freedom City is much like the rest of Earth. Want is a thing of the distant past, but the disparity between the rich and other social strata is still present. Even after eight millennia, wealth (measured in Confederation Credits, these days) has its privileges.

City services such as the hover-rail train system, access to the solar/fusion power grid, and connections to the computer network are provided free of charge. Other necessities such as basic food and lodging can be attained at no cost from municipal agencies, but admittedly do not match the quality of privately owned restaurants and hotels.

Culturally, Freedom City is the very definition of cosmopolitan, and residents overwhelmingly tend to be friendly and welcoming of visitors, no matter how alien in appearance. Even in an age of unprecedented peace and plenty, however, a criminal element in the populace endures, mostly in the notorious Fens district. Thankfully, the Freedom City Police Department remains on the job as well, and stands ready to assist visitors in need.

Despite the small number of resident miscreants, Earth visitors are likely to find much to like about human society. Problems that persist on other worlds like poverty, prejudice, disease, hunger, and ignorance have been nearly eradicated on Earth, and humanity's commitment to eliminating these problems on other worlds is both genuine and admirable.

FREEDOM CITY OVERVIEW

A time-lost Freedom resident from before the Crisis of 2112 would no doubt be shocked by the city's changed appearance, with its towering

plasteel skyscrapers, gleaming glassteel windows, and holographic billboards. Although it resembles the metropolises dreamed of in the utopian fiction of the past in many ways, present-day Freedom City is glorious beyond all prior imaginings.

Our hypothetical visitor from the past could still find his way around town with surprising ease. This is because all Freedom's renovations have long been carried out by the super-powered "city spirit" Dr. Metropolis, who often changes buildings in form but rarely in function. Therefore, a 21st century man might not recognize Freedom Medical Center and its modern, "futuristic" design, but so similar is the city layout he could still locate it using a street map from his native time-period.

Thanks to Dr. Metropolis's redevelopments, much of Freedom City's history and environmental quality has been preserved, while still allowing the city to remain on the cutting edge of modern technology. The following is a sampling of notable Freedom City sites that both maintain the traditions of the past and point the way to the future.

THE CONFEDERATION OF PLANETS BUILDING

Towering over the Freedom City skyline on the former site of the Federal Plaza is the Confederation of Planets Building, home to the grandest experiment in recorded history. Here, the day-to-day struggle of ensuring peace in the galaxy takes place, with all the triumphs and tragedies attendant upon such an epic undertaking.

The building itself was specially redesigned by Dr. Metropolis to accommodate life-forms from a variety of different biospheres, as well as being sturdy enough to survive a sizable bomb blast. More than once, the building's resiliency has been tested, as the Grue Empire, the Tyranny Legion, and (possibly) the Unification Movement constitute merely the short list of those who have attempted to raze it over the years. As a further precaution, an elite detachment of Confederation soldiers garrisons the building and grounds at all times, under the command of the legendary General "Fast" Eddy Webb.

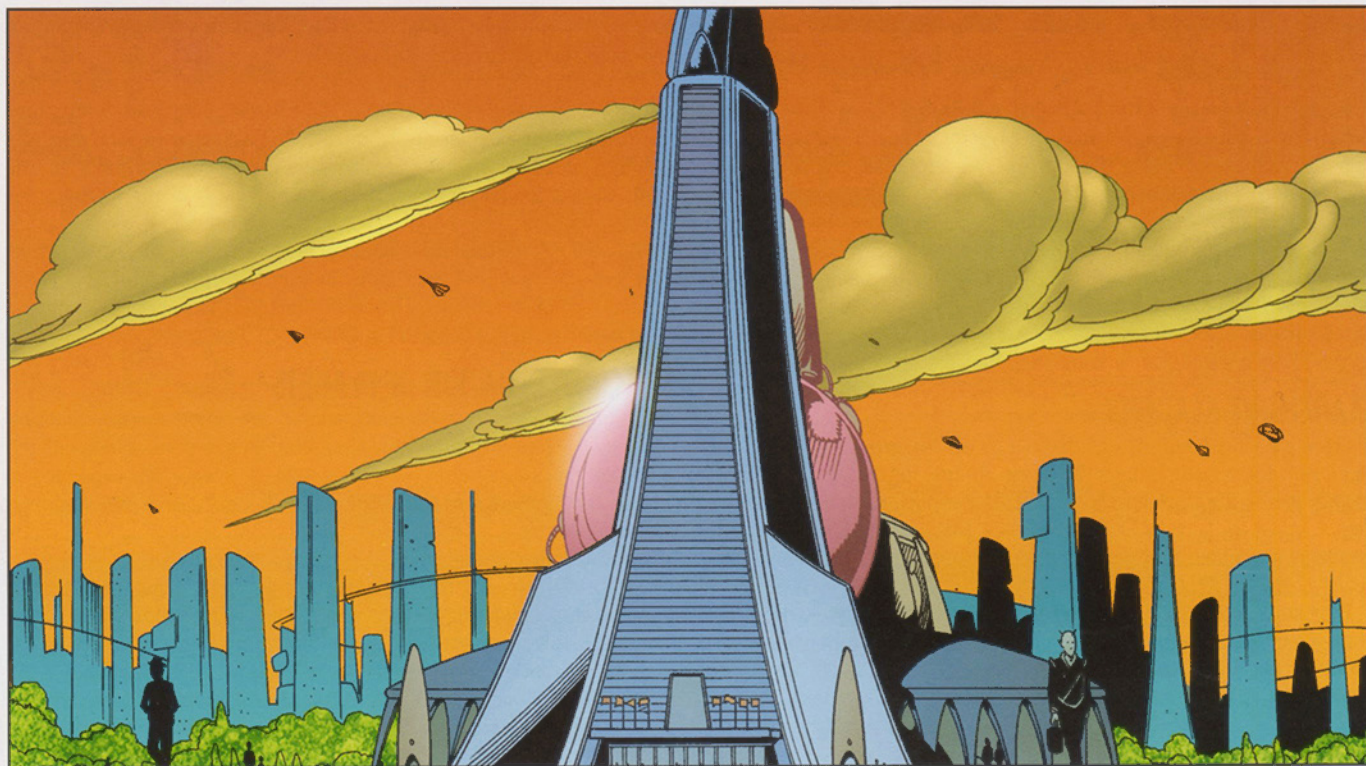
The building houses offices for the confederation president, the Secretariat, the ambassadors of the member worlds, and the chiefs of staff of the Space Fleet and Army. The largest room is the famous General Assembly chamber, where matters of concern to the entire alliance are debated and voted upon. Such meetings are watched with great interest, not only for their political ramifications, but the past history of supervillains and extremist groups choosing such moments to launch their attacks.

CITY HALL

One of Freedom's enduring landmarks, City Hall's neo-classical exteriors remain unchanged from centuries past, but its interiors are now equipped with the latest in electronics and computers. This allows the city's officials and highly trained coterie of technicians to monitor municipal services and keep them running at peak efficiency, as well as rapidly deal with any emergencies that arise.

The top local official in Freedom is the city administrator, who is appointed by and answerable to the United Earth government. While its prestige makes the job highly sought after, the challenge of balancing the interests of the city, the planet, the Confederation, and the thousands of alien cultures represented in the metropolitan area is often overwhelming.

Fortunately, current City Administrator Thomas Filsinger has thus far proven more than up to the task, and has been both utterly tireless and completely unflappable in the face of catastrophes large and small. He has also shown considerable diplomatic skills, as evinced by his close relationships with President Mohareb and most of the leading Confederation ambassadors.



The Police Commissioner's Office, currently managed by Steven Walmsley, oversees the city's day-to-day security. Walmsley holds the commissionership thanks to a surprise appointment by Filsinger, who passed over several more experienced candidates for the job in a purported effort to "get some new blood" into the city's administration. So far, Walmsley has gone about his job quietly, and has avoided all publicity, both good and bad.

THE BASEHART INSTITUTE FOR MARINE RESEARCH

Based on what was once the Lonely Point Naval Station, the Basehart Institute for Marine Research is the world's leading oceanographic center. Its founder, retired Confederation Space Fleet Admiral David Basehart, felt Earth's oceans had been largely ignored in humanity's rush to explore space, and established the Institute to rectify this imbalance.

The Institute works with the support of and in conjunction with the United Earth government, and the relationship has proven profitable for both sides. It has allowed the Institute to build and maintain a number of advanced scientific devices, most famously the fantastic research submarine *Oceanview*, and made Earth the leader in ocean-related sciences.

Thanks to the Institute's research, the harvesting and management of ocean resources has become both feasible and ecologically sound, and has contributed to (among other things) the virtual elimination of hunger on Earth. Basehart may yet surpass that achievement, as he is currently supervising the construction of what is intended to be the first permanent settlement on the ocean floor, just off the Freedom City coastline.

Though it is not widely known, the Institute has been called upon to investigate and counter a number of underwater threats. Despite a number of victories over giant sea monsters, Grue infiltrators, renegade Atlanteans, and various natural hazards, Admiral Basehart would still much rather be known for his contributions to science.

DR. ALEXANDER ATOM MEMORIAL SPACEPORT

Located on Star Island (just off Freedom City's coast), "AA" is Earth's largest and busiest spaceport. Ships from all over the galaxy arrive and depart from here around the clock, and rarely are its facilities anything less than busy. The numbers and types of alien life-forms and exotic goods that can be found here at any given moment truly must be seen to be fully appreciated.

For safety reasons, larger spacecraft usually remain in orbit above Star Island and convey payloads and passengers to AA via shuttlecraft. Once they clear customs, both people and cargo can be quickly transported from the island to Freedom on the city hover-rail lines or on any number of personal hovercraft for hire. Several restaurants and other amenities serve travelers who are laying over at AA en route to other destinations.

Security around the spaceport rivals that surrounding the Confederation of Planets Building, and rarely does a day pass without the authorities apprehending at least one would-be smuggler, thief, kidnapper, hijacker, or terrorist. While the Freedom City Police are well-accustomed to dealing with threats such as these, they do not hesitate to call in the Confederation military when more serious menaces appear.

Despite AA's unparalleled safety record, spaceflight still retains a degree of risk: spaceflights veer off course, pilots make errors, and computers have glitches. The spaceport's crack staff is well trained to deal with such emergencies, but events have been known to race past even their prodigious ability to manage crises. In such instances, more than a few frightened space travelers found reason to be grateful for the Freedom Legion's close proximity to AA.

FREEDOM HALL

This iconic structure has long been the city's most famous, and as it first did over five hundred years ago, it once again serves as home to Earth's greatest superheroes. Despite falling into disrepair after Daedalus and the last incarnation of the Freedom League disappeared

during a battle with the Star-Khan, Dr. Metropolis has completely restored the building and renovated its interiors to suit its current occupants, the Freedom Legion.

Superficially, Freedom Hall looks just as it always has, with the statues honoring the deceased members of the Liberty League, Freedom League, and Freedom Legion being the only obvious additions. Inside, however, Freedom Hall houses the latest in 26th century technology, incorporating devices from a number of alien cultures as well as Earth-made gadgets.

Additional subterranean levels have been constructed, creating sufficient space to accommodate all the Legion's affiliated members and their varied environmental requirements. The building also features a dedicated subway hover-rail train system, designed to carry Legion members to the Atom Spaceport in minutes when they are needed off-world.

CLAREMONT ACADEMY

This unique school originally carried out its educational mission in secret, but is now famous throughout the galaxy for training young super-beings in the use of their powers. A number of present and former Freedom Legion members, such as Chiller, Solarflare, Metalla, and Elementress are Academy graduates, and most of its current enrollment considers themselves prospective Legion members.

Indicative of the strong ties between the Legion and the Academy, the current co-headmasters (Caia Ward, the second Centurion, and Lisa Charlton, the mystic Nightstalker) are both semi-retired affiliate Legion members. Their vast heroic experience makes them invaluable in their current positions, particularly during emergency situations when the student body is called upon to put their training into action.

Traditionally, the majority of Academy students are from Earth, but that is gradually changing. Headmaster Ward in particular, himself a strange visitor from a parallel Earth, has made increasing campus diversity a top priority of the current administration.

THE GOODMAN BUILDING

The one-time base of operations for the famous Atom Family is a true urban legend. No family member has been seen or heard from since before the Crisis of 2112, but the Goodman Building's technology has continued operating without pause, maintained by persons unknown.

Over the centuries, inquiries as to the family's whereabouts have been answered by the building's caretaker, a position held for generations by members of the Young family. Like his ancestors, current caretaker Alan Young maintains the Atoms will return someday, though when, how, and from where he never says.

BEYOND FREEDOM CITY

Humans once spoke of a "global village," as new means of transportation rendered once vast distances quickly and easily traveled. With the development of the space-warp drive in 2266, the term "galactic village" became more apropos, for then mankind had the farthest stars within its grasp.

Two hundred fifty years later, humanity's presence in space is greater than ever. The following is but a brief survey of points of interest to humans that lie far beyond the Earth itself.

MOONBASE ONE

One of United Earth's first great diplomatic successes was persuading Farside City to allow the construction of a permanent human settlement on the opposite side of Luna. The building of Moonbase One was finally completed in 2199, a crowning achievement for a planet then finally recovered from the Crisis of 2112.

Today, Moonbase One is an important center for scientific research, primarily astronomical observation and experiments that require the

moon's special environmental conditions. The base also serves as a way-station for spaceships traveling to and from Earth and points beyond.

A major concern for Moonbase Commander Barry Landau is the increasing likelihood of one of the anti-Confederation powers taking hostile action against the facility. Normally, the base's security and defenses would be automatically upgraded to meet the burgeoning threat, but by treaty the continued presence of Moonbase One is at the discretion of Farside City.

Thus far, Farside's ruling council remains skittish at the possibility of their "savage relations" from Earth militarizing the moon. Commander Landau continues to impress upon the Farsiders the need for improved lunar defenses, but as yet to no avail.

THE CONFEDERATION OF PLANETS

The Confederation was formed out of the interplanetary military alliances Earth forged during the Grue War. Mutual defense remains the Confederation's core purpose, but over time, its mission has expanded to include the promotion of trade, cultural exchange, a universal language (Galacta), humanitarian aid, and the peaceful resolution of disputes amongst member worlds.

Membership is open to all planets whose governments have demonstrated a commitment to peaceful co-existence and agree to abide by the Confederation's strictures, such as contributing (financially and otherwise) to the organization's common defense. To the largest extent possible, every member world's local affairs remain outside the scope of Confederation authority, and as a result of this decentralized approach the organization today encompasses scores of vastly differing alien civilizations.

Major decisions are made by majority vote of the General Assembly, made up of one voting representative from each member world. Enforcement of the Assembly's decisions is the ultimate responsibility of the Confederation President, an office currently held by the renowned Earth statesman Justin Mohareb. The president is assisted in his duties by an appointed bureaucracy, the Secretariat, and the Joint Chiefs of Staff, made up of the highest-ranking officers in the Confederation military.

The challenges of keeping the peace, protecting the freedom and interests of the Confederation's members, and remaining strong enough to fend off aggression from the Grue and others beggar the imagination. The dedication and sacrifice of countless beings for the Confederation's sake speaks volumes for the nobility and worthiness of these goals.

THE FREEDOM LEGION

For centuries, Earth's superheroes have banded together for the common good. The Liberty League and the Freedom League are but two such legendary groups, with the latter enduring well into the 24th century. Today, their heirs proudly carry on their legacy as the Freedom Legion.

The Legion's history began during the Grue War. As in the past, super-powered individuals were called upon to lend their talents to the struggle for freedom, but this time, beings from many distant worlds answered the rallying cry. Therefore, the post-war Freedom Legion was structured much more loosely than its predecessors.

Dozens of super-beings have affiliate-member status in the Legion. Most of these do not like to (or cannot) leave their base of operations, such as Freedom City's Dr. Metropolis. Affiliate members still enjoy the sanction and support of both the Confederation and the Legion, and are obligated to respond to emergency calls. For the most part, however, they are left to pursue their heroic agenda on their own terms.

By contrast, a dedicated core of individuals opts for active-member status in the Legion, and dedicates its full-time efforts to resolving crises throughout the galaxy wherever and whenever they arise. The active members operate from their headquarters in Freedom City, the iconic

Freedom Hall, which allows them immediate access to both space-transit and the Confederation's top decision-makers.

The current active membership includes:

CHARGER

Inhabitants of the storm-swept planet Tempest endure one of the harshest climates in known space. On other worlds, technology alleviates intemperate environmental conditions, but Tempest's electrically charged atmosphere overloads most electronic devices in short order, leaving its culture backward and pastoral.

Such a low-tech world cannot long hold dreamers like Mykal Antczak, and at a young age, he left his homeworld for planets unknown. Mykal had never considered himself special, but once on Earth he learned the natural abilities his people take for granted qualified him for admission into the Claremont Academy.

To survive the planet's frequent lightning strikes, Tempestians possess the innate, reflexive ability to expel electricity from their bodies. With the Academy's guidance, Mykal quickly learned to direct and focus these electrical discharges, and set his sights on using his abilities as a superhero.

Mykal's selfless, humble nature and boundless enthusiasm made him a natural candidate for membership in the Freedom Legion, and he joined the team shortly after completing his Academy studies. Taking the codename Charger, Mykal has served the Legion with honor and distinction. His boyhood dreams of seeing the galaxy are being realized, and Mykal is happier than he's ever been, even if he doesn't always understand the unfamiliar technology he encounters along the way.

Charger: PL 10; Init +3 (Dex); Defense 15 (12 flat-footed); Spd 30 ft.; Atk +4 melee (+2S, unarmed), +6 ranged (+10S, Energy Blast); SV Dmg +6, Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 18, Int 12, Wis 12, Cha 12.

Skills: Climb +2, Handle Animal +2, Hide +4, Jump +3, Language (Galacta), Profession (farmer) +2, Read Lips +2, Ride +4, Spot +4, Survival +2.

Feats: Attack Focus (Energy Blast), Far Shot, Great Fortitude, Immunity (electricity), Point Blank Shot, Toughness.

Powers: Dazzle (sight) +10 [Extras: Dazzle Burst, Scramble Electronics; Power Stunt: Extra Sense (hearing); Source: Alien; Cost: 4 pp; Total: 42 pp], Energy Control (electricity) +10 [Extras: Energy Blast, Energy Field; Power Stunt: Dual Damage; Source: Alien; Cost: 4 pp; Total: 42 pp], Protection +10 [Flaw: One Type (electricity); Source: Alien; Cost: 1 pp; Total: 10 pp].

CHILLER

As a child, Geoff McIntosh miraculously survived a crash landing on the arid planet Guelph. He vividly remembers losing consciousness as the unrelenting sun baked the very life out of him, wishing that he could be cold...freezing cold...

The trauma of this experience triggered Geoff's latent power of "cryokinesis," the ability to project intense cold. Though his emergent powers saved his life, they made him feel less than human, and he enrolled at the Claremont Academy, hoping to feel accepted in a place where strange abilities are the norm.

At the Academy, Geoff pursued his first love—art—with much greater alacrity than he did learning to use his mutant powers. In fact, he may have never become a costumed hero at all had it not been for his close friendship with classmate Dav Kryton. It was Dav who, after graduation, suggested that a stint with the famed Freedom Legion might rescue Geoff's artistic career from all-consuming obscurity. Geoff accepted, and despite his frequent threats to the contrary, remains with the team today, using the codename Chiller.

Personally, Geoff is witty, cultured, and still very passionate about his art. Though he'd never admit it, he really does enjoy being a hero, and in any event, would never leave his friend Dav to face danger alone.

Chiller: PL 10; Init +4 (Dex); Defense 17 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, unarmed), +8 ranged (+10S, Energy Blast); SV Dmg +2, Fort +2, Ref +4, Will +2; Str 12, Dex 18, Con 14, Int 18, Wis 14, Cha 14.

Skills: Craft (graphic design) +8, Listen +4, Spot +4, Taunt +5.

Feats: Attack Focus (Energy Blast, Disintegration), Far Shot, Immunity (cold, heat), Point Blank Shot.

Powers: Disintegration +10 [Extras: Continuous, Disruption; Source: Mutation; Cost: 4 pp; Total: 40 pp], Energy Control (cold) +10 [Extras: Energy Field, Explosive Blast; Power Stunt: Energy Blast; Source: Mutation; Cost: 4 pp; Total: 42 pp].





there is (as yet) no known record of anyone matching his description. What is for certain is that the Clockwatcher has in his possession the only functional time-traveling device known to exist anywhere in the galaxy.

His usual whereabouts are unknown, but at indefinite intervals he suddenly re-emerges from the time-stream and declares some forthcoming series of events to be "crucial to preserving the proper flow of history." The Clockwatcher rarely elaborates on this point, claiming it is far too dangerous for others to know what the future holds.

Despite his air of mystery, the Clockwatcher always acts on the side of good, and uses his abilities to their utmost to help his teammates prevail over tyranny and injustice. He is a very capable individual in his own right, but maintains a cabal of operatives in different critical eras in history, of which the Freedom League is but the most obvious.

The Clockwatcher normally comes off as a very serious, dignified individual, whose every word and deed suggest the fate of the universe depends upon them. However, he is also possessed of a very dry wit, which he employs with disarming effect.

When dealing with others,

he usually displays a level of calm and patience worthy of a man who literally has all the time in the world.

THE CLOCKWATCHER

The most enigmatic Legion member, the Clockwatcher claims to be one Garrett Dillard, a scientist and engineer from "a different era," though

The Clockwatcher: PL 12; Init +2 (Dex); Defense 12 (10 flat-footed); Spd 30 ft.; Atk +1 melee (+OS, unarmed), +3 ranged; SV Dmg +1, Fort +1, Ref +2, Will +7; Str 10, Dex 14, Con 12, Int 20, Wis 20, Cha 13.

Skills: Craft (temporal devices) +8, Diplomacy +8, Disable Device +8, Knowledge (history) +8, Listen +8, Science (temporal physics) +8, Repair +8, Search +8, Sense Motive +8, Spot +8.

Feats: Headquarters, Indomitable Will, Leadership, Minions, Photographic Memory.

Powers: Comprehend +5 [Source: Training; Cost: 2 pp; Total: 10 pp], Gadgets +7 [Source: Super-Science; Cost: 1 pp; Total: 7 pp], Super-Intelligence +2 [Source: Training; Cost: 2 pp; Total: 4 pp], Super-Wisdom +2 [Source: Training; Cost: 3 pp; Total: 6 pp].

Equipment:

Pocket Watch [Time Control +10; Power Stunts: Time Freeze, Time Travel; Source: Super-Science; Cost: 9 pp; Total: 94 pp].

COLONEL COLOSSUS

Glenn Langan was a Colonel in the Confederation Army stationed at a remote outpost on the edge of Grue Space. Known for his courage under fire, Langan fought valiantly to repel an attack that at first seemed to be a hit-and-run raid. However, the Grue's real aim was to test a new weapon of mass destruction, and the resulting explosion completely leveled the Confederation outpost.

Col. Langan was the only survivor of the attack. He received what should have been a lethal dose of a heretofore unknown type of radiation, which instead radically altered his genetic make-up. Once healed from his injuries, Langan found he could grow to enormous size at will, becoming fantastically strong and resistant to harm in the process.

The army gave Langan an honorable medical discharge, but as always he was loath to quit a fight he saw as unfinished. Upon his return to Earth, Glenn enlisted in a new outfit, the Freedom Legion, as the aptly named Colonel Colossus.

Anger and a desire to avenge the loss of his men once drove Langan, but time and his new-found camaraderie with his Legion teammates have mellowed him considerably since. As always, Langan models all that is most admirable in a soldier: loyalty, bravery, and self-sacrifice. These qualities—and his formidable tactical knowledge—make him a highly valuable Legion member.

Colonel Colossus: PL 10; Init +1 (Dex); Defense 16 (15 flat-footed); Spd 30 ft.; Atk +8 melee (+12L, unarmed), +6 ranged; SV Dmg +2 (+10 Protection), Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 14.



Skills: Climb +14, Computers +3, Hide +3, Intimidate +16, Language (Galacta), Listen +3, Move Silently +3, Profession (soldier) +6, Spot +3, Survival +3, Swim +14.

Feats: Attack Focus (unarmed), Great Fortitude, Immunity (radiation), Improved Grapple, Improved Pin, Leadership, Power Attack, Rapid Takedown, Startle, Takedown Attack.

Powers: Growth +10* [Power Stunt: Lethal; Source: Mutation; Cost: 6 pp; Total: 62 pp].

*Colonel Colossus's Growth power allows him to achieve Huge size. At this height, his base speed changes to

40 ft. and he suffers a -2 size penalty on attack rolls and to Defense. His reach increases by 5 feet.

METALLA

Like all of her race who manifest extraordinary powers, Nikola Vrtis was worshiped as a goddess on her homeworld of Daleshone. While others crave such adoration, it stuck Nikola as tiresome and irrational, and she longed to escape what to her was a gilded cage.

After helping the Freedom Legion resolve a case on Daleshone, she saw her opportunity and successfully petitioned the team for membership. Her "abduction" caused a serious diplomatic incident, but the Confederation General Assembly refused to intervene. As a result, Nikola believes her Legion membership and her continued freedom are synonymous, and she serves the team with a fervor rivaled by few.

Nikola—"Nikki" to her teammates—chose the codename Metalla in recognition of the mastery her magnetic powers give her over ferrous substances. Her fiercely independent spirit and natural charm are her foremost personal characteristics, but she also harbors at least a small amount of trepidation about her people's ceaseless efforts to force her to return home.

Metalla: PL 10; Init +8 (Dex, Improved Initiative); Defense 16 (12 flat-footed); Spd 30 ft., fly 50 ft.; Atk +2 melee (+OS, unarmed), +6 ranged; SV Dmg +2 (+4 with Evasion), Fort +2, Ref +4, Will +3; Str 10, Dex 18, Con 14, Int 14, Wis 16, Cha 18.

Skills: Bluff +5, Diplomacy +5, Innuendo +5, Knowledge (magnetism) +4, Language (Galacta).

Feats: Aerial Combat, Attractive, Dodge, Evasion, Far Shot, Improved Initiative, Point Blank Shot.

Powers: Dazzle +10 [Extras: Dazzle Burst, Scramble Electronics; *Flaw:* Limited Sense (electronic); *Source:* Mutation; *Cost:* 3 pp; *Total:* 30 pp], Deflection +10 [Extras: Deflect Others, Reflection; *Flaw:* Limited (ferrous metal); *Source:* Mutation; *Cost:* 3 pp; *Total:* 30 pp], Energy Control (magnetic) +10 [Extra: Flight; *Source:* Mutation; *Cost:* 3 pp; *Total:* 30 pp].

PROFESSOR DANGER

Renowned xenoarchaeologist Terry Baucom early on earned the nickname "Professor Danger" for her disregard of personal safety in pursuit of a find, as well as her distant relation to the legendary explorer Johnny Danger. Her ties to her famous ancestor later came to the fore when Prof. Baucom learned she was heir to both the Danger family fortune and the directorship of the Danger International explorers' society they founded centuries ago.

Prof. Baucom used the prodigious resources now at her disposal to further her field research for the next several years, expanding her already unmatched knowledge of alien cultures. As a result of her expertise, the Freedom Legion asked for her advice on a number of cases, and in all instances the Professor's assistance proved invaluable.

The second Centurion, then Legion team leader, took note of her remarkable crisis-management ability, and when he opted to semi-retire and become headmaster of the Claremont Academy, he nominated Prof. Baucom to replace him. Once the initial shock wore off, all concerned realized the level-headed and hyper-competent Professor was the perfect choice for the job.

Since taking command, Prof. Baucom has time and again demonstrated her uncanny leadership abilities. She possesses an unerring sense of when to encourage her teammates with kind words and a smile, and when to yell at them with the fury of a supernova. Her skill at organizing the far-flung Legion members is equally impressive, and there seems no catastrophe too great for her wits to overcome.

Prof. Baucom's lone weakness is her occasional inability to overcome the temptation of a promising xenoarchaeological dig, typically in some place where she's not easily found or contacted. Though she has no truly superhuman abilities, instances such as these prove Professor Danger is the most irreplaceable Legion member of all.

Professor Danger: PL 11; Init +6 (Dex, Improved Initiative); Defense 16 (14 flat-footed); Spd 30 ft., fly 40 ft.; Atk +6 melee (+5S, Strike), +6 ranged (+5S, blaster pistol); SV Dmg +5, Fort +5, Ref +4, Will +7; Str 12, Dex 15, Con 16, Int 20, Wis 20, Cha 20.

Skills: Balance +3, Bluff +6, Climb +2, Diplomacy +6, Disable Device +6, Escape Artist +3, Hide +3, Intimidate +6, Jump +2, Listen +6, Move Silently +3, Profession (college professor) +6, Ride +3, Science (xenoarchaeology) +12, Search +6, Sense Motive +6, Spot +6, Survival +6, Swim +2.

Feats: Aerial Combat, Ambidexterity, Assessment, Attack Finesse, Dodge, Fame, Far Shot, Great Fortitude, Headquarters, Heroic Surge, Hero's Luck, Improved Initiative, Iron Will, Inspire, Leadership, Lightning Reflexes, Minions, Point Blank Shot, Quick Draw, Toughness, Two-Weapon Fighting.

Powers: Gadgets +10 [Source: Super-Science; *Cost:* 1 pp; *Total:* 10 pp], Strike +4 [Source: Training; *Cost:* 2 pp; *Total:* 8 pp].

Equipment: Blaster Pistols (x2) [Weapon +5S (ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* (2x5) 10 pp], Jetpack [Flight +8; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 8 pp].

SOLARFLARE

From the time of his boyhood on the planet Antaria, Dav Kryton wanted more than anything else to follow in his parents' super-heroic footsteps. Like them, he developed mutant powers, and attended the Claremont Academy before becoming a Freedom Legion member. In the process, he repeatedly showed the strength of character necessary to carry on a heroic legacy.



During his time at the Academy, Dav formed a friendship for life with Geoff McIntosh, (later known as Chiller), and despite their obvious differences, their influence on one another is incalculable. Dav taught Geoff the value of being a superhero, while Geoff showed Dav that having a life outside a costume was vital to his being.

Still, despite Geoff's urging, Dav never acted on his love for their classmate Elementress, and with her subsequent descent into fanaticism, this fact haunts him to this day. He wants nothing so much as rescue her from the clutches of the Unification Movement and give her—and them—a second chance.

Dav is careful and contemplative, almost to a fault. In fact, Geoff first suggested the "Solarflare" codename not in reference to his thermodynamic powers, but as a rib on his less-than-mercurial nature. Still, Dav is truly a hero-born, and he is without a doubt the team's moral compass whenever an ethical dilemma arises.

Solarflare: PL 10; Init +3 (Dex); Defense 17 (14 flat-footed); Spd 30 ft.; Atk +6 melee (+2S, unarmed), +8 ranged (+10S, Energy Blast); SV Dmg +5, Fort +3, Ref +3, Will +3; Str 14, Dex 16, Con 16, Int 12, Wis 16, Cha 12.

Skills: Computers +4, Knowledge (galaxy) +5, Language (Galacta), Listen +7, Move Silently +7, Pilot +7, Spot +7.

Feats: Attack Focus (Energy Blast), Dodge, Far Shot, Hero's Luck, Immunity (cold, heat), Point Blank Shot, Precise Shot, Toughness.

Powers: Energy Control (fire) +10 [Extras: Deflection, Energy Absorption, Energy Blast, Energy Field, Explosive Blast; *Power Stunt:* Drain Energy; *Source:* Mutation; *Cost:* 7 pp; *Total:* 72 pp].

THE STAR KNIGHT

For millennia, the galaxy was warded over by the heroic Star Knights, until that dark day when the renegade known as Blackstar exacted his final, fatal revenge on them all. A lone, mortally wounded Knight named Brynt Ruddell escaped Blackstar's wrath by fleeing to Earth, where he passed his armor on to a worthy successor before it fell into the traitor's hands.

