

LORDS of LIGHTNING

A comic book cover illustration featuring Doctor Doom in the center, wearing his iconic silver mask and armor, with a red cape. He is surrounded by bright yellow lightning bolts. In the background, a red flag with a white circle and a black swastika is visible, along with a cityscape and a figure hanging from a structure above.

M&M
SUPERLINK

VILLAIN SOURCEBOOK



Requires the Mutants & Masterminds RPG by Green Ronin Publishing For Use.

www.bigfingergames.com

Writing: David Solon Phillips (Adam, Agent Zero, Dynamo, Jules Blitzer, Hoplite, Keno Kuryente, Raiju, Shock-Trooper, Tian-Mu) Jim Mason (Agent Zero, Dynamo, Nemesis