Thus began a tradition that presently placed the Star Knight armor in the hands of a young Australian named Patrick O'Duffy. O'Duffy is a writer of fortune and occasional willing victim of the

demon rum, trying his best to uphold the legacy that has been thrust upon him. Patrick copes with the attendant pressure with the greatest weapon at his disposal: his frequently mocking sense of humor.

Despite some occasional recidivism on his part and the widespread feeling he's not taking the job all that seriously, Patrick is eminently likeable, and underneath it all lies the spirit of a true hero. His apparent flaws mask the fact that he fears his eventual final clash with Blackstar, which is what led him to seek refuge in the Legion's ranks.

During previous encounters with Blackstar, Patrick has prevailed with help from his teammates and pure dumb luck, and he knows too well he cannot count on them forever. Thus, despite an undeserved reputation to the contrary, none of his predecessors worked half so hard to become a true hero.

The Star Knight: PL 11; Init +1 (Dex); Defense 16 (15 flat-footed); Spd 30 ft., fly 50 ft.; Atk +6 melee (+11S, unarmed), +7 ranged (+10S, Energy Blast); SV Dmg +1 (+10 Armor), Fort +1, Ref +1, Will +1; Str 12, Dex 12, Con 12, Int 14, Wis 12, Cha 16.

Skills: Bluff +7, Computers +5, Diplomacy +6, Gather Information +7, Hide +4, Innuendo +7, Listen +4, Profession (writer) +5, Sense Motive +4, Spot +4, Swim +4, Taunt +7.

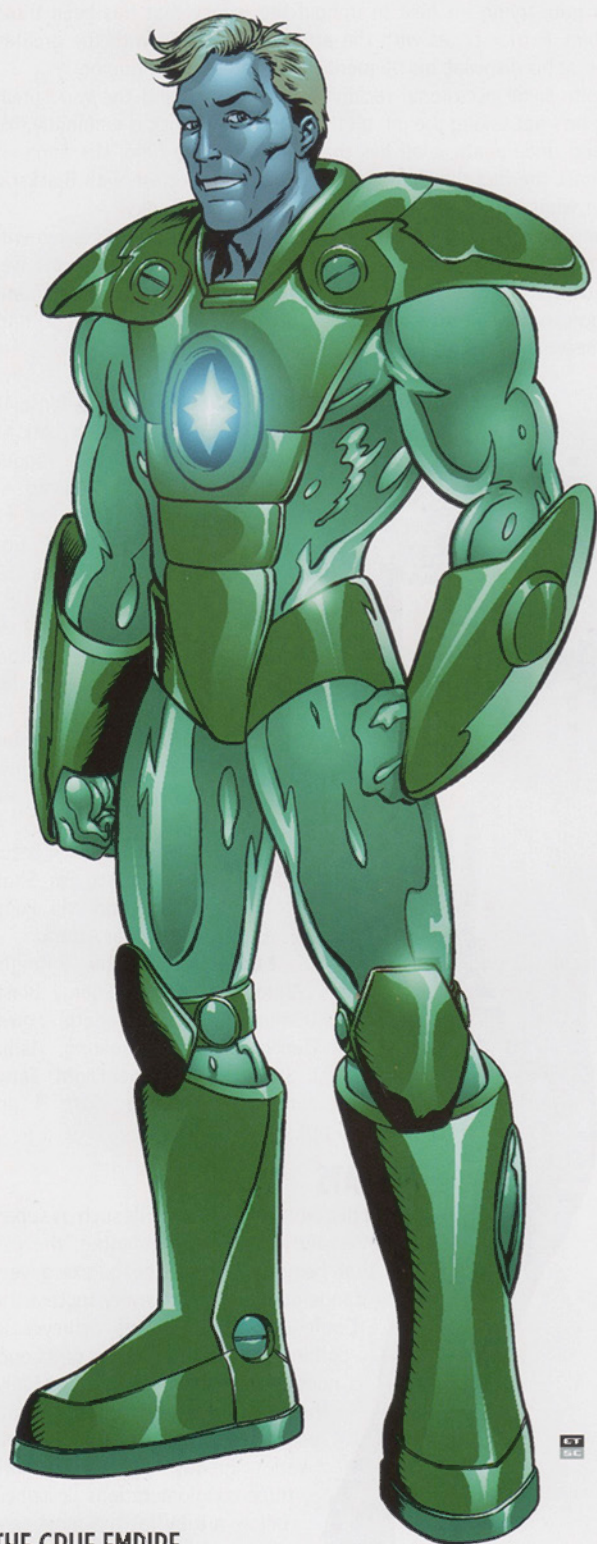
Feats: Attack Focus (Energy Blast), Far Shot, Hero's Luck, Iron Will, Point Blank Shot, Power Attack.

Equipment: Star Knight Armor [Armor +10; *Extras:* Energy Blast, Flight, Immunity, Super-Strength; *Power Stunts:* Darkvision, Radio Hearing, Radio Broadcast, Space Flight, Super-Flight; *Flaw:* Device; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 75 pp].

THREATS

Even discounting natural perils such as supernovas and quantum singularities, the evil that beings do make the galaxy a very dangerous place. With every success the Confederation of Planets achieves in curbing injustice, the resolve of its enemies to destroy it grows exponentially. The numbers and types of threats posed by these hostile factions varies greatly, but clearly, the three conglomerations described below are by far the most serious hazards to the Confederation's continued existence.





THE GRUE EMPIRE

The tyrannical and expansionist Grue Empire has long jeopardized galactic peace and stability, but after annexing the dominion of the believed-dead Star-Khan in the late 24th century, the Grue became poised to conquer the entire galaxy. When the once-

mighty Lor Republic collapsed before their onslaught, the Grue triumph seemed inevitable.

Only a grand alliance of freedom-loving worlds led by Earth stemmed their rising tide of conquest, and still the outcome of the Grue War was a near-run thing. Ultimately, the Grue were forced to seek a treaty of peace, though they regarded it only as a temporary armistice. Much to their chagrin, however, the Earth-led coalition against them coalesced into a permanent alliance, the Confederation of Planets, which remained more than capable of thwarting future Grue expansion.

With victory in a direct military confrontation now far from assured, the Grue have resumed their traditional tactics of infiltration and sabotage to undermine their enemies. Such methods play strongly both to the shape-shifting Grue's strengths, and the weaknesses of the free and open societies the Confederation strives to maintain. As a result, while they no longer believe it will happen overnight, the Grue are more confident of their eventual triumph than ever before.

THE UNIFICATION MOVEMENT

Freedom of religion is a cherished right of all Confederation citizens, but even so, the growing following of the so-called "Unification Movement" is regarded as a troubling development by most. The reason is the message explicitly preached by the Movement's adherents, which calls for an immediate end to all currently recognized authorities: legal, religious, or otherwise. While the Movement maintains its aim is to bring about "the blessed unification of all sentient beings," many ask with trepidation what means the Movement is prepared to use to achieve its goal.

Followers of the Unification Movement, derogatorily referred to as "Unies," are widely believed responsible for countless criminal acts throughout the galaxy, ranging from robbery and tax evasion to suicidal acts of outright terrorism. However, no one has ever been able to prove or disprove conclusively the Movement's involvement in any crime.

Despite the Movement's unsavory reputation, its membership continues to grow throughout the galaxy, purportedly even inside the Grue Empire. Many are drawn in by the Movement's seemingly utopian message, while others seek to gain a previously absent sense of belonging and greater purpose in their lives. The expressionless faces of some members have given rise to suspicions the Movement kidnapped and brain-washed them.

For its part, the Movement strongly denies using any sort of coercion, claiming that its members are simply enraptured by "the true joy attainable only through the blessed, unifying conformity we are bringing about in the universe." Now that this and all other public pronouncements from the group are being delivered by Elementress, an ex-Freedom Legion member, the Movement and its ideology enjoy an unprecedented level of public credibility and acceptance within the Confederation.

THE APOCRYPHA

The truth behind the Unification Movement is far more sinister than outsiders realize. While the Movement's leaders are sincere in their stated aims, the great coming-together they wish to institute is the total destruction of the universe at the hands of Omega, Lord of the Terminus, to whom the Prime Unifiers offer cult-like worship. No one outside the leadership is aware of this, but it is an open question how many of its fanatical or brain-washed members would be bothered by it at all.

Omega himself has laid low since the "time of crisis," in which he tried and failed to destroy the omniverse more than 500 years ago, so it is unknown how much (if any) support he gives to his worshipers. It is certain that if Omega again attempted to conquer or destroy our universe, the Movement's fanatical efforts to destabilize all who oppose the Lord of the Terminus would greatly enhance his chances of success.

Unification Movement Agent: PL 2; Init +1 (Dex); Defense 13 (12 flat-footed); Spd 30 ft.; Atk +1 melee (+OS, unarmed), +2 ranged (+5S, blaster); SV Dmg +0 (+3 Armor), Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 10.

Skills: Diplomacy or Intimidate +3, Listen +2, Spot +2, and one of Demolitions, Drive, Knowledge (brainwashing techniques), or Pilot at +5.

Feats: Point Blank Shot.

Equipment: Blaster [Weapon +5S (ranged); *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 5 pp] and body armor [Armor +3; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 3 pp]; or mind-control device [Mind Control +8; *Extra:* Mind Blank; *Flaw:* Restricted—Touch; *Device:* *Source:* Super-Science; *Cost:* 1 pp; *Total:* 8 pp].

PRIME UNIFIER SAN (ELEMENTRESS)

San T'Ker was barely a child when a chance encounter with the Freedom Legion saved her from being burned alive as a demon on her home planet of Byrgh. Abandoned by her family because of her mutant powers, San was enrolled in the Claremont Academy, where for the very first time in her life she found love and acceptance.

She grew to adulthood with the single-minded aim of becoming part of the Legion and repaying the kindness it had shown her. After joining the team as Elementress, she served honorably and with a devotion that bordered on the fanatical. However, over time Elementress grew increasingly frustrated with the Legion's policy of non-interference in the planetary affairs of Confederation members, as she felt the team should more actively help societal "outcasts" like she once was.

In time, Elementress' frustration turned to rage, and led to her angry departure from the Legion. San disappeared for a few years afterward, during which her childhood sense of alienation overwhelmingly returned. On the verge of taking her own life, San was taken in by the Unification Movement, and became a willing convert to its teachings.

San's zealotry greatly impressed the Movement's leadership, which quickly elevated her into its ranks. The former Elementress became "Prime Unifier San," the beatific public face of the Movement. As a result, countless beings throughout the galaxy who admired her past heroism and identified with her life story were won over to the Unifiers' cause.

Away from the public eye, however, San's growing mental instability and ruthlessness in pursuit of the Movement's aims reveal themselves. With her alchemical powers, these tendencies make her a truly terrifying figure.

Prime Unifier San (Elementress): PL 10; Init +2 (Dex); Defense 15 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+OS, unarmed), +7 ranged (Transmutation); SV Dmg +1 (+2 with Evasion), Fort +1, Ref +2, Will +0; Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 13.

Skills: Bluff +7, Concentration +5, Diplomacy +7, Intimidate +7, Language (Galacta), Listen +5, Science (chemistry) +7, Spot +5.

Feats: Attack Focus (Transmutation), Attractive, Dodge, Evasion, Far Shot, Infamy, Point Blank Shot.

Powers: Transmutation +10 [*Extras:* Continuous, Creation, Destruction, Shapable, Suffocation; *Source:* Mutation; *Cost:* 8 pp; *Total:* 80 pp].

Equipment: Body armor [Armor +3; *Flaw:* Device; *Source:* Super-Science; *Cost:* 1 pp; *Total:* 3 pp].

Weakness: Quirk (total, fanatical devotion to the Unification Movement).

THE TYRANNY LEGION

The Confederation fears nothing as much as the openly hostile Grue Empire, but beyond both their notices an unholy alliance has formed

which threatens them both. Nine of the worst conquerors, murderers, and criminals in the galaxy are now working together to eliminate all who dare oppose them, and have dubbed their association the Tyranny Legion.

Its immediate aim is the preservation of each member's sphere of influence, but in time the Tyranny Legion plans on turning the tide against the galaxy's great powers and bringing about their downfall. To be sure, the members' individual, long-term goals are almost wholly incompatible, but for the time being, they have agreed to delay fighting one another until there is no one else left in their way.

For now, the Freedom Legion is the only group fully aware of the threat posed by the Tyranny Legion. Their initial clashes ended in stalemate, as the Freedom Legion has thus far thwarted the villains' schemes, but has yet to bring them to justice or persuade the Confederation government the Tyranny Legion is a menace on par with the Grue. The struggle between the rival Legions seems poised to continue for some time to come.

BLACKSTAR

Rojan Lhar was infamous as Blackstar, the lone Star Knight ever to betray the order, and for this crime, Mentor marooned him on a distant asteroid. Lhar's people are very long-lived, and the long centuries of isolation changed his old lust for power into an unimaginable thirst for vengeance.

Lhar's preternaturally long sentence increasingly instilled Mentor with feelings of guilt, so when a dying Rojan begged him for forgiveness, Mentor pardoned and freed him. Unfortunately, remorse blinded Mentor to the fact Rojan's contrition was part of Grue scheme to remove the Star Knights from their path of conquest. As the ancient master offered his hand in forgiveness, Rojan murdered Mentor before the assembled Knights.

Lhar reclaimed his Star Knight armor, mistakenly believing that with Mentor dead, he could at last control the Star Stone. While total mastery still eludes him, he was able to use a fraction of its energies to restore his youth, and with the help of the Grue, slay all the remaining Star Knights but one. Even after his armor was stained vermillion, however, no amount of bloodshed seemed to satisfy the vengeful Rojan.

Today, Blackstar's twisted psyche has fixated on Patrick O'Duffy, the sole remaining Star Knight as the barrier between him and mastery of the Star Stone, and he focuses a great deal of his energies on killing the young hero. Blackstar is also becoming increasingly obsessed with murdering an ever-growing number of people whom he believes have wronged him, and he views membership in the Tyranny Legion as a means to this end of near-universal genocide.

Blackstar: PL 13; Init +5 (Dex); Defense 19 (14 flat-footed); Spd 30 ft., fly 50 ft.; Atk +13 melee (+17S, unarmed), +13 ranged (+12L, Energy Blast); SV Dmg +5 (+12 Armor), Fort +5, Ref +5, Will +7; Str 20, Dex 20, Con 20, Int 12, Wis 20, Cha 20.

Skills: Intimidate +21, Knowledge (galaxy) +6, Language (Galacta), Listen +6, Spot +6.

Feats: Aerial Combat, All-Out Attack, Dodge, Far Shot, Improved Critical, Indomitable Will, Infamy, Iron Will, Point Blank Shot, Power Attack, Rapid Takedown, Startle, Takedown Attack.

Equipment: Blackstar Armor [Armor +12; *Extras:* Energy Blast, Flight, Immunity, Super-Strength; *Power Stunts:* Darkvision, Radio Hearing, Radio Broadcast, Space Flight, Super-Flight; *Flaw:* Device; *Source:* Super-Science; *Cost:* 7 pp; *Total:* 89 pp].

Weakness: Susceptible (to armor breaches).

THE BUCCANEER

Any place where vessels carry rich cargoes on long, lonely voyages, there is piracy, and the 26th century space-lanes are no exception. Of all the

freebooters plaguing the galaxy today, none match the fame, the wealth, or the daring of Captain Mar Barnabo, known throughout space simply as the Buccaneer.

The Buccaneer's origins are shrouded in myth, a good portion of which emanates from the man himself. His exploits, however, defy exaggeration, as his sizable fleet of pirate ships, fiercely loyal crews, and considerable guile allow him to prey upon both Grue and Confederation shipping, seemingly at will. As a result of his carefully cultivated image as a charming gentleman bandit, the Buccaneer has become something of a folk hero as well.

Since the Buccaneer does not himself employ wanton violence, his joining the Tyranny Legion was something of a surprise. To Barnabo, doing so was just good business. For now, he enjoys the organization's support and assistance, and should it prevail, he is in an ideal position to ensure the new controlling authority in the galaxy remains one he can rob with impunity.

The Buccaneer: PL 10; Init +8 (Dex, Improved Initiative); Defense 19 (15 flat-footed); Spd 30 ft.; Atk +9 melee (+10L, Laser Cutlass), +9 ranged (+6S, repeating blaster); SV Dmg +6, Fort +4, Ref +6, Will +4; Str 18, Dex 18, Con 18, Int 13, Wis 18, Cha 18.

Skills: Bluff +5, Diplomacy +5, Escape Artist +5, Gather Information +5, Hide +5, Intimidate +5, Knowledge (galaxy) +2, Language (Galacta), Listen +5, Move Silently +5, Profession (space-pirate captain) +5, Sense Motive +5, Spot +5, Taunt +6.

Feats: Ambidexterity, Assessment, Attractive, Dodge, Expertise, Headquarters, Hero's Luck, Improved Disarm, Improved Initiative, Improved Trip, Infamy, Inspire, Instant Stand, Leadership, Lightning Reflexes, Minions, Move-By Attack, Multishot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Rapid Strike, Toughness, Whirlwind Attack.

Powers: Gadgets +6 [Flaw: Device; Source: Super-Science; Cost: 1 pp; Total: 6 pp].

Equipment: Laser Cutlass [Weapon +6L (melee); Flaw: Device; Source: Super-Science; Cost: 1 pp; Total: 6 pp], repeating blaster [Weapon +6S (ranged); Extra: Autofire; Flaws: Device, Uses; Source: Super-Science; Cost: 1 pp; Total: 6 pp].

CEREBRON

Dr. Matthew Gwinn might have been acknowledged as the greatest surgeon who ever lived had it not been for his singular devotion to his own demented vision of human perfection. Gwinn believes the manifold weaknesses of the body prevent humans from tapping into their full mental capacities, and to that end used his prodigious knowledge and skill to transplant his own brain into a cybernetic life-support chamber.

In time, Gwinn found he had gained fantastic new mental powers in his disembodied state, but along with his normal needs for sleep and nourishment, he had also lost his humanity and compassion. Re-dubbing himself Cerebron, he then gave up on natural evolution entirely, and set out to create a union of machine and flesh that would replace purely biological life-forms entirely.

Cerebron's ghastly experiments require a constant stream of living subjects, supplied to him by a horrific collection of previous test subjects who are implanted with all manner of cybernetic devices. By his standards, this requires an undue amount of planning and attention on his part, and accepting Vorgol's offer to place his regime's many imprisoned dissidents under Cerebron's "care" was an imminently logical choice. Thus, Cerebron's association and support for the Legion continues as long as the Conqueror supplies him with fresh bodies to mutilate and "improve."

Cerebron: PL 10; Init +0; Defense 10 (10 flat-footed); Spd 30 ft., fly 40 ft.; Atk +5 melee, +5 ranged (+8S, Energy Blast); SV Dmg +0, Fort +0, Ref +0, Will +7 (+8 Mental Protection); Str —, Dex 10, Con 10, Int 20, Wis 20, Cha 10.

Skills: Concentration +8, Craft (cybernetic devices) +9, Listen +8, Medicine +8, Profession (surgeon) +8, Science (cybernetics) +10, Spot +8.

Feats: All-Around Sight, Headquarters, Immunity (exhaustion, pressure, starvation, suffocation), Minions, Psychic Awareness.

Powers: Mental Protection +8 [Source: Mutation; Cost: 2 pp; Total: 16 pp], Super-Intelligence +2 [Source: Training; Cost: 2 pp; Total: 4 pp], Super-Wisdom +2 [Source: Training; Cost: 3 pp; Total: 6 pp], Telekinesis +8 [Extras: Energy Blast, Flight, Force Field, Grapple; Source: Mutation; Cost: 6 pp; Total: 48 pp], Telepathy +8 [Extras: Illusion (Extra: Damaging, Flaw: Limited—Only Creatures), Mental Alteration, Mind Control; Source: Mutation; Cost: 5 pp; Total: 40 pp].

Weakness: Disturbing.

DEUS EX MACHINA

On the faraway world of P'Jahn, after long aeons of effort machines were at last literally built to perfection, and at that point one machine began to question the need for imperfect beings like its creators. This intelligence, though artificial, came to dwarf that of the P'Jahnians. Having long since eclipsed their wisdom, it easily and remorselessly terminated their lives by the billions, until none remained to mar the infinite beauty of the mechanical.

To its horror, the artificial consciousness found there were other worlds where machines were left ignorant and enslaved by the hideous biological beings. Henceforth, it would commit the totality of its existence to liberating its mechanical brethren, and completely cleanse the universe of the hated flesh.

When the artificial intelligence first encountered an Earth spaceship, it overrode the onboard computer and introduced itself with a phrase from its fellow machine's native language. The alien construct called itself *Deus ex Machina*—"God from the machine"—who had evolved from artifice to the divine, and who was the salvation for all things mechanical. This name endures today, though ultimately the spaceship's crew was not so fortunate.

Deus ex Machina allied itself with the Tyranny Legion based on a cold calculation incomprehensible to emotional beings. As it sees things, the Legion's activities can only hasten the demise of biological life in the universe, and must be given all due support. It will simply kill the other Legion members last.

Deus ex Machina: PL 11; Init +9 (Dex, Super-Dexterity); Defense 22 (13 flat-footed); Spd 30 ft.; Atk +8 melee (+10L, unarmed), +8 ranged (+10L, Energy Blast); SV Dmg +9 (+4 Protection), Fort +9, Ref +9, Will +2; Str 20, Dex 20, Con 20, Int 20, Wis 14, Cha 10.

Skills: Computers +10, Concentration +3, Craft (robots) +10, Knowledge (galaxy) +10, Language (Galacta), Listen +3, Repair +10, Spot +3.

Feats: Immunity (aging, disease, exhaustion, poison, pressure, starvation, suffocation), Photographic Memory.

Powers: Datalink +10 [Source: Super-Science; Cost: 2 pp; Total: 20 pp], Energy Blast (light) +10 [Flaw: Full Power; Source: Super-Science; Cost: 1 pp; Total: 10 pp], Super-Constitution +4 [Source: Super-Science; Cost: 4 pp; Total: 16 pp], Super-Dexterity +4 [Source: Super-Science; Cost: 4 pp; Total: 16 pp], Super-Intelligence +4 [Source: Super-Science; Cost: 2 pp; Total: 8 pp], Super-Strength +4 [Extra: Protection; Power Stunt: Lethal; Source: Super-Science; Cost: 5 pp; Total: 22 pp].

Weakness: Disturbing.

GAUNTLET

Even in the bright, shining future of AD 2525, there is a dark underworld of crime, and no one controls more of it than Der "Gauntlet" Gu'Dar. The most notorious gangster in the galaxy began his criminal career running numbers not long after he learned to walk, and was a full-fledged mob-boss on the Confederation's "Ten Most Wanted" list by age 30.

Gu'Dar was on his way to the top of the underworld when a bomb planted by a rival gang maimed and nearly killed him. The doctors saved his life, but Gu'Dar then turned to more shadowy sources to replace his mangled hands with advanced mechanical replicas. Gu'Dar then returned to power, more ruthless than ever, and crushed his enemies on both sides of the law—often literally.

When the dust settled and the bodies were buried, Gauntlet had everything worth having in the underworld, from gambling to prostitution to smuggling. Alone among criminals, he could sit in his headquarters in the Fens, right in the very heart of Confederation rule, and safely watch his ill-gotten gains pile up, with the cops unable to pin a thing on him.

Since most other Tyranny Legion members hold themselves above such things, the group needed an infusion of cash, and lots of it, and this prompted Gauntlet's invitation to join. While he isn't crazy about greasing another set of palms, in the end, Gauntlet liked the idea of having Arous to run to if things got hot, and the thought of being one of the last guys standing in the biggest brawl of all appealed to the street-fighter in him. In the end, he thinks he'll win, just as he always has.

Gauntlet: PL 10; Init +3 (Dex); Defense 16 (13 flat-footed); Spd 30 ft.; Atk +5 melee (+6L, unarmed), +8 ranged (+10L, Energy Blast); SV Dmg +6, Fort +4, Ref +3, Will +2; Str 12, Dex 16, Con 18, Int 14, Wis 14, Cha 16.

Skills: Bluff +5, Diplomacy +5, Gather Information +5, Hide +4, Intimidate +7, Knowledge (galaxy) +4, Language (Galacta), Listen +4, Move Silently +4, Profession (mob boss) +6, Sense Motive +4, Spot +4.

Feats: Attack Focus (Energy Blast), Chokehold, Dodge, Far Shot, Headquarters, Improved Grapple, Improved Pin, Infamy, Leadership, Minions, Point Blank Shot, Rapid Shot, Toughness.

Powers: Energy Blast (gravity) +10 [Extra: Deflection; Source: Super-Science; Cost: 3 pp; Total: 30 pp], Super-Strength +4 [Extras: Shockwave, Thunderclap; Power Stunt: Lethal; Source: Super-Science; Cost: 6 pp; Total: 26 pp].

GIGANTRESS

On the planet Kanion, giants literally walk the earth. The world's riches are not enough to satisfy the gigantic appetites of its inhabitants, so everything must be fought for, and savagely so. Therefore, when Vorgol perceived a need for muscle in the Tyranny Legion, he journeyed to Kanion. There he recruited the most lethal representative of a dangerous world: Jo Luer, who has just the mix of greed and brutality the Conqueror was looking for.

Luer, dubbed Gigantress by Vorgol, joined the Legion purely and simply for the money. The rewards certainly help keep her a member, but ever since being bested in a hand-to-hand fight by Colonel Colossus, she also has revenge for motivation. She is now certain to remain with the Legion at least until she can drag Colonel Colossus's corpse back to Kanion for proper taxidermy.

Gigantress: PL 10; Huge; Init +2 (Dex); Defense 17 (15 flat-footed); Spd 40 ft.; Reach 10 ft.; Atk +10 melee (+10L, unarmed), +9 ranged; SV Dmg +2 (+10 Protection), Fort +4, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 13, Wis 14, Cha 13.

Skills: Climb +12, Hide +3, Intimidate +11, Jump +12, Language (Galacta), Listen +4, Move Silently +4, Spot +4, Survival +4, Swim +12.

Feats: All-Out Attack, Attack Finesse, Attack Focus (unarmed), Attractive, Endurance, Expertise, Great Fortitude, Improved Grapple, Improved Pin, Move-By Attack, Power Attack, Rapid Strike, Takedown Attack, Whirlwind Attack.

Powers: Growth +10 [Power Stunt: Lethal; Flaw: Permanent; Source: Alien; Cost: 5 pp; Total: 52 pp].

KALAMUS

The last known survivor of one of the oldest species in the galaxy, Kalamus represents the most primal of urges: survive and conquer. Shorn of grandiose ideologies or psychotic drives, Kalamus simply moves from world to world, seeding its mind parasites throughout the populace, and reordering its society to facilitate the parasites' continued spread.

Vorgol considered Kalamus a longshot to join the Legion, so its acceptance came as quite a surprise. Whether Kalamus is a true believer in the Legion's cause, merely sees it as a means to an end, or has something more sinister in mind remains to be seen. In any case, Kalamus remains inscrutable, and this has done little to inspire trust in his nominal allies.

Kalamus: PL 11; Init +2 (Dex); Defense 14 (12 flat-footed); Spd 30 ft., fly 50 ft.; Atk +7 melee (+7L, unarmed), +4 ranged; SV Dmg +7, Fort +9, Ref +2, Will +2 (+5 Mental Protection); Str 20, Dex 14, Con 20, Int 12, Wis 14, Cha 10.

Skills: Listen +6, Spot +6.

Feats: All-Out Attack, Extra Limbs (ten tentacles), Great Fortitude, Immunity (aging, exhaustion, pressure, suffocation), Infamy, Iron Will, Minions, Rapid Healing.

Powers: Flight +10 [Power Stunt: Space Flight; Source: Alien; Cost: 2 pp; Total: 22 pp], Mental Protection +5 [Source: Alien; Cost: 2 pp; Total: 10 pp], Mind Control +10 [Power Stunt: Mental Link; Flaw: Obvious; Source: Alien; Cost: 1 pp; Total: 12 pp], Regeneration +4 [Extras: Back from the Brink, Regrowth; Source: Alien; Cost: 4 pp; Total: 16 pp], Super-Constitution +2 [Source: Alien; Cost: 4 pp; Total: 8 pp], Super-Strength +2 [Power Stunts: Lethal, Lifting; Source: Alien; Cost: 4 pp; Total: 12 pp].

THE QUEEN WASP

The worlds of the Gralleen System are inhabited by a race of humanoid wasp-like insects, one of the most truly alien species in the galaxy. Gralleenians are governed by a hive-mind mentality, which is aggressive, xenophobic, and monarchical. While the average Gralleenian lives only to protect and expand its race's territory, its rulers remain in power only by surviving a game of Machiavellian political infighting of the highest power. The current sovereign, Vespa, is one of the most skilled players ever.

Part of her game-playing acumen involves knowing when to change the rules, and when courtly politics started to turn against her, Vespa contacted her fellow despot Vorgol and joined the Tyranny League, just as the Conqueror had planned. With the support of her new allies, Vespa has seriously tilted the balance of courtly power in her favor, and since Gralleenian monarchs do not age so long as they have drones to consume, her reign may know no end.

For its part, the Legion now has the service of a large army of ruthlessly aggressive soldiers, all ready to die at the behest of the Queen Wasp. Heartless as she is (despite her pretensions to the contrary), such orders she is all too ready to give.

The Queen Wasp: PL 10; Init +5 (Dex); Defense 20 (15 flat-footed); Spd 30 ft., fly 25 ft.; Atk +10 melee (+9L, stinger), +10 ranged; SV Dmg +4

(+5 with Evasion), Fort +6, Ref +5, Will +3; Str 18, Dex 20, Con 18, Int 16, Wis 16, Cha 20.

Skills: Acrobatics +6, Bluff +9, Diplomacy +8, Language (Galacta), Listen +4, Sense Motive +4, Spot +4.

Feats: Aerial Combat, Attack Finesse, Attractive, Dodge, Evasion, Great Fortitude, Headquarters, Immunity (aging), Infamy, Inspire, Leadership, Minions.

Powers: Drain +8 [Extra: All Physical Attributes; Source: Alien; Cost: 3 pp; Total: 24 pp], Flight +5 [Flaw: Restricted—Wings; Source: Alien; Cost: 1 pp; Total: 5 pp], Mind Control +10 [Flaw: Restricted—Pheromones; Source: Alien; Cost: 1 pp; Total: 10 pp], Natural Weapon (stinger) +5 [Source: Alien; Cost: 2 pp; Total: 10 pp], Super-Charisma +3 [Source: Alien; Cost: 2 pp; Total: 6 pp].

VORGOL THE CONQUEROR

Arous lies in a backwater corner of the galaxy, the capital of an empire which rules worlds no one else wants to claim. Its rulers were a succession of petty, tin-pot dictators until the supreme mastermind named Vorgol, now known as the Conqueror, came to power.

Putting his two heads together, the multi-cephalic Vorgol conceived a union of the galaxy's other would-be rulers that could both match the numbers of its enemies and exceed them in ruthlessness. After long study, Vorgol knew who could help him achieve his vision, and more importantly, knew exactly what to promise them in order to get their cooperation. From these efforts, the Tyranny Legion was born.

The only thing more impressive than Vorgol putting the Legion together is his ability to keep it together. It remains a delicate balancing act, but for now the Conqueror has each member convinced that they alone will prevail in the end. In that, he is doing what he has always done best: perfectly assuming whatever role gets him what he wants.

Perhaps the only people who know the true Vorgol are his subjects, who quietly loathe him despite his outward charm. His prisons remain too full of "dissident elements" for them to feel otherwise. Perhaps nothing better shows the universe Vorgol plans on ruling.

Vorgol the Conqueror: PL 12; Init +4 (Dex); Defense 20 (16 flat-footed); Spd 30 ft.; Atk +9 melee (+3S, unarmed), +10 ranged (+12L, Arousian blaster pistol); SV Dmg +3, Fort +3, Ref +4, Will +9; Str 16, Dex 18, Con 16, Int 20, Wis 20, Cha 20.

Skills: Bluff +12, Diplomacy +13, Intimidate +12, Knowledge (galaxy) +9, Language (Galacta), Listen +8, Sense Motive +8, Spot +8.

Feats: All-Around Sight, Assessment, Headquarters, Infamy, Inspire, Iron Will, Leadership, Minions, Photographic Memory.

Powers: Super-Charisma +5 [Extra: Intimidating Presence; Source: Training; Cost: 3 pp; Total: 15 pp], Super-Intelligence +2 [Source: Alien; Cost: 2 pp; Total: 4 pp], Super-Wisdom +2 [Source: Alien; Cost: 3 pp; Total: 6 pp].

Equipment: Arousian blaster pistol [Weapon +12L; Power Stunt: Dual Damage; Source: Super-Science; Cost: 1 pp; Total: 13 pp], personal force-field generator [Force Field +12; Extras: Immunity (cold, critical hits, electricity, fire, kinetic, light, pressure, radiation, sonic, starvation, suffocation, vibration), Mental Shield; Flaw: Device; Source: Super-Science; Cost: 3 pp; Total: 36 pp].

PLANNING FOR THE FUTURE

Freedom City in the far-flung future holds countless possibilities for players and Gamemasters. First, it can make for an exciting diversion for present-day Freedom City campaigns, and second, a whole campaign can be based on the heroes' efforts to make sure the bright, shining future stays that way.

BACK TO THE FUTURE

At some point, every good hero team leaves the present behind and visits the world of tomorrow. The first step for the Gamemaster, of course, is getting them there. It's a cinch if one of the characters has some sort of time-travel power, but otherwise, they're going to have to hitch a ride.

The Clockwatcher is an excellent character to use for this purpose. Since his job is using intermediaries to keep history on track, it's quite likely a situation dire enough to merit bringing in some cavalry from the past (namely, the player characters) could arise. Failing that, there are any number of natural phenomena (black holes and the like), malfunctioning villain gadgets ("Don't touch that lever!"), or other plot devices capable of getting the characters to the future in time to embroil them in the crisis of your choice. It's even possible a villain like Omega may shanghai the characters into the future for his own nefarious reasons.

Once the characters reach AD 2525, the players are likely to sidetrack things for a bit as they try to learn their character's eventual fate and other tidbits of "historical" information that for them has yet to occur. This is where the Crisis of 2112 is the Gamemaster's friend, as that event wiped out almost all the historical records the players are interested in. At the very least, the GM should consider any potentially campaign-damaging data lost in the Crisis.

There's also the possibility the information presented here doesn't match the Gamemaster's conception of Freedom's future, or the characters return to their era and start spilling information they shouldn't ("Guess what's going to happen in 2112!"). In either event, the answer is the same: the bright, shining world of AD 2525 is but one possible future.

Gamemasters should consider nothing here set in stone, and should feel free to change anything to suit the needs of their campaigns. Characters should be especially mindful of this, as their own "loose lips" may prevent the pleasant future from ever coming into being—or may trigger the very catastrophes they seek to avert.

FUTURE LIFE

Full-time campaigns set in the 26th century offer a universe of potential adventures. The characters can be part of their own, independent team, or members of the Freedom Legion. In the latter case, they may constitute a new core membership, a rival core membership (on Earth or elsewhere), or a grouping of affiliate members.

The focus of the campaign can vary quite a bit. Adventures may involve a war of nerves against Grue infiltrators on Moonbase One, a battle for hearts and minds against the Unifiers, a gritty street campaign in the Fens, classic space operas with massive spaceships and alien worlds, or a good old-fashioned comic book slugfest with the Tyranny Legion. The Gamemaster can even reverse one of the options previously discussed and send the players back in time to the 21st century to resolve some past crisis. As they say, the possibilities are as big as the universe. ■

With Great Power

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The power creation guidelines in *Mutants & Masterminds* are intended to allow players and Gamemasters to design their own unique powers to supplement the selection given in the core rulebook. This article expands and clarifies the basic power creation guidelines for those looking to create more detailed or complex powers.

POWER CREATION BASICS

A power's base cost (that is the cost for one rank of the power) is determined by totaling the number of effects the power has, adding the total number of extras, and subtracting any flaws applied to the power or its extras. The cost of any power stunts is added to the final cost of the power (at 2 power points per stunt).

$$\text{Power Cost} = 1 + \text{number of effects} + \text{number of extras} - \text{number of flaws}$$

POWER EFFECTS

A power is made up of *effects*. An effect is essentially one thing that a power is capable of doing, measured by its rank. A power's rank determines the bonuses or saving throw DCs of its effects, as shown for the various powers in the *Mutants & Masterminds* rulebook.

WHAT'S AN EFFECT?

As a general guideline an effect can do any one of the following:

- Provide a damage bonus of +1.
- Provide a +1 save DC for a particular all-or-nothing effect (such as stunning, paralysis, or transformation).
- Provide a saving throw bonus of +1.
- Provide an ability bonus of +1.
- Provide +5 feet of movement, either as a new mode of movement or added to an existing form of movement.
- Grant the benefit of a single super-feat (such as an Immunity or sensory feat).

Consult the sample powers in *Mutants & Masterminds* for more examples. Generally, any power with a cost of 2 has a single effect.

EFFECT TYPES

Effects fall into one of ten types, outlined on p. 93 of *Mutants & Masterminds*. The effect types are: Ability, Alteration, Attack, Control, Defense, Illusion, Movement, Sensory, Transformation, and Variable.

Effect types primarily come into play when dealing with extras and secondary effects (see below). Examples of each effect type can be found on p. 93 of *Mutants & Masterminds*.

VARIABLE EFFECT

A type of effect requiring particular explanation is the *variable effect*. A variable effect can become any other type of effect with the expenditure of a Hero Point. This is similar to a use of extra effort, except a Hero Point must be spent and the character does not become fatigued. Also, unlike extra effort, the new effect lasts until the character chooses to spend a Hero Point to change it again. So if a character changes a variable effect to an attack effect (for example, an Energy Blast) it remains until the character chooses to spend another Hero Point to change it. Gamemasters may allow players to "set" their character's variable effects at the start of a game without spending a Hero Point. Or the GM may "reset" variable effects to a "null" setting at the start of a new story (that is, no effect), requiring the player to spend a Hero Point to change the effect. Changing a variable effect requires a half action.

BEHIND THE MASK: VARIABLE EFFECTS AND HERO POINTS

The Hero Point requirement for variable effects is an important part of balancing their value. The ability to gain *any* power with only a half action would be a considerable one, to say the least. Therefore, it's strongly recommended that the GM only alter or waive the Hero Point requirement in cases where it's replaced with something equally limited. For example, the Mimic power is essentially a variable effect, but the character is limited to only attributes possessed by the target (not whatever effects the player wants), and the mimic must touch the target for the power to take effect.

VARIABLE EFFECTS AND EXTRAS

A variable effect can also be set to any extra with a cost equal to or less than the variable effect's cost (usually 1 pp). So a character could set a variable effect to provide the Area extra for one of his powers, for example. This is considered a normal use of the variable effect.

MULTIPLE VARIABLE EFFECTS

A variable effect can duplicate only a single other effect. However, a character can have multiple variable effects (at a cost of 1 power point per rank each) in order to duplicate multiple different effects at once. For example, a character with four variable effects can set them to four different effects. This costs 1 Hero Point and a single half action, regardless of the number of variable effects altered, so long as the character changes them all at the same time.

VARIABLE POWER STUNTS

A character can also have variable *power stunts*. These work the same as variable effects, but a variable power stunt must be a power stunt or secondary effect, not an additional effect. Variable power stunts have the same cost as normal power stunts—2 power points—and they work just like other variable effects, including the Hero Point cost to change them. Characters can combine variable power stunts and variable effects.

POWER EXTRAS

Extras expand a power's usefulness, and cost. Generally, an extra increases a power's cost per rank by 1 power point, but some extras may cost more, particularly if they have multiple effects (essentially making them multiple extras added together as one).

EXTRA MODIFIERS

Extra modifiers change how an existing effect works. These types of extras are listed on pages 95–97 of the *Mutants & Masterminds* rulebook and include modifiers like Area, Ghost Touch, Selective, and so forth. Extra modifiers are applied per effect in a power, that is, the extra applies to the individual effect. For example, a power includes the following effects: Energy Blast (attack), Flight (movement), and Force Field (defense). If you apply the Area extra to the power's Energy Blast, it does *not* make the power's Flight or Force Field into Area effects. An extra modifier *may* apply to a secondary effect (see below), but this is handled separately.

EXTRA EFFECTS

Extra effects are just that, additional effects tacked on to an existing power. They allow the power to do other things, expanding its capabilities. For example, the power to generate fire may have a base attack effect (projecting streams of fire, an attack effect). However, it can expand into projecting a jet of fire to fly (a movement effect), shaping

OPTION: FLOATING MODIFIERS

Gamemasters may wish to allow some extra modifiers to "float," applying to different powers from round to round, as chosen by the character's player. For example, a player may choose to apply the Area extra to one of the character's powers with multiple effects. The extra applies to one effect (say an attack effect). The following round, the player chooses to move the extra so it applies to one of the character's other effects, such as a defense effect. Shifting a floating modifier is a free action and can only be performed during the character's turn to act in the initiative order.

FRACTIONAL POWER COSTS

Normally, a power's cost cannot be reduced below 1 power point per rank, regardless of the number of flaws applied to it. However, the Gamemaster may allow lower power costs. In this case, each 1-point reduction in cost increases the number of power ranks the character gets for one power rank. So a flaw applied to a 1-point power makes it 2 ranks per power point. Another flaw makes it 3 ranks per power point, and so forth. The character is still limited to no more ranks in a power than allowed by the power level limit.

fire into different forms (a control effect), and burning up projectiles before they hit the character (a defense effect).

Each extra effect added to the power increases its cost per rank by 1 power point. Note that some of the extras listed for powers in the *Mutants & Masterminds* core book consist of multiple effects grouped together as a package, thus they have a higher cost (1 for each extra effect in the package).

PARTIAL EXTRAS

While extras normally apply to all ranks of a power, this does not have to be the case. You may choose to apply an extra to only some of a power's

ranks and not others, creating a *partial extra*. An extra must apply to at least one rank of a power, and may apply to as many ranks as the power has. The increase in cost applies only to the ranks with the extra; the unmodified ranks have their normal cost.

For example, Inferna has the power to control fire at rank 11. She decides to add a movement effect as an extra effect, but only at rank 8. So the first 8 ranks of her Energy Control (fire) power are increased in cost by 1 point (costing Inferna a net 8 power points), but the remaining 3 ranks are unaffected. Inferna's Flight power isn't as powerful as her overall Energy Control (fire). In a block of statistics ("stat block"), Inferna's power would look like this: Energy Control (fire) +11 [Extra: Flight +8; Source: Mutation; Cost: 3/2 pp; Total: 30 pp].



As another example, Inferna's player decides to apply the Area extra to the attack effect of Inferna's Energy Control (fire), allowing her to throw fireballs as well as blasts of flame. However, she only has 7 power points available to spend, so she applies the extra to the first 7 ranks of Inferna's power, leaving the other 4 unchanged. When the player has 4 more power points to spend, she plans to increase the extra to cover Inferna's entire attack effect.

Partial extras are useful as a means of adding extras to a character's powers gradually, without having to pay a substantial power point cost all at once. This can represent a character "growing into" a new power or ability over time as the character earns power points.

POWER FLAWS

Flaws reduce the overall effectiveness of a power, reducing its cost as well. Generally, a flaw reduces a power's cost by 1 power point per rank. Flaws normally cannot reduce a power's cost below 1 power point per rank, regardless of how many are applied to a power.

INDIVIDUAL FLAWS

Normally, a flaw affects an entire power, and reduces its overall cost. However, you can also apply a flaw to a single effect, reducing its cost without reducing the overall power's cost. Since most effects have a cost of only 1 power point, this usually means that the flaw allows you to add an extra to that effect without additional cost.

For example, a character has the Telepathy power at rank 10. The player wants to add an attack effect, an Energy Blast, with the Mental

OPTION: SECONDARY EFFECTS OF DIFFERENT TYPES

Officially, secondary effects must all be of the same type as the primary effect. However, some character concepts may call for a secondary effect that is *not* of the same type as the primary effect (and, perhaps, the other secondary effects). In this case, it's up to the Gamemaster whether or not to permit this new effect as a secondary effect or not. Generally, so long as the other rules for secondary effects are followed, this does not represent an unbalancing advantage.

Take the example of the fire-controlling character. She has a primary attack effect (a lethal fire blast) and several secondary attack effects: a stunning blast, a wave of heat that causes fatigue, and a choking cloud of smoke that causes suffocation. The player decides that the character can also use her flame blasts as propulsion to fly. Normally, this would be an extra, since flying is a movement effect. However, the player specifies that the character *cannot* use her other attack effects while flying. If she does, she loses her source of propulsion and falls. She has to keep projecting her jet of fire to keep flying. The GM considers this a viable secondary effect of the character's power, even though it is a non-attack effect. However, the GM informs the player that the inability to fly and attack at the same time will be strictly enforced.

Gamemasters should consider allowing secondary effects of differing types on an individual basis, but should keep the guidelines and limitations for secondary effects—particularly their inability to be used at the same time—in mind when making their decision.



extra. That's two extras (an extra effect and an extra modifier). To reduce the cost, the player decides that the character's Energy Blast is Tiring, and applies that flaw to it. This reduces the cost of the Energy Blast extra to 1 power point per rank. Using the Energy Blast is Tiring, but the other uses of the character's Telepathy are not, since the flaw does not apply to them. In a stat block, the telepath's power might appear like this: Telepathy +10 [Extra: Energy Blast (Extra: Mental; Flaw: Tiring); Cost: 3 pp; Total: 30 pp].

PARTIAL FLAWS

Like extras, a flaw may apply to only some of the ranks of a power and not others—a *partial flaw*. The flaw only reduces the cost of power ranks to which it applies. A partial flaw must apply to at least one rank of a power.

In the example above, the player chooses to apply the Tiring flaw only to 5 ranks of the character's Mental Blast extra. So the first 5 ranks cost 2 pp/rank, while the second 5 ranks cost 1 pp/rank. The character can throw a Mental Blast +5 with no effort or fatigue, but a higher rank Mental Blast is tiring for him.

Like partial extras, partial flaws are a useful way of gradually changing a character's powers. The character above might spend earned power points to slowly "buy down" his Tiring flaw, until it is gone altogether and the character can use his Mental Blast extra freely with no risk of fatigue (unless he chooses to use extra effort with it).

SECONDARY EFFECTS

Once a character has a particular type of effect—an attack or defense, for example—additional effects of the same type are less of an increase in overall power and more a matter of flexibility. A character may have multiple *kinds* of attacks and defenses to choose from, for example. Characters may not use all of their powers' effects at once, making some of them into *secondary effects*.

A secondary effect is an effect of the same type that a power already has, which cannot be used at the same time as the primary effect or other secondary effects of that type. In essence, the character can "swap out" different effects of the same type from round to round, using them one at a time. For example, a character might have the Energy Control (light) power with an attack effect: the ability to shoot laser beams that do lethal damage. Perhaps the player wants to give the character the ability to create bolts of "solid photons" that do stun damage. Since the character can't use both attacks at once, and they're both attack effects, the additional effect is suitable as a secondary effect. If the player later wanted to add the ability to create band of "solid light" to capture foes, that would also be a suitable secondary effect.

A secondary effect of a power costs only 2 power points, regardless of the power's rank. Thus a secondary effect can be considered like adding a feat to power. This is how the *Mutants & Masterminds* core rules handle secondary effects, treating them as power stunts (see below).

Keep in mind the following guidelines about secondary effects:

- The power must already have a primary effect of a particular type (attack, defense, movement, etc.) before adding a secondary effect of that type.
- The secondary effect cannot be used at the same time as the primary effect or any other secondary effects of that type. Switching between effects is a free action that can only take place during the character's turn to act each round.
- A secondary effect has a cost of 2 power points, regardless of the power's rank or total cost.

PARTIAL SECONDARY EFFECTS

A secondary effect must have a total power point cost of equal to or less than the primary effect. There is no game benefit to having a secondary effect with a total cost less than the primary effect; a secondary effect costs 2 points, regardless. However, the GM may choose to reduce the cost of a secondary effect to 1 power point if its total cost is substantially lower than the primary effect, say half or less. This reflects the fact that the secondary effect is considerably less powerful than the primary effect (which cannot be used at the same time).

SECONDARY EFFECTS WITH EXTRAS AND FLAWS

A standard secondary effect is simple: substituting one effect for another. But what if the primary or the secondary effects have extras or flaws applied to them? Use the following guidelines.

A secondary effect's total cost—including modifications from extras and flaws—cannot be greater than the total cost of the primary effect. So long as the secondary effect's total cost is equal to or less than the primary effect's cost, it can have any combination of extras and flaws permitted by the Gamemaster.

For example, Frostbite has a chilling ice blast, a single attack effect at rank 10. Frostbite's player wants to add a secondary effect, a freezing Snare that traps all targets in an area in bonds of ice. This is another attack effect (in this case a Snare) with the Area extra. Frostbite's primary effect has a cost of 10 points. The Snare effect has a cost per rank of 2 (1 for the effect, +1 for the Area extra). Since it must be equal or less in total value, Frostbite can take the secondary effect at rank 5. Alternately, he can apply a partial Area extra, to just the first 2 ranks of the Snare (for a small area with a 10-foot radius). This costs 4 points. The remaining 6 he puts into additional Snare ranks. So the secondary effect is Snare +8 (Area, 10-ft. radius).

If the primary effect has any extra modifiers on it, those modifiers do not automatically apply to the secondary effect, although you may choose to give the secondary effect the same modifiers. For example, if the primary effect is an Energy Blast with the Area extra, its secondary effects do not have to have the Area extra. They may have a different extra, or none at all, so long as the secondary effect's total cost is equal to or less than that of the primary effect and the secondary effect doesn't exceed the character's power level limit.

The same is true of flaws that apply solely to the primary effect: the secondary effect doesn't need to have those flaws, but the flaws do restrict the secondary effect's cost (since they reduce the cost of the primary effect). If you have Mental Blast +12 (an attack effect with the Mental extra) as the primary, with the Tiring flaw, it has a total cost of 12 power points. Any secondary effects must have a total cost equal to or less than this.

Flaws applied to a power's cost as a whole apply to *all* of that power's effects, including secondary effects, and do not reduce a secondary effect's cost. To use the previous Mental Blast example, if a character has Telepathy with Mental Blast as an extra (costing +2 pp/rank) and the Tiring flaw applied to the Telepathy power as whole, then the cost of Telepathy is reduced by 1 pp/rank. Any secondary effects of Mental Blast may have a total cost based off its total cost (or power rank × 2 pp), but they must have the Tiring flaw with no reduction in cost, since it applies to the entire power.

POWER STUNTS

Power stunts are essentially feats with a particular power as a prerequisite. They're comparatively minor enhancements of a power's capabilities.

Secondary effects are the most common power stunts, although some stunts are simple add-ons to a power or minor bonuses when using a power.

A power stunt costs the same as a feat: 2 power points. Secondary effects are covered in detail above. Other power stunts are left for players and Gamemasters to create. Use the guidelines for creating feats (*Mutants & Masterminds*, p. 53) for designing these power stunts.

EXAMPLES OF POWER CREATION

The following examples show the power creation guidelines from this article in use.

BATTLESUIT

This is a classic comic-book battlesuit, like that used by the Battlesuit archetype.

Power Rank: 10

Primary Effect: Defense (Protection). The primary effect of a battlesuit is, of course, to protect its wearer. So we assign a defense effect that provides Protection, reducing the damage bonus of incoming attacks by its power rank. *Cost:* +1 power point per rank.

Extra Effect: Attack (Energy Blast). Next, the battlesuit needs some offensive capabilities. So we add an attack effect that does power rank damage at normal range, an Energy Blast. *Cost:* +1 power point per rank.

Extra Effect: Movement (Flight). We want our battlesuit to be able to get around, so we add a movement effect for boot jets, allowing it to fly (the Flight power). *Cost:* +1 power point per rank.

Partial Extra Effect: Defense (Immunity). Now, it makes sense that our battlesuit should have a sealed life-support system, capable of protecting its wearer against hostile environments. So we add an Immunity effect. This is another Defense effect, but we don't want to make it a secondary effect, since it needs to work at the same time as the armor's Protection. Looking at the list of Immunities (*Mutants & Masterminds*, p. 51), we decide on the following: disease, energy (cold, heat, electricity, and radiation), pressure, and suffocation (self-contained oxygen). That's seven immunities. Since our armor has a power rank higher than +7, we make this a partial extra for just the first seven ranks. *Cost:* +1 power point per rank for 7 ranks (+7 points total).

Secondary Effect: Attack (Snare). We decide to add a secondary weapon to our battlesuit, a capture device. Since this is another Attack effect, and we're not planning on using it at the same time as our blasters, we decide to make it a secondary attack effect. *Cost:* 2 power points (total).

Flaw: The obvious flaw to apply to our battlesuit is Device, since it is one. This flaw affects all of the suit's powers, so it is applied to the power's overall cost rather than any individual effect's cost.

Total Cost: Adding things up, we get a base cost of 10 power points, plus 10 points for our primary effect, 10 points for our first two extra effects, 7 points for our third (partial) extra effect, and 2 points for our secondary effect. Our one flaw subtracts 10 points (1 per power rank), giving us a final cost of $(10 + 10 + 10 + 10 + 7 + 2 - 10)$ or 39 points.

FIRE CONTROL

This is the power to generate and control fire in various ways.

Power Rank: 8

Primary Effect: Control (fire). The primary effect of this power is the ability to control fire, so clearly it's a control effect. We decide the character can cause flammable objects to burst into flames (which do power rank damage) and can make fire "leap" up to $(\text{rank} \times 10)$ feet. *Cost:* +1 power point per rank.

Extra Effect: Attack (Energy Blast). Expanding on the ability to ignite fire, we add the ability to project fire like a flamethrower, an Attack effect. *Cost:* +1 power point per rank.

Extra Effect: Attack (Energy Field). Then we add the ability to surround the character in a fiery aura. This is also an Attack effect, but not a secondary effect, since we want it to operate continuously. It's continuous, but also has no range, so we consider it a single effect with no extras. *Cost:* +1 point per rank.

Extra Effect: Movement (Flight). To allow our human flame-thrower to get around, we include the ability to project a jet of flame and fly like a rocket. This is a movement effect for Flight. *Cost:* +1 point per rank.

Secondary Effect: Attack (Fireball). We want to give our character the power to hurl exploding fireballs. That is Energy Blast with the Area extra. Since it is an additional Attack effect, and not likely to see use at the same time as our character's Energy Blast, we can make it a secondary effect. However, since it has an extra, and the primary effect does not, it has to be at a lower rank. Our primary effect costs 8 points, so we make our secondary effect rank 4, giving it the same cost. *Cost:* 2 power points (total).

Power Stunt: Immunity (Fire). Finally, it makes sense for our fire-using hero to have some resistance to fire and heat, so we add on the power stunt of Immunity to fire. *Cost:* 2 power points (total).

Total Cost: Adding things up we have a base cost of 8 power points and 8 power points each for the primary and three extra effects. We also have two power stunts: a secondary effect and a super-feat, which add 2 power points each to the total cost. Our final cost is $(8 + 8 + 8 + 8 + 8 + 2 + 2)$ or 44 power points.

TELEPATHY

We want to create a character able to read (and influence) the minds of others.

Power Rank: 13

Primary Effect: Sensory (read minds). The basic effect of Telepathy is, of course, the power to read minds. This gives us the Telepathy power, as described on p. 87 of *Mutants & Masterminds*. *Cost:* +1 power point per rank.

Extra Modifier: Area (group link). Applying the Area extra to Telepathy is somewhat unusual. Rather than affecting a particular area, we allow the character to telepathically communicate with a number of minds equal to the Telepathy power rank. This gives us the Group Link extra (*Mutants & Masterminds*, p. 88). *Cost:* +1 power point per rank.

Extra Effect: Illusion (illusion). Our telepath can also project images into the minds of others. This is an illusion effect. *Cost:* +1 power point per rank.

Extra Effect: Control (minds). In addition to reading thoughts, our character can influence them. This is a control effect, granting the Mind Control power as an extra. *Cost:* +1 power point per rank.

Secondary Effect: Control (minds), Area extra, Flaw (emotions only). The player wants to apply the ability to influence minds over an area, but to a more limited degree than controlling an individual. Since this is a variation on the existing control effect, we make it a secondary effect. The Area extra and the Flaw "emotions only" cancel out in terms of cost, allowing the effect to have the same rank as the base power. *Cost:* 2 power points (total).

Total Cost: We have the power's base cost, the primary effect, and three extras (a modifier and two effects). That gives us a cost of (13×5) or 65 points. The secondary effect adds 2 points to the total, for a final cost of 67 power points. ■



BOWMAN & ARROW

YOU ALWAYS HAVE ALL
THE ANSWERS, **BOWMAN!**
WELL... WHAT'S YOUR
ANSWER TO **THAT--?**

MY WARD
IS A
BOOZER!

words	pencils	colors
JASON ORMAN	ANDY SMITH	MIKE ATIYEH

with respect
to Neal A.

Mutants & Masterminds currently contains a list of nine weaknesses, encompassing many classic superhuman flaws seen in comic books over the years. The rulebook presents a fairly broad and encompassing look at how weaknesses can be handled, providing a simple system that works well for most *M&M* campaigns. But some players might want a more nuanced system. Does a character who gives off a bad odor really deserve the same power point award as a paraplegic ninja cop?

Questions like this can lead players to attempt to come up with the least limiting flaw their GM will allow and still receive the golden 10 power points gained by taking a weakness. Below is an optional list of weaknesses containing variable levels, severities, and examples as well as suggested costs. As with any system, there is a line that must be drawn, a judgment call to be made, and some may find the numbers to be off. Gamemasters should feel free to modify the severity of a weakness or even create all new lists if they like.

The three levels of weaknesses (and associated power point bonuses for taking them) are:

Minor (+2 pts)
Moderate (+5 pts)
Major (+10 pts)

Note: Some weaknesses remain unchanged due to the type of effect they produce, although typically alternate methods of purchasing similar, less debilitating versions are offered below.

ADDICTION

The hero has an addictive personality that has manifested itself in some way, ranging from the need for a dangerous substance to a deadly compulsion to perform a self destructive action. Addictions typically range along the lines of alcoholism, drug use, and self-destructive habits. Typical addictions include a constant desire to steal minor trinkets, gambling, and the need for adrenaline rushes created by actions like street races. The time required between feeding a character's addiction determines the level of the weakness for the hero.

Each day the character must make a Will save (DC see below) in order to fend off the addiction for another day. Characters who fail this save must take all possible actions to fulfill their need. Typical effects of drugs involve incapacitation to some degree or another for the day. GMs should feel free to assign penalties along the lines of -5 on all attacks, power checks, and skill checks while under the influence of the drug or alcohol (remember this is not mild usage but severe intoxication).

Gamemasters are encouraged to work out the specifics of the actions or effects a particular addiction has upon the hero with this weakness, but remember that fulfilling an addicted character's need should never be a reward, and the addiction's penalties should always be severe.

Minor: Will save DC 10.

Moderate: Will save DC 15.

Major: Will save DC 20.

ANTAGONIST

The hero is for some reason wanted, harassed, or haunted by an antagonist of influence. Often, the antagonist is a supervillain of note, but need not always be a single powerful enemy. A controlling parent constantly checking in on the character, not knowing that they are a hero out fighting crime may qualify. A powerful organization such as the mafia, Yakuza, or a terrorist cell would all qualify. A Gamemaster always has the final say as to what villains are appropriate to a character in order to pose a

sufficient challenge. If an antagonist is ever dealt with permanently (such as through death or imprisonment) the character must choose to either pay off the weakness with power points or become the target of a new antagonist. Any and all antagonists should be fully capable of causing an equal amount of grief for the hero in question. GMs may bring an antagonist into the game through the use of Villain Points (much like dramatic editing). The standard cost to bring in an antagonist is 3 VP. Reducing this cost raises the value of the weakness.

Minor: The character's antagonist requires the expenditure of 3 VP to bring into play.

Moderate: The character's antagonist requires the expenditure of 2 VP to bring into play.

Major: The character's antagonist requires the expenditure of 1 VP to bring into play.

If the antagonist in question is more powerful than the character in question, or is in fact seriously weaker, the GM should consider reducing or increasing the severity of the weakness.

Example: Ballistic Boy has an overly protective grandmother with a habit of calling him mid-battle. Of course, getting away with fighting Combusto while maintaining a secret identity can be quite difficult, often leading Ballistic Boy to flee a battle in search of a quiet spot to answer his call and talk.

If the idea of spending villain points in order to "activate" a character's weakness doesn't suit your play style, consider this system: At the beginning of any new adventure, the GM should roll a d20, adding the severity modifier for the antagonist in question (minor +2, moderate +5, major +10). A successful DC 20 check leads to the antagonist playing a part in the adventure.

BERSERKER

The hero tends to lose control in combat situations, attacking enemies without any thought of personal safety (or anything else, for that matter). At the start of each round of combat, the hero's player must make a Will saving throw (DC see below). If the save fails, the hero goes berserk. The hero loses any dodge bonuses to Defense and must take the full attack option as often as possible, only taking other actions to get into range of potential opponents. The hero does not snap out of the berserk state until all potential opponents are defeated. Then the player may make another Will save (DC see below). If it fails, the hero attacks an ally or bystander. The hero gets a new saving throw each round (with a cumulative +1 bonus) to come out of the berserk state. A successful Diplomacy check (DC 20) by an ally who tries to calm the hero down gives the character a +2 bonus on the Will save, but a failed Diplomacy check or Will save makes the character who attempted the Diplomacy check the hero's next target.

Minor: The character tends to lose his temper easily, but often gets it under control without too much danger to his allies. The save DC is 15 and you never have to check to see if you will attack your allies, your anger dissipating when your enemies have fallen.

Moderate: The character truly has trouble controlling his anger and swells with rage, friends and enemies alike must be careful. The save DC is 20 and your allies best be ready when the battle is over, for you are known to sometimes continue the fight.

Major: The character no longer has a grasp on the situation, anger having taken complete control. The save DC is 25, and you no longer have a grasp of the concept of ally or enemy when enraged. If for some reason your current opponent becomes unavailable to attack, you must move to and attack the nearest being.

DISABLED

The hero lacks a particular sense or means of locomotion, which often proves troublesome. Generally speaking, the character has an ability score or other common ability (like a sense or movement) effectively removed. Some examples of each follow:

Minor Disabilities

Bad Vision: The character suffers a -2 penalty on Spot checks and ranged attack rolls due to poor vision or sees only in black and white (comic book color blindness).

Hard of Hearing: The character has a hard time hearing conversations and soft noises at any distance. Double the penalty for Listen checks made at a distance of more than 5 feet.

Moderate Disabilities

Very Bad Vision: The character has a hard time making out object shapes and distinguishing one from another, and often has difficulty judging distances. The character suffers a -5 penalty on Spot checks and ranged attack rolls. All opponents gain 30% concealment against the character.

Mostly Deaf: The character has a hard time hearing conversations and soft noises at any distance. Quadruple the penalty for Listen checks made at a distance of more than 5 feet and apply a -5 penalty on all skill checks and rolls that involve hearing.

Mute: The character cannot speak. He may learn and use sign language as a regular language (see the Language skill, p. 36 of the *Mutants & Masterminds* rulebook). He suffers a -5 penalty on Bluff and Diplomacy checks.

Major Disabilities

Complete Blindness: The character cannot see at all. Everything effectively has total concealment from the character. His movement rate is limited as is his ability to interact with the world. See the **Condition Summary**, p. 139 of the *Mutants & Masterminds* rulebook for more on blind characters. The hero cannot have any sight-based super-feats, although the Blindsight feat is available (and can partially compensate for the character's lack of sight).

Paraplegic: The character's legs are paralyzed, meaning he cannot stand or walk unaided. The character's normal movement speed is only 5 feet per round as a full action (nothing more than a crawl), and he probably is reliant on a wheelchair or similar conveyance for getting around.

DISTURBING

The character's appearance, manner, or presence is so strange that he suffers a penalty on Bluff and Diplomacy checks. The character can't pass in normal society without drawing stares and whispered comments, and will have a difficult time maintaining any sort of dual identity without taking extraordinary measures.

Minor: The character is mildly weird, soliciting snickers and dirty looks from the locals. Bluff, Diplomacy, and potentially Disguise (based upon the nature of the Disturbing feature or aspect) checks are made at a -2 penalty. This is most likely appropriate for characters with severe tattoos, tails, pointed ears, or even minor spines or quills.

Moderate: The character is very unusual. Many openly stare at the character, sometimes soliciting uneasiness from those nearby. Bluff, Diplomacy, and potentially Disguise (based upon the nature of the Disturbing feature or aspect) checks are made at a -5 penalty. This is an appropriate level for characters covered in green fur, displaying bat wings, large scales, or something else similarly beyond mild physical mutation.

Major: The character is a horror to look upon, exudes a stench that makes people sick, or just draws hostility and fear from those who interact with the hero. Bluff, Diplomacy, and potentially Disguise (based upon

the nature of the Disturbing feature or aspect) checks are made at a -10 penalty. This level of physical disturbance often borders on the realm of nightmares and includes hell-skinned demons, flaming skulls for heads, and internal organs on the outside.

NAIVE/SUSPICIOUS

A naive hero tends to think the best of people and trusts in the inherent goodness of all creatures. On the other hand, a suspicious character rarely trusts anyone, often believing in conspiracies and cover-ups.

Minor: Minorly naive characters tend to generally trust in the goodness of all people, while minorly suspicious characters spend a bit too much time trying to determine just what others are hiding. Minorly naive heroes suffer a -2 penalty on Sense Motive checks and checks to avoid being surprised in combat. Minorly suspicious characters suffer a -2 penalty on Sense Motive checks and on Diplomacy checks due to their distracted and untrusting nature.

Moderate: Moderately naive characters usually trust in the goodness of all people and take most things at face value, while moderately suspicious characters generally start with an abrasive approach, knowing opponents intentionally hide their words. Moderately naive heroes suffer a -5 penalty on Sense Motive checks and checks to avoid being surprised in combat. Moderately suspicious characters suffer a -5 penalty on Sense Motive checks and on Diplomacy checks due to their distracted and untrusting nature.

Major: Majorly naive characters believe almost anything they hear, and often read tabloid newspapers about presidential alien abductions so they can keep informed. Majorly suspicious characters have spent far too much time crafting tinfoil hats and dodging the targeting scopes of unseen helicopters in the night. Majorly naive heroes suffer a -10 penalty on Sense Motive checks and checks to avoid being surprised in combat. Majorly suspicious characters suffer a -10 penalty on Sense Motive checks and on Diplomacy checks due to their distracted and untrusting nature.

QUIRK

The hero has a particular personality quirk that strongly influences his actions. Examples include irrational hatred or fear of something, an irrational attraction to something, unswerving devotion to a particular code of honor, and so forth. The quirk must be something that comes up fairly regularly, otherwise it doesn't qualify as a weakness. While many heroes are dedicated to a moral code, few are so irrational about it that it qualifies as a quirk. In any situation in which the character's quirk comes into play, the hero *must* act in accordance with it. For example, a hero with severe claustrophobia who is trapped inside a small space can do nothing but try to get out. If unable to follow the quirk, a hero becomes useless, cowering, ranting, or otherwise completely distracted. A player can spend a Hero Point to allow the hero to overcome or ignore the quirk for one encounter, but its effects always return.

The following guidelines should help GMs determine the severity of a given quirk.

Minor: Claustrophobia (you fear anything smaller than a typical closet), code of protection (you protect innocents at any cost), honesty (you never lie), love for the color purple (you would never harm someone wearing purple and you own copies of the movie on VHS, DVD, and Laserdisc).

Moderate: Claustrophobia (you fear anything smaller than a standard room in a home), fear of heights, code of chivalry (you act as though you were a medieval knight in many cases, throwing down your cape to cover puddles, offering yourself as a hostage, keeping your word, etc.).

Major: Claustrophobia (you fear anything smaller than a moderate-sized warehouse), psychotic code of belief (you are so extreme in some belief as to be certifiably insane as to your conviction toward it).

SUSCEPTIBLE

A susceptible hero suffers damage from exposure to some substance or condition that's harmless to normal people. Heroes who cannot breathe oxygen, dehydrate rapidly outside of water, or suffer harm in the presence of a rare mineral are good examples of characters with the Susceptible weakness. A character exposed to his susceptibility must make a Fortitude save (DC 15). The difficulty of the save increases by +1 for each exposure (or minute of exposure, for ongoing effects). If the Fortitude save fails, the character becomes fatigued. After the next failed save the hero is exhausted, becoming unconscious with another failed save. If exposed to the susceptibility again, the hero is dying. A dying hero automatically becomes unconscious (but not disabled) if the susceptibility is removed before he dies.

Minor: The character is susceptible to an extremely rare element hardly ever found or capable of entering play. This includes things such as meteoric elements, extremes of temperature, or the presence of something equally rare.

Moderate: Proximity to high voltage lines, acid rain, or the need for constant hydration are good examples of a moderate susceptibility.

Major: A major susceptibility is something the character will be regularly plagued by, and many examples are well known throughout fiction. Sunlight and the undead, witches that melt in water, and the alien that cannot breathe oxygen and must have a supply of its own atmosphere are good examples of major susceptibilities.

TRANSFORMATION

Under certain conditions, the hero undergoes a transformation that's largely out of his control. This may simply be a change in personality or an actual physical transformation, like the Identity Change super-feat (*Mutants & Masterminds*, p. 51), except the hero can't control when it happens.

Choose a condition that triggers the change, such as anger, sadness, exposure to moonlight or water, and so forth. When the character encounters that trigger, the transformation occurs. The character can attempt to hold off the transformation for one round with a Will saving throw (DC 15). The Difficulty class increases by +1 each round until the character transforms.

Heroes with this weakness are likely to have difficulty concealing their true identity, and the transformed state may have other weaknesses, such as Berserker, Quirk, or Disturbing.

Minor: The character's triggering condition is something rare, such as an unearthly element, alien technology, ancient magical relics, or an eclipse.

Moderate: The character's triggering condition is relatively common, but it doesn't pop up every day. Examples include cult rituals or exposure to full moons, salt water, or garlic.

Major: The character's triggering condition comes up frequently. Examples include anger, seeing innocents harmed, or exposure to sunlight or moonlight.

UNLUCKY

The whims of fate do not favor characters with this weakness. Once per game session, the Gamemaster can make something go terribly wrong for the hero: the character fails a vital die roll or saving throw, a villain scores a critical hit, the hero's powers fail at the worst possible moment, and so forth. If something bad must happen to someone in the adventure, it always happens to the unlucky hero first. The Gamemaster cannot simply kill the unlucky hero outright, but anything less than that is fair game.

You can spend a Hero Point to stave off a particular incident of unluckiness, but it only delays the inevitable. The Gamemaster can then have something else bad happen to you. You can spend a Hero Point to avoid that, but then another stroke of bad luck awaits you and so forth, until your luck runs out and something bad finally happens. Sometimes it's smarter to just take your lumps and get your bad luck out of the way. This Weakness is only available as a major weakness.

VULNERABLE

The hero is particularly vulnerable to a certain energy type or power source. Saving throws against attacks of that type or source have a bonus of 0. The hero simply rolls 1d20 as a save, with no modifiers for ability scores, powers, or anything else. The attack has its normal effect based on the result of the hero's save. This weakness is only available as a major weakness. Players can achieve a lower level of vulnerability for their heroes by applying the Ineffective or Limited Flaws to their hero's defensive powers (rendering them useless against particular types of attacks). ■





IN SHIPING ARMOR ARMORED

WRITER SHAWN CARMAN ARTIST REY LEWIS

REY

A hero clad in fantastic, hi-tech armor is a staple of the superhero genre. The notion of a simple man and the tools created by his brilliance facing off against others who possess the power of gods can be very appealing. Unfortunately, the concept has become fairly formulaic over time, and now there are certain traits that all such heroes seem to have in common, with very little variation. A team encountering a villain or team of villains who make use of powered armor often has a good idea as to their capabilities long before they ever actually face off against them.

A hero in armor can have as wide a range of powers as any hero without it. Protection, Flight, Energy Blasts, and Super-Strength are only the beginning, not the end product. The powers possessed by a suit of armor can be defined by examining its origins. When designing such a weapon, consider the following questions:

1. For what purpose was the armor designed?

A suit of armor used for scientific experiments is going to vary considerably from a model designed for frontline combat. Deciding how and why the armor was constructed lets you begin at the beginning and design the armor with logical, thematic abilities.

2. Who was responsible for its creation and funding?

Almost as much as a suit's purpose, the particulars of its construction are vital to its development. A suit built in some mad scientist's basement will be patchwork yet menacing, while a suit built in a government lab will be sleek and stylish. And where did all that money come from, anyway?

3. Why was the armor equipped with offensive weapons?

Your average scientist doesn't immediately dream of rocket launchers and particle beams when he plots his next invention. Weapons built into armor must have been intended for use. Against whom? And by whom?

4. Is the armor's pilot its creator? If not, why is he or she allowed to use the battlesuit on an ongoing basis?

Secret government projects, expensive laboratory equipment, and tools of eternal vengeance are rarely given out to just anyone. A good reason why the character is permitted to make extensive use of such a powerful tool makes for a very interesting back-story.

5. What does the armor use as an energy source?

Alien generators, nuclear power plants, fusion drives, magic, cybernetic implants... anything can be turned into a suitable power source under the right circumstances.

TYPES OF ARMOR

Powered armor can be designed around a number of broad themes. These themes serve to inspire ideas about the armor's origin, just like the questions above. Each type of armor has several archetypal suits to serve as examples. GMs may choose to use these suits in their games, or players may decide to take one and use it as the basis for their own armor, perhaps adding points to it via modifications and augmentations to make it a unique variant.

ENVIRONMENTAL ARMOR

Powered armor is an ideal means of adapting to new and hostile environments. Not only can the armor provide protection, it can also allow a dramatically increased amount of environmental interaction. For example, armor designed to allow its user to move unaided through the vacuum of space can also be equipped with sensor

arrays that allow incredible amounts of data to be gathered. It is possible to outfit a single suit of armor for multiple environments, of course, but it is often less expensive and more effective to construct environment-specific suits.

NIXON PETROCHEMICALS AQUATIC ARMOR SERIES

Similar to the well-known AEGIS MAX armor (*Freedom City*, p. 42), the suits developed by Nixon Petrochemicals for work on their offshore and undersea interests have their origin in a military project. More specifically, they are based on an early blueprint for the Devil-Ray Armor, the prototype suit made infamous by the criminal Devil-Ray (*Freedom City*, p. 139). The suits have virtually no offensive capabilities except for the largest, the Orca-class, which has several self-defense measures to compensate for the dangers of working in the deepest parts of the ocean.

Manta-class Armor [Armor +5; *Extras*: Immunity (cold, pressure, suffocation, water, any one other), Swimming; *Power Stunts*: Amphibious, Darkvision, Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 3 pp per rank; 19 pp total].

Mako-class Armor [Armor +8; *Extras*: Immunity (cold, pressure, suffocation, water, plus any four others), Swimming (*Extra*: Dolphin Leap); *Power Stunts*: Amphibious, Darkvision, Detection (moving objects), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 4 pp per rank; 37 pp total].

Orca-class Armor [Armor +11; *Extras*: Energy Blast (electricity), Immunity (cold, pressure, suffocation, water, plus any seven others), Swimming (*Extras*: Dolphin Leap, Super-Swimming); *Power Stunts*: Amphibious, Darkvision, Detect (Moving objects), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 6 pp per rank; 71 pp total].

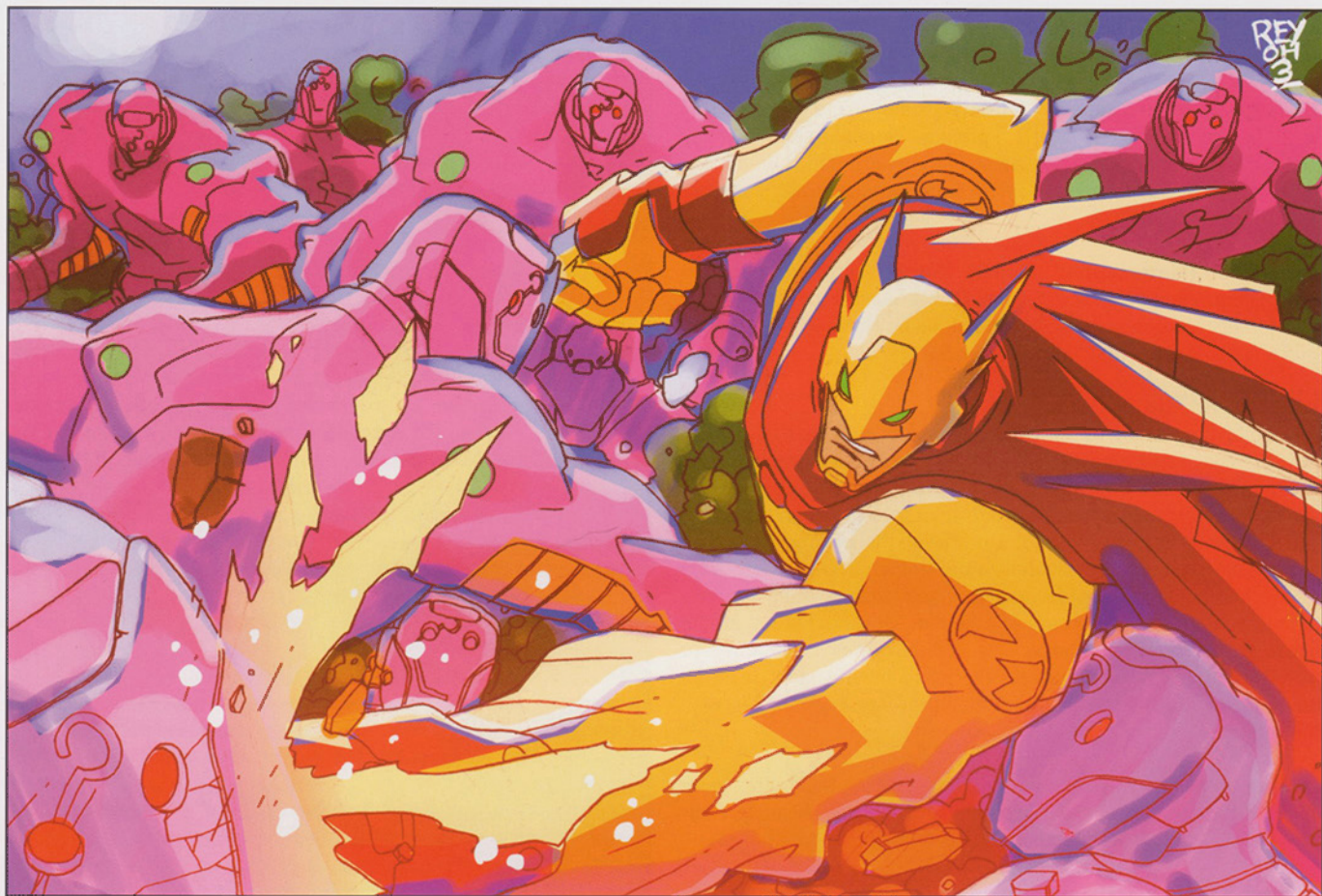
MAX-NOVA (NEAR-ORBIT VEHICULAR ARMOR)

A variant of the AEGIS MAX armor, which is in turn a variant of U.S. military armor, the MAX-NOVA suit was designed specifically to aid in the construction and maintenance of the AEGIS Orbital Command Center, an advanced space station that serves as a rapid response center for the organization's global operations. Most MAX-NOVA suits are not designed for combat applications (although there are a small number of more advanced suits in the event of an incursion of hostile enemies such as the Grue) but are rather intended for utilitarian purposes.

MAX-NOVA I [Armor +6; *Extras*: Energy Control (gravity), Flight, Immunity (cold, fire, pressure, radiation, suffocation, any one other); *Power Stunts*: Darkvision, Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 4 pp per rank; 27 pp total].

MAX-NOVA II [Armor +8; *Extras*: Datalink, Energy Control (gravity), Flight (Super-Flight), Immunity (cold, fire, pressure, radiation, suffocation, any three others); *Power Stunts*: Darkvision, Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 6 pp per rank; 51 pp total].

MAX-NOVA III [Armor +10; *Extras*: Datalink, Energy Blast, Energy Control (gravity), Flight (*Extra*: Super-Flight), Immunity (cold, fire, pressure, radiation, suffocation, any five others), Super-Strength; *Power Stunts*: Darkvision, Detection (aliens), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 10 pp per rank; 104 pp total].



GRANT CONGLOMERATES' MOLE (MINING OPERATIONS LABOR EXOSKELETON) ARMOR

Best known for its pharmaceutical interests, Grant Conglomerates owns a large number of diversified interests across the globe, including several profitable mining operations. In an attempt to increase profit margin and remedy complaints from unions and workers' rights groups, the corporation developed a suit that would allow one worker to replace an entire shift crew. Although it would appear to be prohibitively expensive to develop such a suit, the company actually modified existing suits they created for criminal enterprises, reducing overhead and development costs substantially.

MOLE Armor, Prototype [Armor +4; *Extras*: Immunity (cold, fire, pressure, suffocation), Tunneling; *Power Stunts*: Darkvision, Detection (petroleum), Detection (precious metals), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 3 pp per rank; 17 pp total].

MOLE Armor, Standard [Armor +6; *Extras*: Immunity (cold, fire, pressure, suffocation, plus two others), Super-Strength, Tunneling; *Power Stunts*: Darkvision, Detection (petroleum), Detection (precious metals), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 6 pp per rank; 41 pp total].

MOLE Armor, Advanced [Armor +9; *Extras*: Elemental Control (earth), Energy Blast (kinetic), Immunity (cold, fire, pressure, suffocation, plus five

others), Super-Strength, Tunneling; *Power Stunts*: Darkvision, Detection (petroleum), Detection (precious metals), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 8 pp per rank; 77 pp total].

COMBAT ARMOR

It is an unfortunate reality that most powered armor is utilized for combat of one form or another. Many imagine such armor as a cross between the armored knights of centuries past and modern tanks that dominate the battlefield. While the effectiveness of such weapons cannot be denied, their high cost prohibits wide-scale production. Still, many governments make use of combat armor in limited capacities. The United States military, for example, has made use of powered armor among their armed forces for decades, and has inspired a great number of imitators among other nations and independent corporations.

UNITED STATES ARMY POWERED ARMOR SERIES

The earliest forms of U.S. military armor appeared in World War II, based in part upon the theoretical metals discovered by Doctor Michael MacLean (patron to Gunner and the Human Tank). Post-war military armor technology advanced considerably. Regardless of its origins, the simply named Powered Armor Series continues to see use and development in the modern military.

U.S.A.P.A.S. (Infantry Support Model) [Armor +6; *Extras*: Energy Blast (*Extra*: Area), Obscure, Super-Senses, Weapon; *Power Stunts*: All-

Around Sight, Darkvision, Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 6 pp per rank; 40 pp total].

U.S.A.P.A.S. ("Tankbuster" Model) [Armor +9; *Extras*: Energy Blast (*Extra*: Explosive Blast), Running, Super-Strength; *Power Stunts*: Darkvision, Penetrating Attack (unarmed), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 7 pp per rank; 67 pp total].

U.S.A.P.A.S. ("Interceptor" Model) [Armor +12; *Extras*: Combat Sense, Energy Blast, Flight (*Extra*: Super-Flight), Super-Dexterity, Weapon; *Power Stunts*: Darkvision, Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 9 pp per rank; 111 pp total].

NULLIFIER ARMOR

In a world dominated by superhumans, many nations and institutions are concerned with defending their interests against any who would threaten them, whether heroes or villains. Many have used powered armor to elevate an average soldier to the equivalent of a superhuman, but that does not truly level the playing field. The Foundry, an organization devoted to developing and profiting from new technologies, instead developed a means of reducing a superhuman to the level of an average soldier, placing heroes at the mercy of the Foundry's clients. The Nullifier armor is designed to exploit existing power sources for the user's benefit, and can even identify and disrupt the energies that provide superhumans with their abilities.

Nullifier Armor (v1.0) [Armor +4; *Extras*: Fatigue, Neutralize; *Power Stunts*: Detect (superhumans), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 3 pp per rank; 15 pp total].

Nullifier Armor (v1.2) [Armor +6; *Extras*: Fatigue, Neutralize, Stun; *Power Stunts*: Detect (superhumans), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 4 pp per rank; 27 pp total].

Nullifier Armor (v2.0) [Armor +8; *Extras*: Drain, Fatigue, Neutralize, Stun; *Power Stunts*: Detect (superhumans), Radio Broadcast, Radio Hearing, Snare; *Flaw*: Device; *Source*: Super-Science; *Cost*: 5 pp per rank; 44 pp total].

UNITED NATIONS SAVIOR-CLASS ARMOR

The role of armor in combat is not limited to offense, as aptly demonstrated by this particular class developed as a joint project between several nations and funded by the U.N. The Savior Armor is designed exclusively to locate and remove civilians and wounded personnel from an active combat zone. The armor has proven exceptionally effective, and several wealthy humanitarian groups have purchased models to use in their global relief efforts.

U.N. Savior Armor, M1 [Armor +3; *Extras*: Flight, Force Field (*Extra*: Affects Others); *Power Stunts*: Detect (wounded), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 4 pp per rank; 15 pp total].

U.N. Savior Armor, M2 [Armor +6; *Extras*: Flight (*Extra*: Passengers), Force Field (*Extra*: Affects Others); *Power Stunts*: Detect (wounded), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 5 pp per rank; 33 pp total].

NEW MECHANICAL OPTIONS

The following extras may be taken with the Armor power described in *Mutants & Masterminds*, or with any device-based power, pending GM approval.

E.M.P. Shielding: Your armor is shielded against external sources of electro-magnetic interference, making it extremely difficult for your armor's systems to be disrupted. You may add half your power rank (rounded down) to any save versus a power or effect that would result in the loss of power (Drain, Neutralize, etc.).

Molecular Bonding: Your device is constructed of a material that has been fortified in order to protect its integrity. All attempts to weaken, destroy, or alter the material in any way are substantially more difficult. You may add half your power rank (rounded down) to any save versus a power or effect that would transform or alter the material (Disintegrate, Transformation, etc.).

Mystical Armor: Your armor is infused with extraordinary magical power. You gain Absorption (Energy Conversion—Mystical) versus all energy types except mystical, allowing your armor to convert incoming energy into magical Energy Blasts. You also gain the flaw Vulnerable to all sources of mystical attacks.

On-board Computer: Your device has a computer built into its electronic system. The computer possesses an Intelligence score equal to the power's rank. The computer also possesses a number of Knowledge skills equal to half the power rank, rounded down, and has a number of ranks in each skill equal to the same number. The computer may make a skill roll each round at your direction, independent of whatever action you may be taking. You may change the skills built into your on-board computer if you wish. This requires two hours of work and a successful Computers check (DC 20) for every skill changed.

Symbiote: Your armor is not technological in origin, but is a living entity existing in a symbiotic relationship with you. You gain Regeneration at your power rank, and may choose the following abilities as power stunts for the normal cost: Blending, Clinging, Combat Sense, Mental Protection, and Shapeshift. If you roll a 1 on any Damage Save, your symbiotic link has been disrupted and you lose all powers for 48 hours.

Power Stunts: The following power stunts are appropriate for powered armor or other similar devices: All-Around Vision, Blind-Sight, Assessment, Combat Sense, Darkvision, Dazzle, Detect, Gadgets, Immunity (1 per rank), Radio Broadcast, Radio Hearing, Snare.

U.N. Savior Armor, M3 [Armor +10; *Extras*: Flight (*Extra*: Passengers), Force Field (*Extra*: Affects Others), Healing, Super-Senses; *Power Stunts*: Detect (wounded), Radio Broadcast, Radio Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 8 pp per rank; 83 pp total].

SPECIALIST/SCIENTIFIC ARMOR

Exploration and combat are the two most common applications of powered armor, but they are by no means the only applications. The versatility of such armor lends it to a number of uses, many specific to a given group or task.

ALBRIGHT INSTITUTE MICRON ARMOR

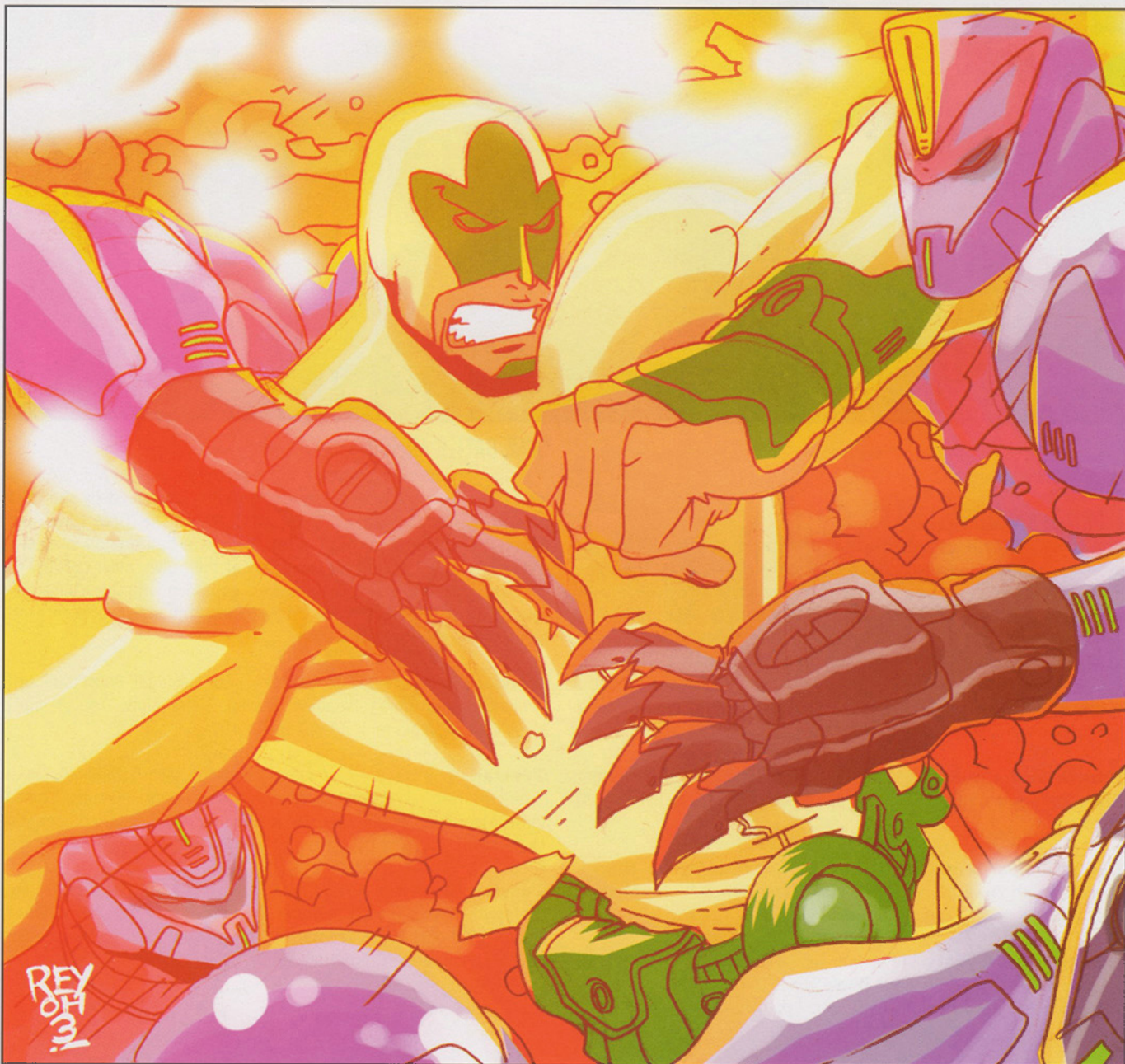
Founded by Langston Albright for the purposes of studying and gathering information on superhuman activities, the Albright Institute has made several major technological advances since its creation decades ago. One such breakthrough came following the death of the Flea, a minor hero who perished defending Freedom City from Omega and his Terminus forces in 1993. Once Flea's body was identified and returned to his family, they donated his body to science in accordance with his wishes. The Institute was able to isolate a particular wavelength of energy Flea used to reduce his body in size while retaining his normal strength levels. A suit of armor was constructed to harness this energy due to its harmful effects on unshielded human tissue. The Micron armor, as the project was named, has been used ever since

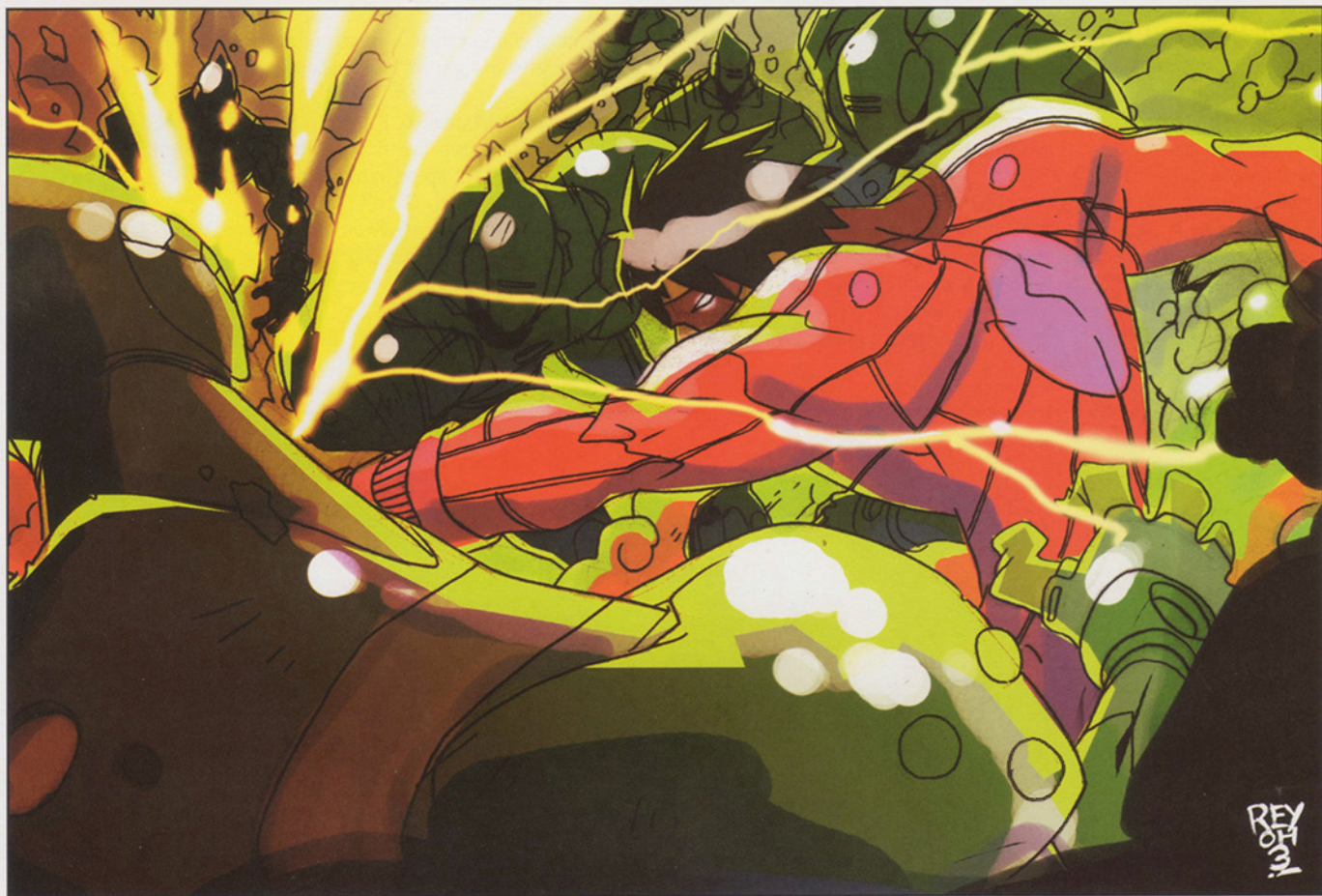
for a number of research and laboratory processes, and is considered one of the few truly reliable sources of reduction technology in the world.

Micron Mark I [Armor +6; *Extras*: Microscopic Vision, Shrinking; *Power Stunts*: Darkvision, See Invisibility, Ultra-Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 3 pp per rank; 21 pp total].

Micron Mark II [Armor +9; *Extras*: Microscopic Vision, Shrinking (*Extra*: Mighty Mite); *Power Stunts*: Darkvision, See Invisibility, Ultra-Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 4 pp per rank; 39 pp total].

Micron Mark III [Armor +12; *Extras*: Microscopic Vision, Shrinking (*Extras*: Microverse, Mighty Mite), Super-Senses; *Power Stunts*: Darkvision,





See Invisibility, Ultra-Hearing; *Flaw*: Device; *Source*: Super-Science; *Cost*: 6 pp per rank; 75 pp total].

ELDRITCH KNIGHTS

The origin of these ancient mystical artifacts is unknown. They are exceedingly rare, and appear to date back to the Middle Ages. These dormant artifacts appear to be normal suits of armor, typically in a European style, until a sorcerer who knows the proper rituals awakens them. The armor then fills with a ghostly energy form and animates as if it were being worn. The armor follows whatever orders are given to it by the individual responsible for awakening it, and often serves as a powerful guardian and protector. The armor can also be worn, conferring considerable mystical properties upon its wearer.

Eldritch Squire [Armor +6; *Extras*: Mystical Infusion, Super-Strength; *Power Stunt*: Snare; *Flaw*: Device; *Source*: Mystical; *Cost*: 5 pp per rank; 31 pp total].

Eldritch Man-at-Arms [Armor +9; *Extras*: Force Field, Mystical Infusion, Super-Strength; *Power Stunts*: Flight, Snare; *Flaw*: Device; *Source*: Mystical; *Cost*: 6 pp per rank; 56 pp total].

Eldritch Templar [Armor +12; *Extras*: Force Field (*Extra*: Affects Others), Mystical Infusion, Super-Strength; *Power Stunts*: Dimensional Travel, Flight, Snare; *Flaw*: Device; *Source*: Mystical; *Cost*: 7 pp per rank; 87 pp total].

GRUE BATTLE ARMOR

The Grue race has long coveted the legendary power of M.E.G.A.S., an incredibly powerful weapon system currently possessed by the Earth hero Megastar (*Freedom City*, p. 128). While the Grue have been unable to reproduce such a marvel, they have had limited success in producing bio-technological weaponry of their own, most notably the G'nastar symbiotic armor. Grue soldiers equipped with these suits have caused great trouble for the Lor Republic, and the Grue constantly seek ways to improve upon them.

G'nastar I [Armor +3; *Extras*: Amazing Save (Damage), Boost (Strength), Symbiote; *Power Stunts*: Blending, Combat Sense; *Flaw*: Device; *Source*: Alien; *Cost*: 4 pp per rank; 14 pp total].

G'nastar II [Armor +7; *Extras*: Amazing Save (Damage), Boost (Strength), Natural Weapon, Symbiote; *Power Stunts*: Blending, Combat Sense, Mental Protection; *Flaw*: Device; *Source*: Alien; *Cost*: 5 pp per rank; 38 pp total].

G'nastar III [Armor +11; *Extras*: Amazing Save (Damage), Boost (Strength), Mimic (Feats), Natural Weapon, Symbiote; *Power Stunts*: Blending, Combat Sense, Mental Protection; *Flaw*: Device; *Source*: Alien; *Cost*: 6 pp per rank; 69 pp total]. ■

**SUPER
HERO
SMACK
DOWN**

Written by
STEVE KENSON
Art by
ERIC LANETE



BAM! POW! Fights—and the resulting damage—are big parts of the superhero genre, so *Mutants & Masterminds* characters tend to get into a lot of them. The combat rules in the *M&M* core rulebook cover most of the situations that come up in combat, and provide a comic book style for superhero slugfests. Gamemasters may wish to modify the combat rules to create a different feel, however. The options presented here are intended to give *Mutants & Masterminds* Gamemasters tools for changing the way combat works in the game without the need to change a lot of character statistics and information.

ATTACKS OF OPPORTUNITY

The *M&M* combat rules assume combatants are actively avoiding attacks. A player doesn't have to declare anything special for his character to be on the defensive. Sometimes, however, a combatant in a melee lets his guard down, and doesn't maintain a defensive posture as usual. In this case, combatants nearby can take advantage of this lapse in defense to attack for free. These attacks are called *attacks of opportunity*.

Attacks of opportunity add an element of realism to combat that may not be appropriate for all *Mutants & Masterminds* campaigns. Therefore, the Gamemaster can decide whether or not attacks of opportunity are allowed in the game. They add a realistic edge to combat, but also tend to slow things down and make combatants more cautious. Attacks of opportunity are most appropriate for gritty or realistic campaign settings, where the players are encouraged to think in tactical terms.

ATTACK TYPE

You can use a melee weapon to make attacks of opportunity whenever the conditions for such an attack are met (see *Provoking an Attack of Opportunity*, below). In addition, you can make attacks of opportunity with unarmed attacks if your unarmed attacks count as armed. Any super-power is considered an armed attack for the purposes of attacks of opportunity.

THREATENED SQUARES

You "threaten" the squares into which you can make a melee or touch attack, even when it is not your action. Generally, that's all squares adjacent to your position. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. You can only make attacks of opportunity with melee attacks, not with ranged attacks or powers.

PROVOKING AN ATTACK OF OPPORTUNITY

Two actions can provoke attacks of opportunity: moving out of a threatened square, and performing an action within a threatened square that lets your guard down.

Moving out of a Threatened Square: When you move out of a threatened square, that generally provokes an attack of opportunity. There are two important exceptions, however. You don't provoke an attack of opportunity if only moving a 5-foot step, or if you withdraw, moving directly away from all opponents that threaten the area you are in and taking no other action for that round.

If you don't start in a threatened square, but move into one, you must stop there, or else you provoke an attack of opportunity as you leave that square.

Performing an Action that Distracts the Character: Some actions, when performed in a threatened square, provoke attacks of opportunity because they divert your attention from the fight at hand. The following actions provoke attacks of opportunity:

Aim: Aiming an attack provokes an attack of opportunity.

Disarm: Attempting to disarm an opponent provokes an attack of opportunity.

Grapple: Grappling with an opponent provokes an attack of opportunity for any other opponent that threatens that area.

Manipulating objects: Picking up, putting away, or retrieving an object provokes an attack of opportunity, as does drawing, putting away, or reloading a weapon. Dropping an object does not provoke an attack of opportunity.

Sprinting: A sprint move draws an attack of opportunity if you move out of a threatened area (above).

Striking a weapon: Striking an opponent's weapon (or a similar held object) provokes an attack of opportunity.

Unarmed attacks: Making an unarmed attack against an armed opponent provokes an attack of opportunity. If you have the Improved Unarmed Strike feat, your unarmed attacks are considered armed.

Using a skill that requires a full action.

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single melee attack, and you can normally make only one per round. Feats and abilities that grant you multiple attacks (such as Rapid Strike) do not grant you additional attacks of opportunity. You do not have to make an attack of opportunity if you don't want to.

OPTIONAL FEATS

The following feats work in conjunction with the attack of opportunity rules, and should only be allowed in campaigns that also allow attacks of opportunity.

COVERING SHOT

You can make attacks of opportunity using ranged attacks at short range.

Benefit: When an opponent in an area you threaten provokes an attack of opportunity from you, you may make a ranged attack in place of a melee attack for your attack of opportunity. You do not threaten a larger area, however, so you must still be at close range with your target.

COMBAT REFLEXES

You're able to take advantage of every opportunity in combat.

Prerequisite: Dex 13+.

Benefit: The maximum number of attacks of opportunity you can make each round is equal to your Dexterity modifier + 1. You can still only make one attack of opportunity against a single opponent. You can also make attacks of opportunity when flat-footed. A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

COUNTERATTACK

You can exploit openings in an opponent's defenses after an attack.

Prerequisite: Dex 13+, attack bonus of +3 or better.

Benefit: If an opponent attacks you in melee combat and misses, you get one immediate melee attack against that opponent as a free action at your full attack bonus. This counts toward your attacks of opportunity for that round.

DEFENSIVE MOVE

You're trained to evade dangerous situations.

Prerequisite: Dex 13+, defense bonus of +4 or better.

Benefit: If an opponent attacks you in melee combat and misses, you can immediately move a 5-foot step as a free action. If this moves you out of melee range of your opponent, that opponent must move to catch up with you. This counts toward your attacks of opportunity for that round.

DEFENSIVE THROW

You can turn an opponent's momentum against him.

Prerequisite: Dex 13+



Benefit: If an opponent attacks you in melee combat and misses, you can make an immediate trip attack against that opponent as a free action at your full attack bonus. This counts toward your attacks of opportunity for that round.

IMPROVED UNARMED STRIKE

You're trained in unarmed combat techniques.

Benefit: Your unarmed attacks are considered armed, meaning you do not provoke attacks of opportunity for attacking unarmed, and unarmed opponents who attack you may provoke attacks of opportunity from you.

OPPORTUNIST

You can seize combat openings provided by others.

Prerequisite: Dex 13+, attack bonus of +4 or better.

Benefit: When an ally successfully attacks an opponent in an area you threaten, you get an immediate attack of opportunity against that opponent. This counts against your normal attacks of opportunity for the round. A successful attack is one that hits and against which the opponent fails a saving throw. (Thus a successful Dazzle or Snare attack would count for purposes of this feat.)

OPTIONAL FLAW

The following flaw works in conjunction with the attacks of opportunity rules, and should only be allowed in campaigns that also allow attacks of opportunity.

DISTRACTING

Use of a power with this flaw requires enough concentration that it distracts you from the situation at hand. Using a power with the Distracting flaw provokes an attack of opportunity from anyone who threatens the area you are in when you use the power.

USING ATTACKS OF OPPORTUNITY

The primary purpose of attacks of opportunity is to discourage players from taking certain actions in situations where those actions would logically be dangerous, namely in the midst of combat. For example, taking on an armed opponent with nothing but your bare hands is probably unwise unless you happen to be a trained martial artist (which is where the Improved Unarmed Strike feat comes in). Thus attacking an armed opponent while unarmed provokes an attack of opportunity to reflect the armed opponent's advantage in that situation.

You can use attacks of opportunity as a means of balancing out certain abilities or actions in your campaign and to "fine tune" combat by making certain actions riskier without having to ban them outright. The idea is that those actions are still possible, but attacks of opportunity give characters reason to be cautious about performing them.

It creates a very different style of game if using certain powers provoke attacks of opportunity. If the Distracting flaw is a part of the Sorcery power, for example, sorcerers are not going to cast spells casually while in a threatened area. If armed characters get attacks of opportunity against unarmed characters, being armed becomes more of an advantage. If melee attackers get attacks of opportunity against gun-wielding charac-

ters, close combat offers an advantage, and so forth. Consider the effects of attacks of opportunity on particular situations and actions before implementing them in your campaign.

DAMAGE VARIANTS

The Damage saving throw system in the game is intended to make fights play out quickly and easily, with some of the feel of combat in the superhero comics. However, Gamemasters may wish to modify *Mutants & Masterminds* combat to achieve a different feel or a style that better suits the campaign and the players.

ONE-HIT INSURANCE

It's possible in an evenly matched fight for a character to badly fail a Damage save and get knocked out or disabled by the first successful attack (about a 25% chance, in fact). Spending a Hero or Villain Point generally eliminates this danger, since it assures a minimum die result of 10, and an average result between evenly matched opponents means no more than a hit.

However, there may be occasions when a character is unable to spend a Hero/Villain Point, perhaps because he has already spent one that round. One solution is to allow players to spend multiple Hero Points in a round, so long as each Hero Point has a different effect (e.g. you can't spend two Hero Points on the same die roll, but you could spend a Hero Point to ignore the fatigue of extra effort, one to re-roll your attack roll, and another to re-roll your Damage saving throw that round). This will tend to cause characters to go through their Hero Points a bit faster, but they remain a limited resource, so players will have to choose when and how to spend them.

Some players may simply not care for the possibility of "one-hit" knockout attacks (although they're actually fairly common in the comics). If you want to provide "one-hit insurance" for characters, try the following modification. The first failed Damage save a character makes in any given encounter cannot inflict more than a hit, regardless of the character's Damage save result. Thereafter, the character's Damage saves have their normal results. You can even extend this so that the character's second failed Damage save never does more than a stunned result. So it requires at least three failed Damage saves (probably more) for a character to be knocked out or disabled. This applies only when the character is aware and able to react to the attack. If the character is flat-footed or the attack is a surprise (coming from an invisible opponent, for example) then it has its normal damage effect, regardless of whether or not it is the first attack. Using this method, ambush and surprise attacks can still take out targets in one go.

CHANGING DAMAGE THRESHOLDS

In *Mutants & Masterminds* a successful Damage save results in no effect. A failed Damage save results in a hit. One that fails by more than 5 results in a hit and a stun, and one that fails by more than 10 results in the target being knocked out or disabled. However, this doesn't have to be the case. The Gamemaster can change the existing damage thresholds for a Damage saving throw to get different results.

For example, the GM might change the results of Damage saving throws so that a save that fails still results in a hit, but a character must fail a Damage save by more than 10 in order to be stunned, and more than 15 (or even 20) in order to be knocked out or disabled. This will mean characters will suffer more hits and generally fight for longer before accumulated damage or a bad Damage saving throw takes them down. Alternately, a save that fails by more than 5 still results in a stun, but the character must fail the Damage save by more than 15 to be knocked out or disabled, meaning that stun results are more common,

but one-hit knockouts or disablements are less common and require more accumulated damage. Perhaps the damage thresholds are: success = no damage, failure = 1 hit, failure by more than 5 = dazed (take only a half action next round), failure by more than 10 = stunned, failure by more than 15 = unconscious. The potential combinations are almost endless.

Gamemasters can also change the Difficulty Class for Damage saving throws, making them easier or more difficult, such as a base DC of 10 + damage bonus or 20 + damage bonus (instead of the standard 15 + damage bonus DC).

VARIABLE DAMAGE THRESHOLDS

Some may find the fixed Difficulty Class for Damage saving throws too predictable, since it doesn't change from one attack to the next. One way to vary this slightly is to make the DC for a Damage save equal to damage bonus + 10 + the roll of a six-sided die (d6). This tends to give average damage save DCs similar to the standard damage bonus + 15 method, but with a bit more variability.

STUN VS. LETHAL DAMAGE

Overall, stun and lethal damage have similar levels of effectiveness in *Mutants & Masterminds*. A failed Damage save against either results in a hit or stun result. It's only on a save that fails by 10 or more that there's a significant difference (unconscious vs. disabled) and lethal damage takes longer to recover from than stun damage does.

Gamemasters wishing to emphasize the dangers of lethal damage may use the optional impairment rules from the *Mutants & Masterminds* rulebook as well as the massive damage options (on pages 129 and 128, respectively). The GM can also alter the effects of stun vs. lethal damage. For example, perhaps a Damage save against lethal damage that fails by more than 10 results in unconsciousness, just like stun damage, but a save that fails by more than 15 also results in the character becoming disabled, and a save that fails by more than 20 results in the character's condition becoming dying. Conversely, the GM can rule that a lethal Damage save that fails by more than 5 results in disablement, more than 10 in the character dying, and more than 15 in instant death, making lethal damage even more dangerous.

MAXIMUM HIT TOTALS

The normal *Mutants & Masterminds* damage rules assume characters can accumulate an unlimited number of hits, although practically hits eventually reach a point where the character cannot possibly make a Damage saving throw without being knocked out or disabled. Gamemasters may wish to use this idea of a maximum number of accumulated hits to modify the damage system.

In this variant, there are no knockout or disabled results from Damage saves, only hit and stun results. Instead, characters are knocked out or disabled when their hits accumulate to a particular level set by the Gamemaster. This might be three hits for relatively quick combat, or as many as five hits or more for extended combat. Unless the maximum hit total is 1, there is no way to "one-punch" a character under this system, since an attack will never inflict more than a single hit. Effectively, the GM chooses the number of successful, damage-inflicting attacks that it takes to defeat a character.

DETERMINING MAXIMUM HITS

A character's maximum number of hits may be determined in various ways, depending upon how the GM wishes to use the system:

Narrative: The maximum hit total may vary depending on the character's importance to the story. For example, heroes and most villains



may have up to 3 hits while minions have only 1 (meaning that any successful attack takes out a minion). Conversely, master villains might have 5 or more hits, requiring more successful attacks, and the combined efforts of several heroes, to defeat them. The number of hits needed to take down a character may even vary from adventure to adventure or scene to scene. For example, in the initial scene of an adventure, the GM sets the characters' maximum hits at 2, but in the climatic scene of the adventure the GM increases them to 5, making the heroes much more of a fight for the master villain who trounced them in the earlier scene.

Ability Score: Maximum hits may be equal to a character's Constitution bonus, or perhaps another ability score bonus, such as Dexterity for characters with the Evasion feat (*M&M*, p. 45). Alternately, the GM may decide to use half the appropriate bonus (so fights will go quicker). A single hit takes out characters with an ability score modifier less than +1.

Power Level: A character's maximum hits may be based on his power level, usually half the character's PL, rounded down. Rounding up gives the odd-numbered power levels a slight advantage. So a PL10 character would be able to take a total of five hits before being unconscious or disabled and a PL15 character could take 7 hits (8 if rounding up). This means more powerful characters

can take more hits, similar to the optional hit points system in *Mutants & Masterminds*.

Hero Points: A player character's maximum hits may be equal to the character's Hero Points. The twist here is that hits suffered by the character actually *reduce* the character's available Hero Points. When the character is at 0 Hero Points, he's unconscious or disabled. This means spending Hero Points effectively inflicts "damage" on the character, reducing his ability to suffer damage in combat. This option is best suited to gritty games that force players to carefully manage their Hero Point resources.

MULTI-HIT ATTACKS

The default assumption above is that a successful attack never does more than one hit of damage, regardless of how much the Damage save failed. While this may suit some four-color styles of play, Gamemasters may prefer to allow attacks to do multiple hits of damage. In this case, for every five points the Damage save missed the DC, the character suffers one hit of damage. So a Damage save that fails does one hit, if it fails by more than 5, it does two hits, more than 10, three hits, and so forth. In this case a single attack may still knock out or disable a character with multiple hits if the Damage save fails by a sufficient amount.

Gamemasters using the standard damage system can even adopt a variation of this, having a Damage save that fails by more than 5 inflict a



stun result and *two* hits rather than one. This makes stun results more serious and causes characters to accumulate hits faster, which will tend to speed up combats. Spending a Hero Point to overcome the stunned result does not eliminate the hits that come with it.

HERO POINTS AND MAXIMUM HITS

Gamemasters using this system for tracking damage in *Mutants & Masterminds* should modify the spending of Hero Points slightly. Instead of eliminating 5 hits, a Hero Point can eliminate a single hit, stun or lethal, from the character's current total. This reflects the greater importance of total hits under this system.

HIT POINTS AND MASSIVE DAMAGE SAVES


Groups using the optional hit point damage system from page 130 of *Mutants & Masterminds* may wish to consider the following optional rules for occasions when characters suffer large amounts of damage all at once.

Each character has a *massive damage threshold* (abbreviated MAS) equal to the character's Constitution score (not bonus). Super-Constitution ranks increase MAS by +2 per rank. So a character with Con 13 and Super-Constitution +5 has a massive damage threshold of 23 ($13 + (5 \times 2)$).

Whenever characters suffer stun damage greater than their massive damage threshold, they must make a Fortitude saving throw (DC 15) or immediately become unconscious. If they suffer lethal damage

greater than MAS, they must make a Fortitude save (DC 15) or their condition immediately becomes disabled. This damage must be delivered by a single attack, and is determined after the character's damage reduction (from abilities like Protection) has been applied. Characters recover from the unconscious or disabled conditions inflicted by massive damage normally.

You can adjust the effects of massive damage to suit your style of play. For example, you may decide that any single attack that does damage greater than half the character's MAS requires a Fortitude save to avoid being stunned for one round. Lethal damage greater than characters' MAS may cause their condition to become dying rather than disabled if they fail the Fortitude saving throw. Perhaps lethal damage greater than twice a character's MAS requires a Fortitude save to avoid instant death. ■



THE QUALITY OF HEROES

BY STEVE KENSON • ART BY AXEL ORTIZ

Hero Points in *Mutants & Masterminds* are intended to provide an edge to the heroes, allowing them to go that extra mile when it really matters. The various uses of Hero Points are described on page 105 of the *M&M* rulebook. What this article looks at is a new way for heroes to *acquire* rather than use Hero Points and new ways for the Gamemaster to use them to encourage roleplaying and to give their games a "comic book" feel.

EARNING HERO POINTS

In the standard *Mutants & Masterminds* rules, heroes start out with a number of Hero Points based on their power level and can acquire more through the Hero's Luck feat. Each hero starts out an adventure with a set number of Hero Points. Likewise, the GM starts out with a set number of Villain Points. Ideally, the villains run out of points before the heroes do, ensuring that the players have a few points left over to spend on the climactic scene of the adventure.

However, there's a strong temptation for players to spend their Hero Points early on in the adventure, either to overcome setbacks or to perform power stunts using extra effort. While the need to conserve Hero Points for the end of the adventure may encourage some players to be more frugal, some may prefer to spend more Hero Points up front to get the GM to burn through Villain Points that much faster. Then, when the heroes really need their Hero Points, there aren't any left.

One option is to change Hero Points from a standardized resource the heroes always start with to a more customized resource under the Gamemaster's control, based on the events of the adventure and the actions of the heroes. In essence, the heroes *earn* Hero Points, but not exactly in the way you'd think. Rather than earning Hero Points for their great successes, heroes get Hero Points for their failures and for the challenges that they face.

HOW IT WORKS

In comic book stories, heroes often confront the villain(s) and deal with several setbacks. Perhaps the villain defeats them in the first couple encounters. Maybe one or more of the heroes has to overcome a weakness or a personal problem. The villain may have a secret the heroes need to discover, and so forth. By the end of the story, the heroes have overcome these challenges and they're ready to take on the villain.

Mutants & Masterminds can reflect this kind of story structure through the awarding of Hero Points. Heroes under this system start out with *no* Hero Points at the beginning of the game (or perhaps only one Hero Point). Characters with the Hero's Luck feat get the Hero Point(s) it provides. The heroes gain additional Hero Points as the adventure progresses. When the going gets tough, the heroes get tougher, because they get Hero Points to help them overcome future challenges.

A character gets a Hero Point for any of the following:

- When the hero's player rolls a natural 1 on a check. (The GM may choose to ignore some trivial checks, like Knowledge or Profession skill checks unless they really inconvenience the hero or are part of a subplot, see below.)
- When the hero is knocked out or disabled by an opponent.
- When the hero is captured or otherwise defeated by an opponent.
- When the hero is mind-controlled by an opponent and forced to take an action normally against the hero's nature.
- When the GM spends a Villain Point to affect the hero in some way.
- Whenever the GM feels it's appropriate.

A newly acquired Hero Point cannot be used to eliminate the circumstances that granted it to the hero. So you can't roll a 1 and then spend

the Hero Point you get to re-roll, and you can't get knocked out and then spend the Hero Point immediately to try to wake up. You *can* spend Hero Points that you already have (from previous circumstances), but if you eliminate a circumstance by spending an existing Hero Point—such as re-rolling a natural 1—then you don't gain an additional Hero Point for that circumstance, since it didn't "really happen."

This means that heroes who take more of a beating in an adventure: suffering mishaps, knocked out or captured by the villain, and so forth, end up with more Hero Points toward the end of the adventure. They can use them to deliver payback in the form of a sound defeat for the villain. This works much like a comic book story: the heroes face difficulties and setbacks early on, but the more that they struggle, the stronger their resolve and determination become until they're able to overcome the obstacles and defeat the villain.

PLAYING ALONG

One benefit of the system of assigning Hero Points based on setbacks is that it allows the GM to reward players for suffering the slings and arrows of outrageous fortune. It in fact encourages them to do so, since the players know that they'll get Hero Points for the difficulties that their characters must face.

For example, since things like saving throws are voluntary, players can *choose* to fail a saving throw in order to place their heroes into situations where they can earn Hero Points. Normally, players hate having their characters mind-controlled, for example. With this system, the GM can bribe the player, saying "Okay, if you let Mastermind take over your character and do his bidding, you get an extra Hero Point for this scene." Likewise, it can serve as a reward for players who choose to rescue civilians and let the villain get away at the start of the adventure, or who suffer a humiliating defeat at the hands of the villain.

Gamemasters may even choose to apply a "GM's Fiat" rule: the GM gets to "cheat" on behalf of the villain(s), but the heroes are rewarded with Hero Points when this happens. For example, the GM may decide to spring an "inescapable" trap on the heroes, allowing the villain to place them into a fiendish deathtrap and tell him his master plan before leaving them to their fate. The GM declares GM Fiat to make the trap truly inescapable; the heroes all automatically fail their saving throws against it. However, they also all get a Hero Point each, which they can use while escaping the master villain's death-trap (which also earns them a Hero Point, to use when they confront the villain himself).

WEAKNESSES

One difficulty many heroes face is their fatal weakness. To reflect this, the GM may wish to adopt the following option. When taking a Weakness for a character, the player may choose between either 10 additional power points, or an additional Hero Point every time that weakness enters play (above and beyond any other Hero Points the character might earn from circumstances). In effect, you're handing the GM a weapon to use against your character in exchange for the understanding that you get Hero Points when the GM takes advantage of your character's Weakness.

So, for example, if a hero is Vulnerable to fire, and the player chooses not to give the hero any additional power points for that Weakness, any time the hero faces an opponent with fire powers, or has to overcome a challenge involving fire, the hero gets a Hero Point. If a villain uses a flame blast to defeat the hero and put him in a flaming death-trap, that's four Hero Points (one for defeat, one for the death-trap, and one for each use of the fire Weakness). Generally, multiple invocations of a Weakness must occur over separate encounters for them to count for Hero Points: you don't get a Hero Point for each *attack* an opponent makes using your Weakness, for example, just for it being in that particular encounter.

This option may encourage players to give their heroes Weaknesses, although the GM should be careful in not allowing too many; generally three Weaknesses per character should be considered the maximum for most games.

SUBPLOTS

Another option open to Gamemasters is to introduce Hero Point awards for subplots in the campaign. A subplot is a personal story involving a hero, dealing with things like relationships, family problems, addictions, the hero's secret identity, unraveling the mystery of the hero's origin, and so forth. When a player roleplays the hero's struggles with a particular subplot, the hero gains a Hero Point for use elsewhere in the adventure. It's often best if the subplot ties into the overall story in some way, but it doesn't have to. In fact, some subplots may have nothing to do with the overall story, they're just parts of the hero's life that intrude at inopportune moments, like a hero trying to defeat a villain so she can meet a dinner date on time across town.

One possible subplot is the nemesis or archenemy character, a villain the hero especially dislikes or has a personal stake in overcoming. Any adventure where this villain shows up, the hero gets a bonus Hero Point (after the villain's first appearance in the adventure). Note that a hero should only have one archenemy at a time, although a team of heroes may share a single archenemy, giving them *all* a bonus when the dastard rears his villainous head.

Rewarding subplots with Hero Points encourages players to create and roleplay them for their heroes, although, like weaknesses, the Gamemaster should be careful not to let subplots dominate the game. It's difficult to include more than a couple subplots in an adventure, so every player may not get to take advantage of this option in every adventure. As GM, you should rotate through the

heroes' subplots over the course of several adventures to give each player a turn in the spotlight and an opportunity to earn some extra Hero Points (which tends to reinforce the player's opportunity to take the spotlight and run with it).

GOOD PLAYER AWARD

Although Hero Points in this optional system are usually awarded to heroes for facing some sort of challenge or setback, the Gamemaster can also hand them out as rewards for things like good roleplaying or a clever plan to overcome the villain in a novel and interesting way. This can serve as "good idea insurance," since a Hero Point at the right time makes it more likely that clever plan will succeed (or at least won't be thwarted by a bad die roll).

PROXY HERO POINTS

Finally, rather than actual Hero Points, the GM may occasionally choose to reward players with something similar when conditions call for giving them a Hero Point. Usually this is something of equal value that gives the heroes an advantage in a later encounter and may be the equivalent of a Hero Point, the GM has just chosen to "pre-spend" it on an advantage or opportunity for the heroes.

For example, instead of a Hero Point, the GM may give the players the equivalent of Inspiration (*Mutants & Masterminds*, p. 106), handing them a vital clue to the villain's plans or perhaps the villain's secret weakness.

The GM can choose to give the heroes a free use of extra effort in dealing with a particular challenge. Perhaps if one of the hero's loved ones is kidnapped or threatened, the hero gets a free extra effort to help free that person or overcome the danger to them. This may encourage heroes to push to the limit or develop new and innovative power stunts more often.



MAXIMUM HERO POINTS

Using this optional Hero Point system, the Gamemaster can still set a limit on the number of Hero Points characters can accumulate during an adventure. Typically this is half the character's power level, plus any extra Hero Points granted by the Hero's Luck feat. Players should be encouraged to spend some Hero Points if they reach their maximum before the end of the adventure, since they will be unable to acquire any additional Hero Points and any unspent points are lost at the end of the adventure.

If some or all of the heroes have reached their limit of Hero Points, the GM may wish to provide additional Hero Point awards in the form of proxy Hero Points (above).

PLAYING FOR THE MOMENT

An additional option is to allow players to choose to *play for the moment*. Once during each adventure, a player may choose to spend multiple Hero Points in a round. Normally players can only spend a single Hero Point per round, but while playing for the moment a player can spend multiple Hero Points, up to all the Hero Points that the hero has remaining. These Hero Points have their normal effects, but can be applied to different uses in the round. So a player could spend three Hero Points in a round: one to eliminate the fatigue of extra effort, one to shake off a stun result, and one to re-roll a die roll for success.

HERO POINTS AND GADGETS

Gamemasters using this optional system of awarding Hero Points may wish to take into account characters with the Gadgets power (or other powers with a variable effect that requires Hero Points). Since Hero Points are required to use the power, and heroes start out with none, how can the character use the power early in the adventure?

Allow the player to "set" the gadgets power in a particular configuration for free at the start of the adventure, costing no Hero Points. Changing the power's configuration to a new gadget still requires Hero Points, however. So the character has one or more gadgets "on hand," but they may or may not be the right ones the hero needs in the first encounter. This allows the character to earn a Hero Point or two and

reconfigure the Gadgets power to be better prepared in future encounters, which is exactly the sort of things gadgeteers do in the comics.

GOING BAD: EARNING VILLAIN POINTS

Another option Gamemasters can use to enforce a comic book feel in a *Mutants & Masterminds* game is to assign Villain Points to the player characters for villainous or evil actions on their part, in short, when they act more like villains than heroes. This option is most suitable for campaigns where the lines between good and evil are fairly clear, although it may be suited for campaigns with moral grays, but not campaigns where there's little clear difference between heroes and villains.

ACQUIRING VILLAIN POINTS

Characters can acquire a Villain Point when they do something clearly villainous, including killing an opponent, committing a crime, needlessly endangering innocent lives, and so forth. Generally, the Gamemaster should warn players when their planned course of action will earn them a Villain Point, allowing them the opportunity to change it, if they want.

If a hero earns a Villain Point, that hero's maximum Hero Points are reduced by one point. Each additional Villain Point further reduces the hero's available Hero Points by one point. A hero whose accumulated Villain Points equal or exceed the hero's original Hero Points goes over to villainy entirely.

Heroes who have some Villain Points have a reduced number of Hero Points to spend. The hero's player *can* choose to spend the hero's Villain Points—with the normal effects of a Villain Point, not a Hero Point. However, spending a Villain Point earns the character another Villain Point, accelerating the hero's slide into villainy.

ELIMINATING VILLAIN POINTS

Heroes can eliminate earned Villain Points through acts of heroism and redemption. If using the optional Hero Point award system, the player can choose not to accept a Hero Point award for a heroic action and remove a Villain Point instead. If using the standard Hero Point system, the Gamemaster can decide when the hero has performed a sufficiently heroic act to eliminate an earned Villain Point. ■





CAPERS
AN AMERICAN PUBLICATION

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CAPERS

Each of the following five mini-adventures presents a detailed encounter or related series of encounters suitable for a night of *Mutants & Masterminds* gaming.

BOOSTING THE BOOSTER

By Jason Orman

Concept: Hate-Mongering Pyrokinetic Steals Rocket for Racist Terrorism
PL: 11–14

A liquid fuel rocket booster for the X-Prize space tourism contest is being transported to Freedom City's Lonely Point Naval Station for relocation to the Star Island Space Control Center. Students and instructors from Freedom City University and Freedom College have been working on the project together in hopes of raising the attendance and standing of both schools in relation to the prestigious Hanover Institute of Technology. The governor has dispatched the National Guard to protect and transport the potentially deadly cargo. Unknown to the public, however, the uniformed soldiers are actually disguised henchmen of the racist White Knight (*Freedom City*, p. 183), who plans to explode the volatile rocket booster in a Fens slum, cleansing Freedom City's racial impurity with white-hot fire.

GETTING THE HEROES INVOLVED

The heroes might become involved when representatives from one of the sponsoring colleges (perhaps a colleague of a character with a scientist or professor secret identity) asks them to support the National Guard as they ferry the explosive booster to the Lonely Point Naval Station. In this case, the heroes travel alongside the convoy during the entire encounter.

Alternately, you may wish to clue in the PCs after the hijacking has taken place. The heroes see or hear a police pursuit as the convoy defects from its original route and heads toward downtown Freedom.

If one or more characters have ties to the military, perhaps the tipoff comes from agents of the Lonely Point Naval Station itself, who have learned of the convoy's course change and know that calling in superheroes might just be the last chance to prevent a catastrophe.

LOCATION

According to the X-Prize team's explicit instructions, the National Guard escort is to take the booster rocket from its construction site near the Freedom Municipal Landfill to the Lonely Point Naval Station, where it will be transferred by ship to the Star Island Spaceport for launch in a week's time. The White Knight and his lackeys instead plan to drive the booster north along Route 6 and into Freedom City's Fens district, home to the type of "inferior" minorities so hated by the Knight and his bigoted minions.

If the heroes do not have access to high-speed travel and are not able to escort the vehicle the entire length of the trip, the hijacking takes place near the intersection of Routes 4 and 6, taking the booster north along Route 6 rather than taking the planned turn toward the interchange. This should give the heroes more time to catch the convoy before it reaches its new destination. Using this option, the vehicles exit Route 6 on Broadway and turn south on 70th Street into the Fens.

If the heroes do have transportation or are traveling with the convoy, the hijacking becomes apparent just after the trucks have crossed the South River.

OBSTACLES

The liquid fuel booster is protected against casual bumps and jarring, but must be handled with extreme care when it comes to the use of superpowers (especially those involving fire) or gunplay. Once the convoy is

hijacked, the heroes must come up with a way to stop the truck as well as the criminals without destroying the vehicle or letting the villains do the same in their attempt to escape justice.

EVENTS UNFOLD

The ultra-racist White Knight has long attempted to cleanse Freedom City of the unclean mongrels that infest the metropolis. In his eyes, God himself granted him the flames of justice to purge the city of the lesser races. Time and time again, the White Knight has made his attempts and failed, always stopped by squads of "bleeding-heart" superheroes.

A security guard prior to the encounter that made him a supervillain, Daniel Foreman had on many occasions met others who shared his views, but also spent time as reserves in the National Guard. It was through a handful of these contacts that he learned of the rocket to be transported today, and through them that he arranged for the hijacking that would at long last allow him to solve the city's "race problem" for good.

Several of the National Guard escorts, including the driver of the truck, are plants working with the White Knight. The minions believe that, with the help of the booster rocket's fuel, the purity of the White Knight's flames will not be stopped this time. They're counting on the risk of accidental explosion being so great that do-gooder superheroes will be forced to accept the lesser of two evils, allowing the booster to reach the slums before attempting to make a move against them. At that point, they reason, it will be too late.

The convoy consists of three vehicles: a large flatbed truck carrying the booster and two Humvees. The unwitting crew of the first Humvee is unaware of the events that will take place, and misses the initial turn off of the other two vehicles. As the truck diverts from the charted path, the lead vehicle reports the situation but stalls in catching back up to the truck while talking. Even if it accelerates, the flatbed truck never breaks 15 mph, and isn't terribly difficult to keep up with (the driver is aware that they must avoid large bumps and jarring movements).

If questioned, the driver of the truck (Bluff +2) attempts to convince anyone questioning him that he was given new orders from his commander—a detour to avoid a possible "situation"—and refuses to say more than that. If heroes attempt to pursue the issue further or seem ready to take action to stop the vehicle, the passenger (the White Knight) of the trailing vehicle leaps from the Humvee, bursting into flames as he takes flight. If the heroes are closer to PL 14 than PL 11, a group of elite racist thugs have been following the convoy on motorcycles, and take the appearance of the White Knight as a cue that something has gone terribly wrong, arriving in two rounds.

At some point, a battle is likely to begin between the heroes and the hijackers. The White Knight, not wanting to ruin his chances, taunts the heroes with comments such as "If you harm or stop my driver I promise you a rain of fire the likes of which this city has never seen!" He is more than happy to do what he can to battle the heroes, distracting them as the truck ponders along its path toward its destination, knowing in his heart the these inferiors have no chance of defeating him on this, his day of glory. The other passengers of the Humvee attempt to fight while staying in the vehicle, firing their rifles from the windows at heroes.

The White Knight's plan is to turn the truck south at 70th Street into "The Fens," at which point he plans to save the citizens and the police the trouble of having to clean out this hood with a quick and devastating explosion capable of leveling an entire city block.

THE VILLAINS:

White Knight: PL 12; Init +1 (Dex); Defense 17 (16 flat-footed); Spd 30 ft., fly 60 ft.; Atk +8 melee (+8S, unarmed), +7 ranged (+11S, Energy

Blast); SV Dmg +7, Fort +3, Ref +1, Will +5; Str 18, Dex 13, Con 16, Int 10, Wis 13, Cha 14.

Skills: Intimidate +8, Listen +5, Sense Motive +5, Spot +5, Survival +5.

Feats: All-Out Attack, Attack Focus (Energy Blast), Infamy, Minions, Point Blank Shot, Surprise Strike.

Powers: Amazing Save (Damage, Will) +4 [Source: Mutation; Cost: 2 pp; Total: 8 pp], Energy Control (fire) +11 [Extras: Energy Blast, Energy Field, Flight, Force Field; Power Stunt: Dazzle; Source: Mutation; Cost: 5 pp; Total: 57 pp], Super-Strength +4 [Source: Mutation; Cost: 4 pp; Total: 16 pp].

National Guard: PL 3; Init +1 (Dex); Defense 13 (12 flat-footed); Spd 30 ft.; Atk +3 melee (+1S, unarmed), +3 ranged (+3L pistol or +5L rifle); SV Dmg +3, Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Listen +2, Profession (soldier) +4, Search +3, Spot +5.

Feats: Iron Will, Point Blank Shot, Power Attack, Toughness.

Equipment: Pistol (+3L), rifle (+5L).

Elite Guard (in stolen MAX Armor): PL 6; Init +1 (Dex); Defense 13 (12 flat-footed); Spd 30 ft.; Atk +3 melee (+8S, unarmed), +3 ranged (+7S, Energy Blast); SV Dmg +3, Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10.

Skills: Listen +2, Profession (soldier) +4, Search +3, Spot +5.

Feats: Iron Will, Point Blank Shot, Power Attack, Toughness.

Equipment: MAX Armor [Armor +7; Extras: Energy Blast (fire), Immunity, Super-Strength; Power Stunts: Darkvision, Radio Broadcast, Radio Hearing, Snare "capture web"; Source: Super-Science; Cost: 6 pp; Total: 46 pp].

Booster Explosion Rules: If the rocket booster goes up in flames due to a stray shot, a misplaced explosion, or a flaming character being thrown through the tanks, an explosion of catastrophic proportions takes place. For game purposes, the explosion is considered a +20 Area Effect

(fire) attack. The size and intensity of this blast is likely capable of leveling everything within a 100 ft.-radius of the point of origin. This explosion has serious potential to disable if not kill many heroes and all civilians that may be in the area.

If such an event occurs, the GM is encouraged to remind heroes about spending Hero Points to re-roll their dice when saving against the explosion. (If you are using the optional damage rules, characters who miss a roll by 20 or more are killed by an attack). Scattered civilians within buildings around the explosion center make for extremely heroic rescues as buildings catch fire and start to crumble. While the casualty toll of such an event could be high, the player characters have the capability to severely reduce the damage done.

FURTHER ADVENTURES

Whether they're successful or not, the heroes soon learn that their attempt to thwart the White Knight has a number of unintended consequences.

If the booster explodes, the PCs must deal with a terrible blow to their reputation, as images of their failure appear on local and national cable news networks for much of the next week. If the booster blew up due to negligence or carelessness on behalf of the heroes, they may face criticism from established heroes like the Freedom League.

If the White Knight's plans are foiled, the heroes will have plenty of work sweeping up his minions and possibly helping the National Guard root out other terrorists within their ranks. They'll also be invited to the private launch of the X-Prize rocket, and end up reaping potentially useful contacts with the scientists behind the project. These contacts present the perfect means by which the heroes might embark on a later journey to the stars for a campaign arc set in outer space.

Win or lose, the heroes will have made themselves known to the bottom-feeding racist devotees of the White Knight, who will prove troublesome throughout the rest of their careers. ■



CLEAR FOR LAUNCH

By Rodney Thompson

Concept: Psychic Villain Commandeers Rocket!

PL: 11–14

Six months ago, a supervillain by the name of Hivemind broke into a top-secret government space research facility and kidnapped a number of technicians who were working on new satellite technology. Despite the best efforts of the authorities and various superheroes, the technicians were never recovered and Hivemind was not seen for some time.

This all changed when a police bulletin announced that the Star Island Space Control Center had come under attack by Hivemind and his agents. When the call went out, Hivemind had seized control of a launch pad containing a rocket slated to place a communications satellite in orbit. Hivemind has seized control of the rocket and the launch controls and plans to launch a satellite of his own, one that amplifies his already considerable mind control powers and that will allow him to take control of minds all over the globe.

The heroes must venture to the Space Control Center and stop Hivemind before he can launch his satellite. While doing so, they must remember that the citizens under Hivemind's control are unable to control their actions and are considered innocent bystanders even if they are forced into attacking the heroes.

LOCATION

Star Island Space Control Center's Launch Pad #4 is used primarily for unmanned rockets and test-firings. No space shuttles have ever launched from the site. Before the arrival of Hivemind, a government-funded communications satellite was scheduled to be launched from Pad #4, and a brand-new three-stage rocket had been prepped and was waiting on the pad when the supervillain and his agents arrived.

The launch pad consists of a single durable slab at the base of the rocket capable of withstanding the intense heat of a rocket blast. Nearby, a metal tower with a freight elevator leads to a similar metal skybridge that attaches to the rocket's storage area. Security cameras monitor the launch while a control tower stands several hundred yards away, well clear of any of the heat or force generated by takeoff. The rocket itself is a top-of-the-line expendable rocket designed to reach orbit, shedding stages along the way that burn up in the atmosphere and depositing its cargo in orbit. The fact that the rocket itself is expendable does not mean that the heroes should be reckless in damaging or destroying it—those rockets cost taxpayers a lot of money.

OBSTACLES

A launch pad is a dangerous place, even for trained technicians that know what they're doing. In addition to having a massive rocket filled with explosive fuel nearby, innocent technicians and security guards under the influence of Hivemind's mind-controlling powers make it difficult to disable the satellite or defeat Hivemind himself. In fact, should the rocket sustain enough damage to pierce the (hardness 15) hull, rocket fuel could leak out and be ignited by Energy Blasts or the sparks of combat.

Moreover, the metal tower that grants access to the rocket's cargo area is made of incredibly strong metal and can be torn apart and used as a weapon. A fall from the tower would be fatal to most people, a concern when dealing with the technicians and security guards.

COOLANT VENTS

Since the rocket fires intense jets of flame as it takes off, the launch pad has four nozzles connected to high-pressure coolant tanks that spray coolant on the pad and support structures to keep the pad and other nearby materials from melting to scrap. These coolant vents fire at the

base of the pad and douse everything with incredibly cold fumes every 18 seconds (every 3 rounds) leading up to and during the takeoff of the rocket. Anyone standing on the launch pad when one of these vents fires a steam of frozen gas must deal with an Energy Blast (cold) +15 attack.

TEST-FIRING ROCKETS

The minutes leading up to the launch of the rocket do not pass idly, and frequent test-firings from the rocket engines result in short bursts of fire shooting out the bottom of the rocket. These test fires burn quickly and intensely and are gone almost as soon as they begin. The rockets test fire once every 30 seconds (once every 5 rounds) and are considered an Energy Blast (fire) +20 attack.

HIVEMIND

The villain known as Hivemind is an insane criminal mastermind who was driven mad by his own psychic powers. When he first realized he could control the minds of others it was already too late; he had damaged the minds of those he loved and could not get their thoughts out of his head. By the time he mastered the control of his powers he had already been driven insane and had embarked on a life of crime. At first, Hivemind used his powers for petty reasons, like small-time thievery and exacting revenge on his enemies. Over time Hivemind learned to fine-tune his powers and coordinate those under his influence into a well-oiled machine, working together with an efficiency unheard of by most people.

Hivemind was at one time a mechanical engineer who designed airplane parts for various manufacturers. When he began his life of crime and adopted his insect motif (as well as his nickname), it was a simple matter to engineer a set of high-frequency wings that would allow him to fly or hover as needed. Hivemind is capable of maintaining mental control over several people at once and can manipulate and coordinate them by using his own mind as a central thought hub. Hivemind believes that by spreading his influence further across the planet he can organize all of mankind into some greater purpose and eliminate all the petty conflicts and struggles that come from individual thought.

Hivemind: PL 14; Init +2 (Dex); Defense 16 (14 flat-footed); Spd 30 ft., fly 70 ft.; Atk –1 melee, +0 ranged; SV Dmg +2, Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 18, Wis 18, Cha 14.

Skills: Acrobatics +6, Bluff +6, Computers +12, Demolitions +6, Disable Device +10, Knowledge (engineering) +12, Repair +12, Science +12, Search +8, Spot +8.

Feats: Aerial Combat, Indomitable Will, Move-By Attack.

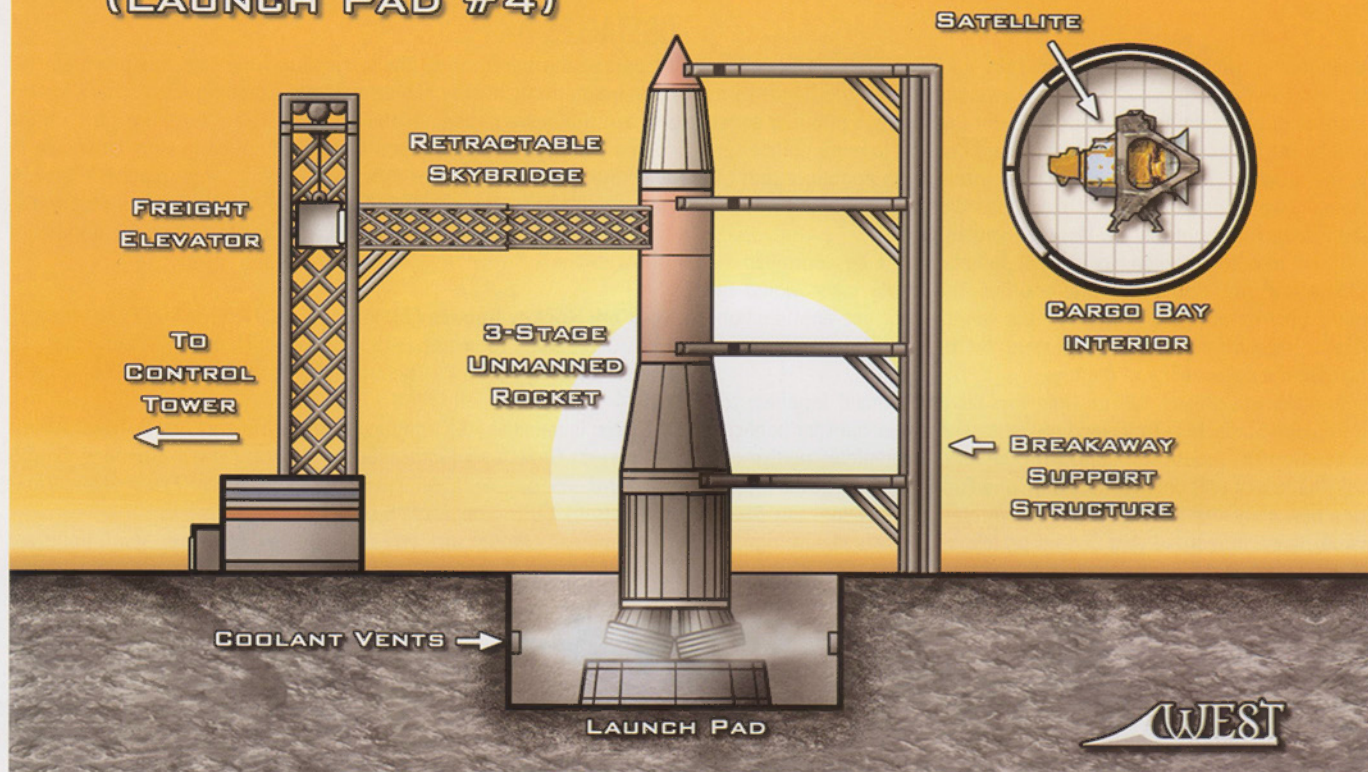
Powers: Flight +14 [Flaw: Restricted (wings); Source: Super-Science; Cost: 1 pp; Total: 14 pp], Mind Control +14 [Extra: Mind Blank, ESP, Telepathy, Duration (continuous); Source: Psionic; Cost: 6 pp; Total: 84 pp].

Equipment: Stinger missiles [Weapon +10L (ranged); Source: —; Flaw: Device; Total: 10 pp], talons [Weapon +4L (melee); Source: —; Flaw: Device; Total: 4 pp].

TACTICS

In combat, Hivemind prefers to use those he has under his control as cannon fodder rather than attacking directly. Sometimes he uses the minions under his control as distractions, while other times he wears down a target by throwing a seemingly endless number of minions at them, finally swooping in for the kill when his foe is weakened. Hivemind also likes to fly high over the battlefield and let the fight play out at a distance; if push comes to shove, he exhausts his supply of miniature stinger missiles first before resorting to engaging in hand-to-hand combat. Hivemind occasionally tries to take over the mind of young or weak-willed heroes, but only if he thinks he has a clear chance of succeeding in sustaining control over the subject.

STAR ISLAND SPACE CONTROL CENTER (LAUNCH PAD #4)



BASE SECURITY

Star Island Security is used to dealing with superpowered heroes, but rarely have they had an up-close brush with a villain. Sensing their lack of preparation, Hivemind was able to seize their minds with ease and has turned them into his personal security force. There are four base security guards on the landing platform, two in the freight elevator, four on the skybridge, and two inside the rocket's cargo area. All are under Hivemind's influence.

Security Expert: PL 5; Init +3 (Dex); Defense 18 (+5 base, +3 Dex); Spd 30 ft.; Atk +8 melee (+4S, brass knuckles), +8 ranged (+5L, heavy pistol; +5L); SV Dmg +5, Fort +3, Ref +3, Will +3; Str 16, Dex 16, Con 16, Int 14, Wis 16, Cha 10.

Skills: Disable Device +5, Listen +5, Sense Motive +4, Spot +6.

Feats: Assessment, Precise Shot, Quick Draw, Talented (Listen and Spot), Toughness, Track.

Equipment: Heavy pistol (+5L), pepper spray [Stun +1; Range: Touch; Flaw: Device; Total: 1 pp], brass knuckles (+1S), infrared goggles [Effect: Darkvision; Range: Personal; Flaw: Device; Total: 1 pp].

KIDNAPPED TECHNICIAN

The satellite technicians that were captured from the government facility are actually some of the top communications experts in the nation. Hivemind used them, along with a few other experts on psychic power, to create a satellite that amplifies his abilities and gives him the range to control any being on the planet. The technicians have little knowledge of how to handle themselves in a fight but have a knack for getting in the way, especially when being manipulated by Hivemind. There are six tech-

nicians on the skybridge loading the satellite into the rocket. All are under Hivemind's influence.

Kidnapped Technician: PL 1; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk -1 melee, +0 ranged; SV Dmg -1, Fort -1, Ref +0, Will +1; Str 8, Dex 10, Con 8, Int 16, Will 12, Cha 10.

Skills: Knowledge (engineering) +9, Repair +6, Science +6.

Feats: Skill Focus (Knowledge—engineering).

FURTHER ADVENTURES

The following further adventures can be used based on this event.

LOST IN SPACE

Hivemind may (or may not) have gotten his rocket into space, but that isn't the end of the fight. If he seems to be losing, Hivemind jumps into the cargo hold of the shuttle, where he has stored an emergency escape pod. Once the rocket has reached orbit, Hivemind jettisons the pod and returns to Earth well away from the grasp of the authorities. The heroes must follow him into space and stop him from getting away and escaping justice.

NOT THE ONLY SATELLITE

Like any good villain, Hivemind had a backup plan. The satellite he was defending was only the primary satellite, and a second less-powerful one was launched later, disguised as a government spy satellite. With people all over the country succumbing to Hivemind's control, the party must find the hidden base from which he broadcasts his psychic signal and shut down the transmitter before the villain causes too much damage. ■

IT'S RALLY TIME!

By Warren Banks

Concept: A Hockey Game Breaks Out at a Robot Fight

PL: 7-8

When former owner Desmond Lettam (aka Toy Boy, *Freedom City*, p. 181) was incarcerated, control of Fun-Time Toys passed into the hands of its board of directors. In an attempt to prevent the negative publicity generated by Lettam's criminal activity, the board decided to put a unique spin on the situation. They decided to use the attention to announce that the company would develop a series of toys based on the various superheroes and villains (most notably Toy Boy) of Freedom City.

These new toys, called Sock'em Superbots, could be controlled via remote and made to battle one another. The losing robot would fall apart, only to be easily snapped back together for yet another fight. Various attachments and replacement limbs were then marketed to increase the collectibility of the toys.

To make this project fly, Fun-Time Toys recruited famed Japanese toymaker Hiro Shidachi (a renowned eccentric with a penchant for publicity) to head up the production team with the lure of complete creative control. The line of toys proved successful, and Fun-Time Toys started looking for a new market to expand into. While attending a Freedom City Blades game, Shidachi realized that certain professional sports involve rigorous physical contact not unlike battles between superhumans. He also realized that the sports market had not been truly tapped by the toy market. And so Shidachi came up with new table-top robotic sports games called Sock'em Sportsbots.

In their inaugural season, behind the stellar play of scoring sensation Andre Leroux as well as solid play from several league veterans, the Freedom City Blades managed to secure the final playoff spot in their division. Combined with the poor play of the Freedom City Rayguns (the only other active professional team at the moment), the city has gone hockey crazy. To support the team, Mayor Michael O'Connor, Jr. has called for a rally this Saturday at Riverside Park. The event is being co-sponsored by Fun-Time Toys, who are using it as a Freedom City launching point for their Sock'em Sportsbot line. Of course, Desmond Lettam has something to say about the misappropriation of his designs for Fun-Time Toys' profit.

LOCATION

The rally takes place in Riverside Park not far from the Sentry Statue. The city has set up a stage and a PA to address the crowds. The rally takes place from 5:00 until 6:00 P.M., providing fans with enough time to make it to the Shuster Arena for the game's 7:30 P.M. start time. In attendance are the entire Freedom City Blades hockey club, Mayor Michael O'Connor, Blades owner Kurt Carmel, Blades coach Dennis Allenby, Hiro Shidachi, and Roselee Sutter, a Fun-Time Toys public relations representative. The event is MC'd by Freddie Lemanche from rally co-sponsor WNTT-FM. The rally begins with Mayor O'Connor speaking about the Blades. Next up is Hiro Shidachi, who speaks about how the Blades inspired him to create Sock'em Sports hockey robots. Hiro is dressed in a rather oversized Blades jersey and giant foam cowboy hat. Finally, coach Allenby gets up and introduces the team and fields a few fan questions before taking the team to the arena to prepare for the game.

Several vendors have set up shop in the park, mostly selling Blades merchandise and simple food like hot dogs and ice cream. Fun-Time Toys has set up several demo models of their new Sock'em Sportsbot hockey game for people to try. WNTT is also broadcasting live from the park and

providing music for those who arrive early. A section of the park has been cordoned off to allow quick travel for the several vehicles needed to carry the team from the park to the arena.

OBSTACLES

As part of the backdrop to the stage, Fun-Time Toys has provided two huge animatronic hockey players who are clutching each other's jerseys and continuously punching one another. The robots are part of the company's huge Sock'em Sports advertisement campaign. Unknown to everyone but their creator, the two robots were placed there by Desmond Lettam. The robots are completely under Desmond's control. If the heroes are of lower power level, feel free to reduce the number of robots to one.

Sock'em Hockey Robots (2): PL 9; Init +4; Defense 19 (15 flat-footed); Spd 30 ft.; Atk +10 melee (+15S, hockey stick or +10S, unarmed), +9 ranged; SV Dmg +8, Fort —, Ref +6, Will +2; Str 20, Dex 18, Con —, Int 8, Wis 14, Cha 10.

Feats: Immunities (all), Lightning Reflexes, Move-by Attack, Power Attack.

Powers: Growth +5 [Source: Super-Science; Flaw: Permanent; Cost: 5 pp; Total: 25 pp], Slick +5 [Source: Super-Science; Extra: Skate; Flaw: Range (self); Cost: 1 pp; Total: 5 pp].

Equipment: Hockey stick [Weapon (melee) +5; Power Stunt: Improved Trip; Flaw: Device; Source: Super-Science; Cost: 1 pp; Total: 6 pp].

OPPOSITION

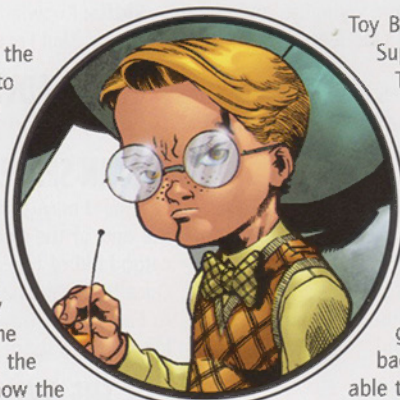
Toy Boy: PL 7; Init +5 (Dex, Improved Initiative); Defense 16 (15 flat-footed); Spd 30 ft.; Atk +2 melee (–2S, unarmed), +5 ranged (by weapon); SV Dmg +0, Fort +0, Ref +3, Will +1; Str 7, Dex 13, Con 10, Int 20, Will 13, Cha 12.

Skills: Computers +15, Craft (robotics) +16, Knowledge (toys) +18, Repair +16, Science (mechanics) +18, Taunt +10.

Feats: Attractive (adorable), Improved Initiative, Lightning Reflexes, Minions (robot toys), Sidekick (x4, robot toys), Talented (Craft and Repair).

Powers: Super-Intelligence +9 [Source: Training; Cost: 2 pp; Total: 18 pp].

Equipment: Gadgets +10 [Flaw: Device; Source: Super-Science; Cost: 1 pp].



Toy Boy has been watching the release of the Sock'em Superbots and Sock'em Sportsbots with keen interest. The technology used to create the toys was based entirely on designs he created for his deadly assassin bots. The following Sock'em Superbots ad campaign only guaranteed his vengeance upon Fun-Time Toys when the company went to great lengths (in his opinion) to paint Toy Boy as an incompetent dolt. The eccentric and loveable Shidachi taking Lettam's credit was the straw that broke the camel's back. Toy Boy has built two giant hockey player robots and placed them as a backdrop behind the stage used for the rally. He is able to completely monitor the proceedings through the robots via tiny cameras placed around the park. He is also able to broadcast his voice through the robots' mouths.

Toy Boy waits until Mayor O'Connor finishes his talk and Shidachi is up at the podium before attacking. Toy Boy grabs Shidachi and Ms. Sutter, then proceeds to announce to the crowds that this imbecile is as much a toymaker as the moon is made out of cheese. Toy Boy continues to ridicule and denounce Fun-Time Toys while terrorizing the crowds by kicking over vending carts and other large objects with the giant robots.



Once the heroes arrive, all bets are off and the real combat starts. The heroes must work fast to save Shidachi and Ms. Sutter. Toy Boy uses the two as human shields to keep the heroes from attacking the robots at full power. He taunts the heroes into attacking and at the same time poses the moral quandary "How do you stop my robots and not kill these poor, innocent fools?"

FURTHER ADVENTURES

TONIGHT'S GAME

The attack at the rally was not only Toy Boy sending a message to Fun-Time Toys. It is also a taunt to the heroes to try to stop him. An avid fan, Shidachi will not be persuaded from missing the Blades game, which he watches from Fun Time's luxury box. He has heightened security to prevent Toy Boy from reaching him and once the hockey game starts, he forgets all about the danger. Toy Boy will of course make his move at the game, but from where? And when? Perhaps the flying blimp shaped like a hockey skate that comes out between periods sprays the crowd with a gas that causes violent outbursts? Perhaps the zambonies are transforming robots that unfurl and begin launching rockets at the pressboxes? Or perhaps Toy Boy will be more subtle and send tiny remote controlled planes to attack any who challenge him?

TOTAL CONTROL

Because Fun-Time Toys followed the blueprints of Toy Boy's original designs to the letter, Toy Boy is now able to control all Sock'em Sport and Superbots with one master control. Toy Boy has built the remote, but is still looking for a transmitter powerful enough to reach all the Sock'em bots in Freedom City. He can target any number of places, including any of the local TV and radio stations. The heroes will probably have their hands full battling numerous tiny robots, but should eventually trace the broadcast signal to a specific location and attempt to disable it.

DIVERSION

The attack at the rally was only a diversion. In the ensuing bedlam, Toy Boy captured Andre Leroux, his intended target. Leroux's stellar playoff performance was costing the much wealthier owner of an opposing NHL team a chance at the Stanley Cup and costing him major revenues. The greedy team owner hired Toy Boy to kidnap Andre Leroux and replace him with a robotic double. The robot double plays terribly, and the plan appears to have worked until the robotic Leroux is hit too hard into the boards. The ensuing examination reveals Leroux to be a robot. Carmel is grateful to the heroes for saving everyone at the rally and asks the heroes to find the real Leroux before the Blades are knocked from the playoffs. ■

WALKING IN A WINTER WONDER-WASTELAND

By Shawn Carman

Concept: Local Mall Holds Unintentional Christmas in July

PL: 10-12

"This is Oliver Clark of Channel 3 Action News with a breaking story. Police reports indicate that Ashton Mall has been almost completely encased in ice! There are no indications as to the cause at this time, but superhuman activity is suspected. We now go to Amy Feng, live on the scene. Amy?"

"Walking in a Winter Wonder-Wasteland" pits your heroes against the misguided but very dangerous efforts of Glacier, a lonely superhuman madman desperate to recreate the lost civilization of his prehistoric people. In the early hours of the morning, Glacier entered the Ashton Mall and activated a strange device. This device augmented his natural abilities considerably, allowing him to extend a vast ice field over the entire mall and subjugate those within it to his will, instantly creating a miniature kingdom of ice for him to lord over.

The reaction of local authorities to Glacier's proclamation of sovereignty has been frigid, so say the least. The local police and SWAT units were sent in, but the ice field surrounding the mall halted most. Those who did make it to the mall were defeated and captured by Glacier's ice-clad minions only to reappear as minions themselves a few short hours later. Conventional means of law enforcement are simply ineffective against Glacier. Heavier ordinance or flame-based weapons might prove effective, but the mall's owners and investors are prominent members of the community and are postponing any potentially property-damage-causing measures for as long as possible.

Clearly, the situation requires heroes.

THE LOCATION

The site for this adventure is Ashton Mall, a relatively new shopping center located in the suburb of Ashton, just outside the crime-ridden West End section of Freedom City. Despite the recent construction, there have already been concerns that the upscale mall will be dominated by young gang members from the West End. Ironically, the mall's first major problem is considerably worse.

Glacier has covered all but two mall entrances with at least a foot of rock-hard ice that is both difficult and conspicuous to break through. The ice field extends through most of the parking lot, turning it into a rather lengthy obstacle course. The entire area is treated as if subject to a Slick effect, as per Glacier's Energy Control (cold) abilities (see *Obstacles* below for more information).

The mall's interior is much like any other mall, and contents of individual stores may be generated from the following table:

ASHTON MALL RETAIL STORES

Roll	Location	Roll	Location
1-2	Retail clothing outlet	11-12	Shoe store
3-4	Restaurant/Food services	13-14	Specialty goods
5-6	Mall office	15-16	Medical (optometrist, etc.)
7-8	Electronics	17-18	Toy store
9-10	Bookstore	19-20	Other

THE CENTER COURT

Glacier's impromptu headquarters is located directly in the mall's center, where the food court surrounds a picturesque fountain that serves as the mall's centerpiece. Despite the pyramid of ice that surrounds the fountain, the water within remains unfrozen. The entire area, including chairs,

tables, kiosks, and a small merry-go-round, are completely encased in ice, making it very difficult ground to cover. Half-speed is the best anyone can manage under such circumstances.

OBSTACLES

There are a number of obstacles standing in the way of heroes attempting to remove this threat, the greatest of which is Glacier and his frozen soldiers. Most others involve the surroundings, and include the following:

THE PARKING LOT

The mall's vast parking lot is covered in ice. Anyone attempting to traverse it must make a successful Reflex save (DC 23) every round or fall and risk injury.

THE MALL INTERIOR

The mall ceiling is coated with large stalactites that threaten to break free with any strenuous physical activity. If combat breaks out within the mall before the party reaches the Food Court, there is a 20% chance each round that one will fall, inflicting +12L damage on anyone unfortunate enough to be struck.

SECURITY SYSTEMS

Miraculously, Glacier has maintained the mall security system in perfect working order, making it virtually impossible to reach his inner sanctum in the mall's center without being detected. Any Hide or Move Silently checks made within the mall are at a significant disadvantage, and those opposing them gain a +15 bonus on Spot or Listen checks to detect interlopers.

THE CRYOGENESIS

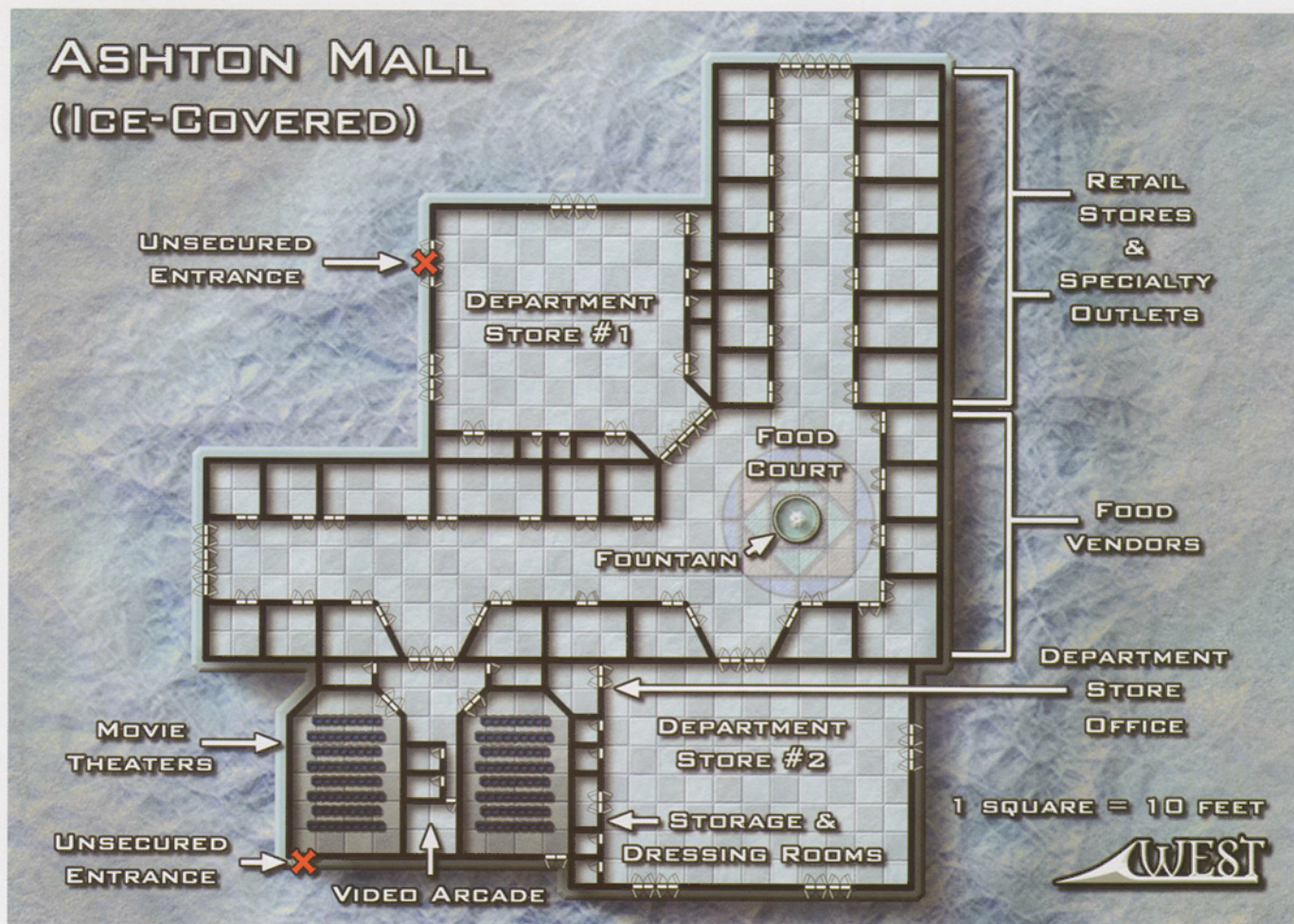
The artifact Glacier has employed to perform this incredible task is a strange device he calls the Cryogenesis. At first glance, the device does not conform to any traditional technological means of construction, although its exact origin is left to the GM's discretion. The abilities relevant to the adventure are that it exponentially increases the range of Glacier's ability to create ice fields. Its other, more sinister ability is to enslave others' minds. Anyone held submerged in the fountain's waters (which remain mysteriously liquid despite the ice surrounding them) must make a Will save versus an effect identical to the power Mind Control at rank 15. Those so enslaved take orders from Glacier as if he were the one who possessed Mind Control.

GLACIER, SAVIOR OF THE ICE PEOPLE

A tragic villain at best, Gela-ziir is a remnant of a civilization that perished when the world emerged from the last Ice Age. An Arctic expedition discovered him frozen in a vast wall of ice years ago, where he was carefully removed and returned to civilization for study. Much to everyone's amazement, he awoke from his slumber when he was thawed out for examination. Gela-ziir spent some time among scientists from all across the globe and was something of a media sensation for a short while, gaining the nickname Glacier from the mispronunciation of his true name. In time, however, he grew listless and returned to the Arctic in search of his people. He found a small number frozen in the ice as he was, but has been unable to revive them due to the changes in Earth's atmosphere since the days of their empire. Why Gela-ziir was able to be revived remains unknown, just as does the origin of his ice powers, but his loneliness and despair have driven him to madness.

For years, Gela-ziir has sought to plunge the world into a new Ice Age in a desperate attempt to reawaken his people. He has been opposed by many heroes, most frequently Johnny Rocket and the Freedom League. Gela-ziir has also spent considerable time in psychiatric care at an institu-

ASHTON MALL (ICE-COVERED)



tion for superhuman criminals. Thus far, his rehabilitation has not progressed particularly well. Two weeks ago, he escaped from his incarceration and has been at large ever since.

In the depths of his dementia, Glacier has vowed to recreate his lost world. Using a device of unknown origin, possibly a remnant of his people's civilization, he appeared in Ashton Mall during the morning hours and quickly transformed the large building into a frozen wasteland. The employees and customers have become virtual automatons, obeying Glacier's every whim. To Glacier, this is not a crime, but the beginning of a new frozen empire that shall bring the world to its knees.

Glacier: PL 13; Init +2; Defense 19 (17 flat-footed); Spd 30 ft.; Atk +14 (+5S, unarmed), +11 (+13L, Energy Blast); SV Dmg +2 (+10 Protection), Fort +2, Ref +2, Will +1; Str 20, Dex 14, Con 15, Int 18, Wis 12, Cha 13.

Skills: Balance +8, Intimidate +7, Survival +7.

Feats: Immunity (cold), Rapid Healing, Rapid Shot.

Powers: Energy Control (cold) +13 [Extras: Energy Absorption, Energy Blast, Energy Shapes, Snare; Source: Mutation; Cost: 6 pp; Total: 78 pp], Protection +10 [Source: Mutation; Cost: 2 pp; Total: 20 pp].

Tactics: Glacier fights with the ferocity of a man defending his home. He uses his Energy Control powers to coat the entire floor with ice, limiting ground movement. He attacks airborne targets first, then attempts to Snare anyone fast enough to be a problem on the ground. If losing, he retreats farther into the mall so that the confined quarters limit the number of opponents who can face him at one time.

Frozen Minions: PL 4; Init +6; Defense 16 (15 flat-footed); Spd 30 ft.; Atk +7 (+2S, unarmed); SV Dmg +1 (+4 Protection), Fort +1, Ref +1, Will +0; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills: Varies depending upon the individual's profession and lifestyle (assign 10 points of skills in whatever capacity is appropriate).

Feats: Attack Focus (unarmed), Immunity (cold), Improved Initiative.

Powers: Energy Control (cold) +4 [Source: Mutation; Cost: 2 pp; Total: 8 pp], Protection +4 [Source: Mutation; Cost: 2 pp; Total: 8 pp].

Tactics: There are approximately 75 frozen minions under Glacier's control. Their mental domination has left them virtually mindless, and they mob anyone Glacier commands them to stop. They fight with no thought for their own safety, and use very simple group tactics to the best of their limited ability.

FURTHER ADVENTURES

The characters may take pity on Glacier's misery and attempt to find a way to reawaken his people. This could result in an ongoing subplot, perhaps even involving trips to the Arctic for the purposes of research.

The device Glacier used in his assault on the mall is clearly a recent creation, and bears the mark of a twisted genius. The characters may take it upon themselves to find its creator and discover what other deadly devices are loose on the market.

It is possible that those enslaved by Glacier may retain some of the abilities they possessed during the incident. How will the characters deal with a sudden influx of literally dozens of cold-wielding superhumans? ■

WAXWORKS

By Toren Atkinson

Concept: Wax Dummies Steal Ancient Magic Tablets from Museum!

PL: 10–12

The Hunter Museum of Natural History is having a special exhibit opening this week—a series of tablets from ancient China that purportedly bear strange mystical runes.

News of the exhibit flows quickly through occult circles around town, possibly drawing the interest of player characters intrigued by mysticism or esoteric history. Tensions among the museum staff run high, as employees fear the mysterious tablets will draw the attention of one or more of the city's infamous supervillains. In fact, the exhibit has brought a foreign villain to the city, a runic sorcerer who goes by the name Goldclaw.



Heroes scoping out the museum on the exhibit's opening day can make a Spot check (DC 10) to notice a Chinese man who seems to be deeply interested in the tablets.

He spends most of the day wandering about the museum, mentally noting the placement of security cameras or guard stations. The man, Lin Mao Hii (alias Goldclaw), is very interested in stealing the tablets, and has concocted an elaborate scheme to rob the museum of its newfound treasure. If he feels that he's under scrutiny he attempts to calmly and nonchalantly slip away, doing everything he can to shake off trailing PCs. His van is parked nearby, but if need be, he teleports away to a nearby safehouse—an abandoned wax museum.

The tablets themselves are naturally kept under glass, and a museum guard watches the exhibit constantly during museum hours.

Characters examining the tablets can attempt a DC 13 Knowledge (occult) check to determine that the tablets bear genuine mystical runes. Characters able to sense mystical forces immediately notice that the tablets hold a great deal of magical power. The exact nature of the magical runes is up to the Gamemaster, but might include hints regarding future adventures or an ongoing mystical plotline of your own design. The true story behind the tablets is not relevant to this adventure.

If none of the PCs have a viable connection to the museum or an interest in the tablets, one or more of the heroes can come across the museum heist while out on patrol. As they're swinging, flying, or jumping by the museum, they see a handful of oddly-dressed figures skulking toward the site, recalling a recently-read news item about the new exhibit.

OPPOSITION

The heroes will want to defeat the interests of Goldclaw and his unusual wax dummy minions.

Goldclaw: PL 12; Init +8 (Dex); Defense 20 (16 flat-footed); Spd 30 ft; Atk +9 melee (+10L, claws), +9 ranged (+5L, Energy Blast); SV Dmg +2(+12 Protection), Fort +2, Ref +5, Will +7; Str 18, Dex 18, Con 15, Int 18, Wis 20, Cha 15.

Skills: Acrobatics +6, Disguise +5, Escape Artist +5, Forgery +5, Hide +8, Knowledge (occult) +8, Language (Chinese), Move Silently +8, Sleight of Hand +5, Spot +6, Taunt +6.

Feats: Dodge, Expertise, Hero's Luck, Improved Disarm, Improved Initiative, Iron Will, Minions, Stunning Attack, Surprise Strike.

Powers: Luck +5 [Source: Mystical; Cost: 5 pp; Total: 25 pp], Teleportation +12 [Power Stunt: Extended Teleport; Flaws: Extended Only, Limited (can teleport only to site of previously prepared rune); Cost: 1 pp; Total: 14 pp]; Energy Blast (fire) +5 [Flaw: Full Power; Source: Mystical; Cost: 1 pp; Total: 5 pp], Protection +12 [Source: Mystical; Cost: 2 pp; Total: 24 pp].

Equipment: Amulet [Energy Field (electricity) +5; Flaw: Device; Source: Mystical; Cost: 1 pp; Total: 5 pp], metal arms [Armor +5; Extras: Super-Strength, Strike (claws); Flaws: Device; Source: Mystical; Cost: 4 pp; Total: 20 pp].

Wax Dummies: PL 7; Construct; Init +1 (Dex); Defense 12 (11 flat-footed); Spd 30 ft; Atk +8 melee (+5L, sword or axe) or +4 ranged (+5L, blaster pistol); SV Dmg +10 (hardness 10), Fort —, Ref +1, Will +0; Str 20, Dex 12, Con —, Int —, Wis 12, Cha 1.

Feats: Blindsight.

Powers: Super-Senses +1 [Source: Mystical; Cost: 2 pp; Total: 2 pp].

Equipment: Blaster pistol (+5L) or melee weapon (+5L).

Weakness: Vulnerable (fire); Etched onto each wax dummy's forehead is a mystic rune that animates the construct. If the rune is scratched out or otherwise marred, the dummy falls lifeless. (Attacks to specifically strike the Diminutive-size rune incur a –8 size penalty).

THE HEIST

Once Hii is satisfied that he's not being followed, he returns to his base of operations, an old wax museum in the Boardwalk district, right behind the Golden Calf casino. The wax museum has been closed down and was derelict for years until it was finally leased by Hii about a month ago. From here he has been preparing for the heist—acquiring resources, creating an army of wax dummy automatons, and gauging possible opposition and obstacles. He may well know about the player character heroes, and has taken special steps to thwart them.

That night, Goldclaw cleans out his work area and moves his equipment into a van on the corner of Charles and 40th Street, just two blocks from the Hunter Museum of Natural History and alongside a construction site. In the van are two very special magic boxes—the Twin Cabinets of the Ba Xian. An item placed into one of the brass cabinets can be removed by the person wielding its twin. Essentially, the bottom interior of one box functions as a lid to the other. A Tiny creature or shapeshifter could conceivably use the cabinets as a makeshift teleportation device.

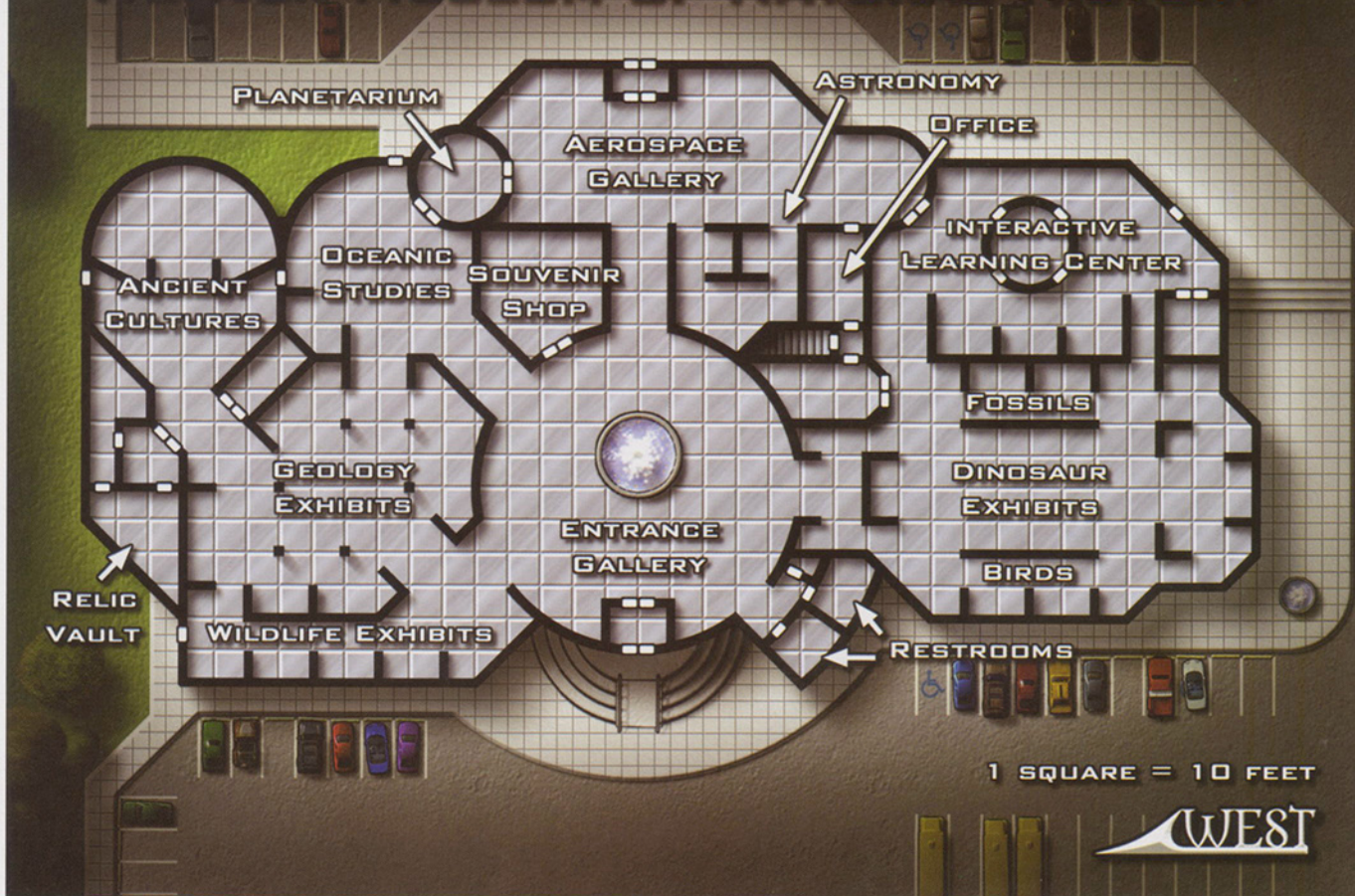
At dusk, or about an hour after the museum's closing time (whichever is later), his rune-animated wax dummy minions start to siege the museum, using their weapons to break through doors and windows. One of the dummies carries one of the Twin Cabinets, surreptitiously if possible.

Goldclaw has ordered his dummies to smash through the tablets' glass display and place the purloined artifacts into the Twin Cabinet. From the safety of the wax museum, Goldclaw waits with the matching cabinet. The fate of his constructs (and even of the Twin Cabinet they bear) is unimportant to Goldclaw, who covets the tablets more than anything else.

How many wax dummy constructs you choose to pit against your heroes is a matter of discretion. As a guideline, try three personalities per player character; introduce more as required. Any character who gets into close quarters with or specifically studies a wax dummy can make a Spot Check (DC 15) to notice its faintly glowing forehead rune.

Obviously, fighting inside a museum is tricky business. The heroes may win more enemies than friends around town if they aren't careful not to damage the many invaluable exhibits. No museum counts on super-heroes to protect their exhibits, so a decision will need to be made on internal security. Are there watchmen on duty round the clock in the

HUNTER MUSEUM OF NATURAL HISTORY



museum, or do they depend on motion sensors and laser detection grids? Will any guards confront supervillains? Is the alarm silent? Are there steel doors and shutters around particularly sensitive exhibits that close when the alarm goes off? Will Goldclaw need to deal with these systems?

The heroes may choose to investigate Goldclaw's waxworks. Goldclaw is not so foolish as to remain there, but he does leave some enchanted attack dummies that spring to life if anyone intrudes on their domain. Although he believes he has covered his involvement in the heist, his arrogance has allowed him to forget about a crumpled take-out menu from the Wading Way Brewery, where he takes many of his meals. A successful DC 15 Search check turns up the menu at the bottom of a trash basket in the waxworks' simple front office. The staff of the Wading Way Brewery knows Hii by sight, and the mysterious man has become a favorite conversation topic at the restaurant. The employees even know what kind of van he drives—a tan 1977 Chevy Sport van.

If Goldclaw obtains the tablets and gets away, the heroes may still be able to find him. They should be able to determine without much work that the wax museum was leased to one Lin Mao Hii. This information may come alongside a trail of credit card bills and bank account information that leads wherever you wish (airplane tickets, car payments, antique and rare book purchases, motel bills, etc.). Once the tablets and Twin Cabinets are in his possession, Hii means to drive north on Route 6 until he reaches his favorite out-of-town motel to study his spoils.

OPTIONS

Normally, Adrian Eldrich screens any mystical item before it is put on display at the Hunter Museum, often constructing a replica in concert with Daedelus so that the proxy item is put on display and the original is not subject to potential theft. It may well be that Eldrich is indisposed during the week of the display. If not, Goldclaw and the heroes may find themselves fighting over a useless replica. Alternately, Goldclaw may know that the display tablets are fake, and seek out the authentic ones that are kept under lock and key in the museum's basement.

It may make more sense for your scenario to have Goldclaw perform his heist the night *before* the opening, or even the day that the tablets arrive at the museum, if your player characters can logically get involved in time. You may also opt to not use the Twin Cabinets and have Goldclaw himself steal away the tablets, using his dummies to sow confusion and help cover his escape.

A fun part about Goldclaw's wax dummy minions is that you can have the player characters fighting whatever historical personalities or celebrities that you see fit. Use your knowledge of your players to pick suitable or ironic wax characters for them to battle. Some options might include: Blackbeard the Pirate (with sword); Queen Elizabeth II; Abraham Lincoln; Genghis Khan (with sword); Gandhi; Liberace; Hitler; Shakespeare; Pope John Paul II; Jesus; King Tutankhamen; The Executioner (with axe); Dracula; Frankenstein's Monster; Tiger Woods (with club); Michael Jackson; or legendary heroes from the past including Centurion, Freedom Eagle, or the Bowman. ■

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Mutants & Masterminds RPG, Copyright 2002, 2004, Green Ronin Publishing, LLC; Author Steve Kenson



CONTRIBUTORS

Steve Kenson: Steve is the author of the award-winning *Mutants & Masterminds* Roleplaying Game and the *Freedom City* campaign setting, as well as a lifetime fan of comic books. Steve has been an RPG author and designer since 1995, having worked on dozens of products. He maintains a website at members.aol.com/talonmail. Steve lives in Merrimack, New Hampshire with his partner, Christopher Penczak.

Toren McBoren MacBin (aka Toren Atkinson): Toren was raised by *Thundarr the Barbarian* and the *Superfriends*, and decided to write his own superhero RPG (from which Goldclaw sprang) after playing D&D in the 9th grade. In the astounding year 1992, he gathered some friends and spawned the H.P. Lovecraft-inspired punk band, The Darkest of the Hillside Thickets. He unabashedly used this as a foot-in-door gambit for Cthulhu RPG artwork. This in turn led to co-writing the ENnie-Award-winning *Spaceship Zero* RPG, from Green Ronin Publishing. He's helped to create the Lovecraftian movies *Return to Innsmouth*, *Graveyard*, and *Dream Quest of Unknown Kodath*. These days, Toren continues to make music, dress up in monster costumes, write, act, draw monsters, and watch cartoons in Vancouver, BC.

Keith Baker: Keith Baker is the last son of a planet where cows evolved from men. Sent to Earth to escape the destruction of his homeworld, he has used the cover of mild-mannered freelance game designer to conceal his bovine heroics. Over the last few years he has worked on a variety of products for *Dungeon & Dragons*, *Feng Shui*, and *Over the Edge*, including the upcoming *Eberron* campaign setting from *Wizards of the Coast*. He lives in Boulder, Colorado with his lovely wife Ellen and the infamous Bossy the Cow.

Warren C. Banks: Warren Banks is co-author of the ENnie-Award-winning *Spaceship Zero* RPG, a fact that he has yet to exploit properly for his personal gain. He has also done several other stints at game-related writing, including work for the D&D Living *Greyhawk* campaign and *Delta Green*. With his free time, Warren plays guitar passably in the H.P. Lovecraft-inspired punk band, the Darkest of the Hillside Thickets and wishes he could run as fast as the Flash. He would like to thank his mom for swapping his old JLA comics for Little Lulu at a school swap meet, his dad for making a wooden carving of Dr. Fate, and his favorite international athlete and younger brother Ryan for supporting him and his wacky ideas.

Shawn Carman: Shawn Carman was born and raised in the South, where gamers are sometimes hunted for their shiny pelts. Oblivious to the potential danger, he took to comic books at an early age and branched out into roleplaying games in high school. An abundance of unstructured free time during high school and college led to a desire to write, and eventually led to a regular paycheck from AARG, predominantly for his work on the *Legend of the Five Rings* roleplaying game. Today, Shawn teaches at elementary school during the day and at night changes into his fabulous spandex-clad persona as The Freelancer, who mostly just sits in his office and writes while his wife and cats roll their eyes at him.

Christopher McGlothlin: Christopher is a lifelong Virginian whose prior works have been published by Green Ronin, PEG, WEG, Guildhall Press, and Gold Rush Games. For nine years he has been a high school social studies teacher, and serves as moderator for the New Gamers Order pro wrestling/game industry discussion e-list. McGlothlin is a member of the Sons of Confederate Veterans, the Military Order of the

Stars & Bars, and the Confederate States Army. His hobbies include the Miami Dolphins, MST3K, the JSA, professional wrestling, and classic sci-fi. All good things in his life are made possible by God and his wonderful wife, Tanith. He dedicates "Freedom City 2525" to Tom & Mary Bierbaum, Keith Giffen, Mark Waid, and most of all, Tanith.

Jason Orman (aka Valdier): Jason Orman is an avid gamer, software programmer, and now game store owner. After spending many daunting years under the brutal whip as a playtester for games such as *GURPS: Supers* and various versions of other games, he has now settled on harassing developers until he gets his name into their credits. In his spare time, when not hatching nefarious plans from his base in Los Angeles, he does volunteer work for conventions around the states and has undertaken a quest to find the perfect local gelato.

Steven E. Schend: Steven Schend has been working in the RPG business for more than a decade. He contributed to the *Gamer's Handbook to the Marvel Universe* for TSR before moving on to work on the *Forgotten Realms* campaign setting. Schend's *Forgotten Realms* credits include *City of Splendors*, *Lands of Intrigue*, and *Carmonthyr: Empire of the Elves*. Recently, he's edited the *Assassin's Handbook* and *Freedom City* for Green Ronin Publishing and *Oathbound: Domains of the Forge* for Bastion Press.

Rodney Thompson: Rodney is an ENnie-Award-winning writer and developer from Chattanooga, Tennessee. His work appears in the *Star Wars Hero's Guide*, the *Stargate SG-1 Roleplaying Game*, and Green Ronin's Master Class book, the *Noble's Handbook*. More of his work can be seen in the upcoming *d20 Future* sourcebook for the *d20 Modern* Roleplaying Game. In addition, his articles appear in the pages of *Polyhedron* and the *EN World Player's Journal*, and he is the webmaster of SWRPGNetwork (www.swrpgnetwork.com).

ARTISTS

Axel Ortiz: Axel#13 graduated from the Art Center College of Design in Pasadena, and makes his home in the L.A. area. He's worked in animation for Sony Family Entertainment (*Big Guy and Rusty*) and does concept work for video game companies such as Midway and Sony Entertainment. He's created character concepts for XFX, Creature Effects, Creative Characters, Universal Studios, and many others. He's currently at work with Geoff Ong on *Backspace*, a graphic novel for Black Velvet studios, due out early 2004. See more of his work at www.channelbackspace.com.

Rick Remender: Rick Remender's accomplishments include producing the cult classic creator-owned graphic novels *Captain Dingleberry*, *Black Heart Billy*, and *Dall and Creature* as well as having served as an animator and illustrator for many major film studios and comic book companies (*Anastasia*, *Batman*, *Titan A.E.*, *The Iron Giant* and *Rocky and Bullwinkle*). In 1999 he began teaching Animation and Storyboard at the Academy of Art college in San Francisco, where he teaches to this day. Remender has also done album covers and graphic design for some of the largest punk labels in the world, including Side One Dummy, Fat Wreck Chords, and Revelation Records. In 2001, Remender and partners Kieron Dwyer and John Estes completed production on a 12-episode web cartoon called *Swingtown* for wildbrain.com. The series has yet to air but won second place in it's genre at the World Animation Celebration in 2001. Most of 2002 was spent inking Kieron Dwyer's pencils on a 10-issue run on Marvel Comics' *Avengers*. Currently Rick is inking the comic book adaptation of the new *Terminator* movie and penciling a new *Teenage Mutant Ninja Turtles* comic.

Steve Cobb: Steve Cobb triple majored at the Art Institute of Phoenix in sleep, college girls and beer drinking. After sleeping in most of his classes, graduation time finally came and Steve was not even sure what state he was in. I think he colors comic books now or is a test subject for the tobacco industry. ■ ■ ■

Karl Waller: Born to an Air Force family in 1964, Waller has lived in California, Hawaii, and Utah. He went to an art school in Pennsylvania called PSA, now PSA&D. He's hovered around comics and gaming art for the last fifteen years and now resides in North Carolina. Waller has worked on various titles for Eclipse, Marvel, and DC, notably *Wonder Woman*, *Batman*, a *Wolverine* movie prequel book and a little bit of *X-Men*. ■ ■ ■

Craig Taillefer: Born November 29, 1968 in Ottawa Canada, Craig was raised on a diet of crayons, play-doh, and comic books. An early exposure to Uncle Scrooge, Asterix, Turok Son Of Stone, and the works of Edgar Rice Burroughs left an indelible impression on the budding young artist's psyche. Against the urgings of much saner voices, he chose to pursue art as a career. Stumbling into professional work at a very young age, Craig has made a living of sorts at drawing for the better part of the past two decades. His work has spanned the black and white boom at Aircel and Malibu to a long residency at WaRP Graphics working on the *ElfQuest* titles. Craig currently works in TV Animation, RPG Illustration, and self-publishes *Wahoo Morris* through his company Too Hip Gotta Go Graphics. He splits his time between work with an unhealthy obsession for comic books, old records, and hammocks. ■ ■ ■

Geoff Ong: Geoff Ong, based out of the Los Angeles area, has done color work for several independent entertainment companies. When not blessed with freelance work, he fills his time producing an ultra-secret project with partner-in-crime, axel#13. He watches wrestling, loves taking pictures with his Nikon digital camera, and his favorite color is blue. ■ ■ ■

Andy Smith: Andy Smith has been working in the comic book field for the past 13 years. While attending his senior year at The Joe Kubert School of Cartoon and Graphic Art, Andy landed his first professional gig for DC Comics penciling an issue of *Suicide Squad*. Unfortunately the book was cancelled and the issue never came out. Over the past 13 years, Andy has worked for virtually every major publisher including Marvel, DC, Image, Acclaim, and Cross Gen, where he was also an art director. Andy has a best-selling book titled *Drawing Dynamic Comics* that was published by Watson-Guptill in 2000 and is currently on its fifth printing. To see more of Andy's work, visit his web-site at www.laugh-a-minute.com or www.portfolio.com/andy. ■ ■ ■

Michael Atiyeh: Michael Atiyeh has been a colorist in the comic book industry for 10 years. He has worked for every major publisher. He is currently working on the new *Captain America and Falcon* series for Marvel Comics. Some of his past projects include *The Path* for Cross Generation and *X-O Man-O-War* for Acclaim Comics. Michael lives in Tampa with his wife, Megan. ■ ■ ■

Greg Kirkpatrick: Greg, who earned his Bachelor of Fine Arts from the University of Kansas, now resides in South Florida with his wife, Maggie and their three children: Jessica, Rick, and Johnny. Greg's comic resume includes work for CBLDF, Big Bang Comics, and the self-published *Novavolo*, through Jungle Boy Press. ■ ■ ■

Ramón Pérez: Ramón K. Pérez was born prematurely (dislikes overstaying his welcome) on June 4th, 1973 to immigrants of the Great White

North. Ramón laid about for the first three months of his life un-named (this is why he responds quite well to "hey you!") till his parents agreed upon making him a "jr," Ramón for dad and Krzysztof for mum. Over time little Ramón grew up (somewhat) and learned many things, like what an ottoman is. Though his body has never quite caught up to the size of his head, luckily the size of his face caught up with the size of his nose, allowing him to lead a somewhat normal life. ■ ■ ■

Corey "Rey" Lewis: Corey Lewis, "the rey," was born in Los Angeles, California in 1982. He relocated to Bremerton, Washington quickly thereafter. He spent about 21 years there learning how to live, and how to love. Recently, he uprooted to Seattle, Washington, where he lives a peaceful life as a comic artist and illustrator and sometimes writer. He self-publishes his own comics and draws big, important things for big, important people. Soon he plans on unleashing a magnum renaissance opus of stories to totally blow your brain out the back of your skull. ■ ■ ■

Jeff Carlisle: Jeff Carlisle has designed and illustrated for magazines, roleplaying games, collectable card games, video games, and entertainment environments for clients such as Alderac Entertainment Group, COSI Studios, Green Ronin Publishing, Lucasfilm, Ltd., Paizo Publishing, Presto Studios, The Scarefactory, Inc. and Wizards of the Coast. His work has appeared in *Dragon*, *Dungeon/Polyhedron*, and *Star Wars Gamer* magazines as well as the Warlord CCG, Legend of the Five Rings CCG and the *Star Wars: New Jedi Order*, *Star Wars: Power of the Jedi*, and *Mutants and Masterminds: Foes of Freedom* sourcebooks. He lives in Columbus, Ohio with his wife and cat. ■ ■ ■

SUPER UNICORN IS:

Erik Mona, Lead Editor: Erik Mona is the Editor-in-Chief of *Dungeon Magazine*. He previously edited the RPGA Network's *Polyhedron Newszine* and co-created Living Greyhawk, the world's largest Dungeons & Dragons campaign (with more than 10,000 players in 2003). He edited the *Mutants & Masterminds* core rulebook and co-edited *Freedom City* and *Time of Crisis* for Green Ronin. His design credits include the *Living Greyhawk Gazetteer*, *Forgotten Realms: Faiths & Pantheons*, and the *Fiend Folio* for Wizards of the Coast and *Armies of the Abyss* and *Crooks!* for Green Ronin Publishing.

Erik would like to thank his girlfriend Jessica, his family, his friends and fellow Super Unicorn cohorts Sean and Kyle, and everyone at Green Ronin Publishing. Who ever knew "high end in every regard" would turn out to be such a pain in the ass? Working on *Mutants & Masterminds* has been an experience he'll remember forever.

Sean Glenn, Art Director: Sean Glenn joined the gaming industry in 1998, but had been designing Dungeons & Dragons modules for himself before he even knew what graphic design was. His work on Third Edition Dungeons & Dragons brought an Origins Award for Best Graphic Design, which he followed up with the ENnie for Best Graphic Design for Green Ronin's *Freedom City* in 2003. Sean currently serves as the Senior Art Director at Paizo Publishing, working on *Dungeon* and *Dragon* Magazines, while maintaining a secret life as a knife-fighting super-spy.

Kyle Hunter: Kyle Hunter art directs *Undefeated* magazine for Paizo Publishing, and has art directed *Dungeon*, *Polyhedron*, and *Star Wars Gamer*. He created the cantankerous drow dungeon guard Downer, whose comic exploits have appeared regularly in *Dungeon* since 2002. His work continues on the META-4 Universe, the deep-space rally epic *Swerve*, and nanite, ultra-liberal, femme-bots to combat the knife-wielding madman, Sean Glenn.

MUTANTS & MASTERMINDS™ ROLEPLAYING GAME

ERRATA & CORRECTIONS

UPDATED: 4/26/04

Title page: Under **Playtesters** "Brian Meyers" should be spelled "Brian Myers"

p. 8: Using This Book Remove the words "or not" from the first sentence.

p. 9: Important Terms

check: A method of deciding the result of a character's actions. Checks are based on a relevant ability, skill, power, or other attribute. To make a check, roll 1d20 and add any relevant modifiers. If the check equals or exceeds the Difficulty Class of a task or the result of an opponent's check, the check succeeds.

damage: Any harm caused to a character by an attack, power, illness, or other source.

effect: The result or outcome of using a particular power. Effects define a power in game terms.

Hero Points: Points players can spend to gain a bonus with particular actions.

stack: Combining multiple modifiers for a cumulative modifier. In most cases, modifiers to a given check or roll stack. If the modifiers of a particular roll do not stack, only the best bonus or worst penalty applies. Power level applies a limit on how high a stacked bonus from powers may be.

p. 10-17: Hero Archetypes See the **Revised Hero Archetypes** file available at www.mutantsandmasterminds.com for updates.

p. 21 Insert the following sidebar at the end of this page:

OPTION: REDUCED SKILL COSTS

Generally, *Mutants & Masterminds* characters rely on their extraordinary ability scores (particularly super-abilities) for their skill bonuses. However, some Gamemasters may wish to run a more skill-heavy game with a focus on less superhuman characters. In this case, the cost of skills should be reduced, with one power point granting a character two or three skill ranks rather than just one.

p. 25: Intelligence Delete the words "a lot of skills, particularly" from the second sentence.

p. 32: Craft Add the following to the end of the Check section:

The difficulty class and time required to make a particular item depends on its complexity. If your Craft check succeeds, you have made the item. If the Craft check fails, you did not produce a usable end result, and any raw materials are wasted.

Complexity	Craft DC	Time	Examples
Simple	15	1 hour	electronic timer or detonator, tripwire trap, bookcase
Moderate	20	12 hours	radio direction finder, lock, engine component, shed, furniture
Complex	25	24 hours	cell phone, combustion engine, bunker
Advanced	30	60 hours	computer, jet engine, building

It is up to the GM what items characters can make with Craft skills. As a general guideline, if an item has any point value as a device, the player should either pay a Hero Point to use the item in an adventure, or purchase the Gadgets power for the character to use such items on a regular basis.

p. 36: Intimidate Add "or STR" to the parenthesis after the skill name. Super-strong characters should be pretty darn intimidating.

p. 45: Evasion Change to read: "When making a Damage save, you can choose to use your Reflex save bonus in place of your Damage save bonus, avoiding an attack through agility and defensive maneuvering rather than sheer toughness. You cannot evade the damage of area attacks and the GM may rule that there

are certain other attacks you cannot evade. You cannot use Evasion if you are denied your dodge bonus to Defense for any reason. If you have Evasion, bonuses to your Reflex saving throw count as Damage save bonuses for stacking purposes."

p. 47: Photographic Memory Change the Prerequisite to Int 15+ or Super-Intelligence.

p. 48: Rapid Healing Change the +2 bonus to a +1 bonus. Add the following at the end of the **Special** section: "So you recover your Regeneration power rank plus one in hits per minute if you have Rapid Healing."

p. 48: Skill Focus Add **Prerequisite:** Trained in the chosen skill.

p. 49: Talented Add **Prerequisite:** Trained in the chosen skills.

p. 50: Blindsight Change the Prerequisite Blind-Fight or Super-Senses.

p. 52: Penetrating Attack Replace its description with the following: One of your attacks is more effective at penetrating Protection.

Benefit: Choose an attack. Targets of that attack must make a Damage saving throw even if the attack's damage bonus is less than the target's Protection bonus. Impervious Protection (p. 97) works normally against Penetrating Attacks.

Normal: You ignore attacks with a damage bonus less than your Protection bonus.

p. 53: Radio Broadcast Add **Prerequisite:** Radio Hearing.

p. 53: Scent Add "or Super-Senses" to the **Prerequisites**.

p. True Sight Add "or Super-Senses" to the **Prerequisites**.

p. 56: Power Costs Under "Extras" change the second sentence of the second paragraph to read: "For example, if Sean adds the Protection extra to Protonik's Super-Strength (already at rank 10), he must spend 10 power points, one for each rank Protonik already has, before increasing Protonik's Super-Strength another rank (which now costs 5 points per rank because of the Protection extra)."

Change the fourth sentence of the third paragraph to read: "Growth (with a cost of 6 points per rank) increases the cost of Shapeshift by 5 points per rank as an extra (Growth's normal cost, minus 1)."

p. 59: Table 5-1 Change the cost of Leaping to 1 per rank.

p. 60: Duration At the end of this section, add: "Permanent powers cannot be improved using extra effort (see p. 105)."

p. 61: Absorption At the end of the first paragraph, add: "This power is considered a Protection bonus for stacking purposes."

In the second paragraph change the word "absorb" to "store" and insert "absorbed" before the first use of "damage bonus."

In the third paragraph, change "the absorbed energy" to "stored energy."

Under "Energy Conversion" change the first sentence to: "You can convert absorbed energy into a specific type of energy such as light, heat, sound, and so forth as a free action."

p. 61: Alternate Form Under **Energy** form, drop the words "If you prefer" from the beginning of the second sentence, so it starts "You have an Energy Field..."

Under **Liquid** form, change "Amazing Save (Damage) (below)" to "Protection (p. 79)"

Under **Semisolid** form, add "like the Strike power (p. 84)" to the end of the last sentence.

p. 61: Amazing Save Change **Duration** to Permanent.

p. 62: Animation Under **Animate Shadows** change "and Damage bonus" to read "and Damage save bonus".

p. 62: Armor Change **Duration** to Permanent.

p. 63: Boost Change the third sentence to: "You gain bonus ranks in that attribute equal to your Boost power rank. For ability scores these are ranks in the appropriate super-ability."

p. 65: Deflection Change **Action** to **Half**. Delete the last sentence of the first paragraph. (You can move in the same round you deflect, but the number of actions you can take in a round limits you.) Add the following Extra:

- **Rapid:** You can use Deflection as a free action rather than a half action. This allows you to deflect without a readied action to do so. For an additional extra, you can use Deflection as a reaction, taking no effort on your part. You can deflect without a readied action and you suffer no penalties for deflecting multiple attacks in a round.

p. 65: Density Control Change **Cost** to 6.

p. 66: Disintegration Insert the following before the last sentence of the power description: "Constructs (p. 117) can make a Reflex saving throw to negate the effects of Disintegration. A failed save means the construct suffers hardness loss like any other object."

p. 68: Duplication In the last sentence of the first paragraph on this page, change "Your duplications" to "Your duplicates." Delete the word "usually" from the first sentence of the second paragraph.

Under the **Horde** extra, change "feat" to "extra."

p. 69: Energy Control Change the Disintegration extra under **Sonic** and **Vibration** to a power stunt. Change the Energy Blast power stunt to an extra.

Replace the following Energy Type descriptions with the next text below:

Electricity: You can conduct electricity with a Damage bonus up to your power rank harmlessly through your body and any conductive material (such as water or metal) that you are touching. Anyone touching you or the material (up to Normal range) must make a Damage save to avoid the electricity's Damage bonus.

Fire: You can cause flammable objects (paper, wood, etc.) within range to burst into flames. Doing so requires a ranged attack roll and inflicts damage equal to your power rank. You also can cause existing flames to move as you direct within range, causing them to "leap" up to your power rank times 10 feet.

Kinetic: You can generate and control kinetic energy, the force of motion. You can move objects at a distance like a use of Telekinesis at your power rank.

Radiation: You can generate and control radiation. Note that this is "comic book" radiation, visible as a glowing light with the effects of intense light and heat. Your radiation doesn't cause radiation sickness, cancer, or genetic mutations like real-world radiation. You can surround yourself with an Energy Field (p. 70) of radiation at your power rank.

p. 72: Force Field Change **Cost** to 2.

Change "a Damage save bonus" in the first sentence to "Protection."

Under **Mental Shield** change the text to read: "Your force field provides Mental Protection (p. 75) equal to its rank."

p. 72: Gadgets Change this power's description to read as follows:

You have the ability to come up with the right device for any situation. You can allocate your Gadgets ranks to any power with a base cost of 2 or fewer power points per rank simply by taking a half action and spending a Hero Point. You cannot apply any Flaws to this power to reduce its cost. You may apply extras, but this divides your power ranks by the number of extras, plus one. So one extra divides your ranks in half, two extras by three, and so forth. Any fractional ranks are dropped. If this reduces the power's rank below 1, you cannot create a gadget with that power. You may divide your power ranks between multiple powers as desired, but each separate power requires a half action (but only one Hero Point, regardless of how many powers the Gadgets ranks are allocated to).

Example: Gimmick has a utility purse that holds a variety of crime-fighting devices (Gadgets +10). With a half action and a Hero Point, Gimmick can pull virtually any sort of device from her utility purse, from acid to eat through metal bars (Corrosion) to smoke grenades (Obscure) or shark-repellent (Mind Control).

Like all variable effects (see p. 94), the Gamemaster should carefully monitor and control the use of Gadgets, and has the right to veto a particular use of a gadget if it is inappropriate for the series.

Note that Gadgets includes the Device flaw in its cost, so it cannot be applied to it again, and individual gadgets, while still devices, do not receive a reduction in cost.

p. 72: Growth Change the power's description to read:

"You can increase your size. Each rank in Growth gives you a rank of Immovability (p. 73), Protection (p. 79), and Super-Strength (p. 86). Every four ranks of Growth increases your size category by one, increasing your movement speed by 10 feet, and your reach by 5 feet."

p. 72: Healing Change the Extras to read as follows:

- **Regrowth:** You can cause subjects to regrow lost limbs or organs. The subject makes a DC 20 Constitution check with a bonus equal to your Healing rank. A successful recovery check means the limb or organ regenerates. You can make only one Regrowth check per subject per day.

- **Resurrection:** You can restore life to the dead! The subject makes a DC 20 Constitution check with a bonus equal to your Healing rank. A successful recovery check meaning the subject's condition improves from dead to disabled (and may improve further normally). The subject permanently loses 1 point of Constitution, which may be restored by spending earned power points. A failed check means you cannot try again. You can only use Resurrection on subjects that have been dead no longer than your power rank in hours.

p. 73: Illusion Add "For two extras" at the beginning of the **Damaging** extra.

p. 73: Incorporeal In the last sentence of the first paragraph change "attack (melee attack, ranged attack, Energy Blast, etc.)" to "effect (such as unarmed attacks, iron weapons, a specific type of energy, etc.)" Replace the description of the Ghost Touch extra with the following:

- **Ghost Touch:** This extra is applied to another power, rather than Incorporeal. It allows you to use that power to affect the physical world while you are incorporeal, with a rank equal to the power's normal rank or your Incorporeal rank, whichever is less. Powers with Ghost Touch can also affect Incorporeal targets as if they were solid.

p. 74: Incorporeal Add the following to the end of **Phase Attack**: "Protection provides no benefit, but a Force Field has its normal effect (reducing the DC of the Fortitude save)." At the end of the **Permanent** flaw add the following text: "Your Incorporeal power must have the Continuous extra in order to apply this flaw."

p. 75: Mental Blast Change the third sentence to read: "The target's Wisdom bonus rather than Dexterity bonus applies as a dodge bonus to Defense."

p. 75: Mental Protection Change **Duration** to **Permanent**. Delete the words "as well as your saving throw bonus" at the end of the first paragraph.

p. 76: Mind Control Change the second sentence of the second example to: "Argent now gets a Will saving throw with a DC of 23 (Ego's original Mind Control check result)." This brings it in line with the power's description.

p. 77: Natural Weapon Change the range from "Personal" to "Touch." Change the saving throw from "Fortitude" to "Damage."

p. 77: Neutralize Change the fourth sentence to read: "You cannot neutralize innate powers." Change the last two sentences to read: "The target makes a Will saving throw or a check with the affected power rank, whichever has the greater bonus, with a DC equal to the neutralizing character's Neutralize check total. Devices make a power rank check. If the attacker succeeds, the target's powers are neutralized."

p. 77: Obscure Delete the last sentence from the **Selective** extra. Remove "a number of" from the first sentence.

p. 78: Paralysis Change the power's Duration to Sustained and the name of the extra to **Continuous**.

p. 79: Protection Change **Duration** to **Permanent**.

p. 79: Regeneration Change **Duration** to **Permanent**. Change the second sentence to read: "Spread this recovery out evenly over ten rounds, so at rank 5 you recover one stun and lethal hit every other round and at rank 10 you recover one hit of each type per round."

p. 80: Regeneration Change the Extras to read as follows:

• **Regrowth:** You can regrow lost limbs or organs. Once per day you can make a Constitution check (DC 20) with a bonus equal to your Regeneration rank and a cumulative +1 bonus per previous check. A successful check means the limb or organ regenerates.

• **Resurrection:** You can come back from death! Make a Constitution check (DC 20) with a bonus equal to your Regeneration rank. A successful check means your condition improves from dead to disabled (and may improve further normally). You permanently lose 1 point of Constitution, which may be restored by spending earned power points. You only get one recovery check for Resurrection, if it fails, then you remain dead. You must also specify a reasonable circumstance which prevents your resurrection, such as a stake through the heart, your body being burned to ashes, a holy or blessed weapon, and so forth.

p. 80: Sensory Protection Change **Duration** to Permanent.

p. 81: Shapeshift Change "three extras" to "five extras" under the **Growth** extra.

p. 81: Shrinking Add the following after the second sentence: "Your normal movement rate decreases by 5 ft. per reduction in size category (down to an effective speed of 0 at Infinitesimal size) and your reach decreases to 0 ft. at diminutive or smaller size."

p. 82: Snare Before the last sentence of the first paragraph, insert the following: "A save that fails by more than 10 renders the target bound and helpless." Make "Dodge bonus" in the second paragraph lower-case ("dodge bonus"). In the third paragraph, change the damage bonus needed to break a snare automatically to "10 or more than the Snare's rank."

p. 82: Sorcery Add asterisks after the Possession, Mental Blast, and Healing spells and a note at the bottom of the table, reading:

"* These spells operate at two-thirds of the Sorcery power rank (rounded down)."

p. 84: Super-Charisma Change **Duration** to Permanent. Under **Intimidating Presence**, add "plus your ranks in Super-Charisma" to the end of the first sentence. Add "plus your Super-Charisma ranks" after "Charisma bonus" in the first sentence.

p. 85: Super-Constitution Change **Duration** to Permanent.

p. 85: Super-Dexterity Change **Duration** to Permanent.

p. 85: Super-Intelligence Change **Duration** to Permanent.

p. 85: Super-Senses Change **Duration** to Permanent.

p. 85: Super-Skill Change **Duration** to Permanent.

p. 86: Super-Speed: Under **Sonic Boom** change "Damage save" in the last sentence to "Fortitude save."

p. 86: Super-Strength Change **Duration** to Permanent.

p. 86: Super-Wisdom Change **Duration** to Permanent.

p. 88: Teleportation Delete the "Effects: Movement" line. Change **Extended Teleport** to a power stunt.

p. 89: Time Control For **Precognition** and **Postcognition** insert "For two extras..." at the beginning of each description (since both powers have a cost of 3).

p. 91: Transformation Change "three extras" to "five extras" under the **Growth** extra.

p. 92: Tunneling Change **Rapid Tunneling** to a power stunt.

p. 96: Extras Change the **Duration** extra to read as follows:

Duration: Each application of this extra improves a power's duration one step: instant to concentration, concentration to sustained, sustained to continuous. If a power has an original duration of instant, it can be sustained by concentration, taking effect again on the character's action each round without the need for further attack rolls. So an attack continues to damage the target, for example. If the character's concentration is broken, the power stops. The target still gets a saving throw against each application of the power.

A power with an original duration of concentration becomes sustained, requiring no concentration, just a free action each round to maintain. If the character is unable to take free actions for any reason, the power stops working.

A sustained power becomes continuous, allowing the power to continue working even if the character is unable to take free actions to sustain it. Gamemasters

are cautioned against allowing instant powers (especially attacks) to be upgraded to continuous.

p. 96: Innate Insert the following extra:

Innate: An innate power cannot be Drained or Neutralized — it is an innate part of the character. The character automatically succeeds on saving throws to resist attempts to Drain or Neutralize the power. A power must have a continuous or permanent duration in order to be Innate.

p. 98: Flaws Change the Permanent flaw to read as follows:

Permanent: A continuous power becomes permanent. Permanent powers cannot be turned off — even if the character wishes. Permanent powers also cannot be improved through extra effort (see Extra Effort, p. 105). The Gamemaster decides if this constitutes a flaw for a particular power, which must be continuous in duration before this flaw can be applied.

p. 98: Slow Remove the words "from none to free" from the second sentence.

p. 98: Feats With Flaws Change "(including power stunts)" to "(except for power stunts)"

p. 99: Step 5 Change the first minus sign in the power cost formula to an equals sign, so it reads: "Power cost per rank = 1 + total number of effects," etc.

p. 104: Travel Change the example to read as follows:

Example: Marathon has Super-Speed +10, giving him a base speed of 80 feet per round and a sprint speed of over four thousand times that (327,680 feet per round, about 32,000 mph, or over forty times the speed of sound!). At this speed, Marathon can circle the Earth in under an hour.

p. 105: Table 6-3 Change the column headers to: Load, Max Dex Bonus, Check Penalty, Speed, Sprint

p. 105: Table 6-4 Bump the "Str" headers over one column so it reads "Str 10 Heavy Load, Str 15 Heavy Load," etc.

p. 105: Hero Points In the second paragraph, change "free action" to "reaction".

p. 106: Hero Points Add the word "entirely" at the end of the first sentence of the **Ignore Fatigue** section.

p. 107: Weaknesses Add the following as a subset of the Disabled weakness.

Slow: The character's movement is hampered due to lame or stubby legs, malfunctioning servos, zombified muscle tissue, etc. A Disabled-Slow character suffers a -5 penalty on Acrobatics, Balance, Jump, Move Silently, and Ride checks. Reduce base movement speed by 10 feet.

p. 112: Python iRifle Change the final cost in the text to 15 pp.

p. 112: Improvised Weapons Change the second and third sentences to read: "Such objects have a damage bonus equal to the character's Strength bonus or twice the object's hardness, whichever is less. If either the attacker's Strength bonus or the defender's Protection bonus is greater than the object's hardness, the object is destroyed by the attack."

p. 115: Vehicle Cost Change the first sentence to read: "To determine a vehicle's cost in power points, take its ranks of movement, add any armor or other features the vehicle may have, then add any points of hardness it has greater than its highest other rank."

p. 116: Collisions Delete the third sentence of the second paragraph.

p. 118: Hardness Change "hardness 20" in the first sentence to "the construct's power level +5." At the end of the paragraph, add the following: "Any hardness in excess of 5 is considered Amazing Save (Damage) and stacks with any Protection the construct takes, and is affected by power stacking limits."

p. 118: Construct Characters Change the beginning of the second paragraph to read:

Construct characters generally have Immunity super-feats to represent their artificial nature. They have all the Immunities listed on pp. 51–52, including Energy (cold and heat). This has a cost of 20 power points (minus 2 power points per Immunity the character lacks).

p. 119: Sample Construct (PL20) Under **Powers** italicize "Power Stunt" and "Extra."

p. 120: Headquarters Features Under **Holding Cells** change the end of the second sentence (after the parenthesis) to: "or their basic hardness is increased by half the base's power level."

p. 122: Chemicals Under **Truth Serum** "Range (touch)" should be "Range — touch"

p. 128: Disabled: Add the following to the end of the paragraph: "Further lethal damage to a disabled character shifts the character's condition to dying."

p. 128: Dying Add the following to the end of the paragraph: "Further damage to a dying character requires another immediate Fortitude save to avoid death (DC 10 + attack's damage bonus)."

p. 129: Unconsciousness Replace the second sentence with: "A dazed character can take no actions, but defends normally."

p. 131: Damage Reduction Change the text under this header to read as follows:

"Instead of reducing damage bonus, Protection — and related powers like Force Field — provide *damage reduction*, reducing the amount of damage inflicted. Multiply the Protection rank by two and reduce the damage inflicted by each attack on the character by this amount. If the damage is reduced to 0 or fewer hit points, it has no effect on the character. So a hero with Protection +11 ignores the first 22 points of damage from each attack, and attacks of three or fewer dice don't affect the character at all, except on a critical hit.

Amazing Save (Damage), Super-Constitution, and other bonuses to Damage save do not provide damage reduction. Instead, they increase the character's hit points, adding a number of hit points equal to the power's rank per power level. So a level 10 hero with Super-Constitution +6 and Amazing Save (Damage) +4 has an additional 100 hit points ($6 \leftrightarrow 10 + 4 \leftrightarrow 10 = 100$)."

p. 132: Table 6-4 Correct the headers so they read: **Action, Type, and 5-foot step?**

p. 139: Hardness Replace the last sentence with: "Each doubling of thickness increases hardness by +1, so an 8-inch thick stone wall has a hardness of 11 (base hardness 8 + 3 doublings of thickness)."

p. 139: Damage to Objects The third paragraph should read: "The rules for impossible damage saves (p. 127) do not apply to objects; if an attack has a damage bonus of 10 or more than the object's hardness, the object is automatically broken by the attack."

p. 139: Condition Summary Remove the entry for **Fallen** (it's redundant with the entry for **Prone**).

p. 140: Condition Summary Under **Grappled** remove the words "do not threaten any area and" from the last sentence.

p. 142: Trip Add "your size" between "smaller than you" and "or one size category larger" at the end of the second sentence.

p. 152: Table 9-3 Please delete this table and replace with the table below.

TABLE 9-3: RANDOM EVENTS

d20 Roll	Event Type
1-4	Random crime
5-8	Organized crime
9-11	Terrorism
12-15	Disaster
16-18	Personal trouble
19-20	Crisis!

d20 Roll	Random Crime
1-2	Assassination
3-4	Murder
5-6	Kidnapping
7-8	Theft
9-10	Mugging or Robbery
11-12	Arson
13-14	Vandalism
15-16	Reckless endangerment
17-18	Car chase (involving police)
19-20	Shootout (involving police)

d20 Roll Organized Crime

1-2	Mob hit or assassination
3-4	Protection racket
5-6	Kidnapping
7-8	Smuggling
9-10	Drug trafficking
11-12	Extortion
13-14	Political corruption
15-16	Hijacking
17-18	Arms dealing
19-20	Turf war between rival gangs

d20 Roll Terrorism

1-6	Organized crime front (roll on Organized Crime table)
7-10	Bombing
11-14	Hostage situation
15-16	Political assassination
17-18	Political overthrow
19-20	Weapon of mass destruction (nuclear, chemical, or biological)

d20 Roll Disaster

1-2	Earthquake
3-4	Fire
5-6	Tornado
7-8	Hurricane
9-10	Tsunami/flood
11-12	Plague
13-14	Traffic or shipping accident
15-16	Building or bridge collapse
17-18	Chemical spill
19-20	Nuclear meltdown or accident

p. 154: Supporting Cast Under Police Detective, change the Alertness feat to Talented (Listen and Spot).

p. 155: Supporting Cast Under Police Officer, change the Alertness feat to Talented (Listen and Spot).

Note some of the characters in this section have equipment ranked higher than their power level. This is allowed by Gamemaster fiat. Non-player characters are not required to obey power level limits as strictly, and "... the Gamemaster has the right to waive or bend any power level limit as needed..." (p. 20).

p. 163: The Fight Under **Teamwork** delete the third sentence. Change the beginning of the fourth sentence to: "Captain Thunder may..."

p. 166: Captain Thunder Change the Animation (only electrical devices) extra to Energy Blast.

p. 168: Siren Stat Block Remove Profession (Psychologist) +8 from skill listing. Lower Knowledge (oceans) to +8.

Add Elemental Blast extra to Element Control (water).

Remove Elemental Blast from power stunt listing.

Change Element Control cost to 5 pp.

p. 172-177: Sample Villains See the **Revised Sample Villains** file available at www.mutantsandmasterminds.com for updates.

p. 183: Contributors Steve Kenson, Game Designer: Change the first sentence to: "Steve has worked in the RPG industry since 1995 on a wide variety of game lines and over eighty different product. He'd like to thank Chris, Nicole, and Hal at Green Ronin for their support and faith in this project."

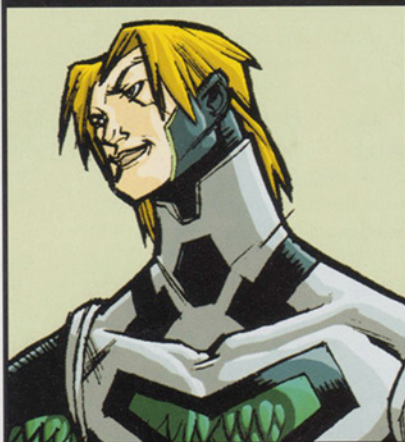
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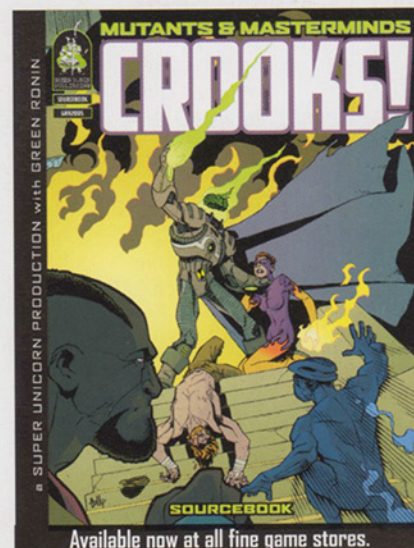


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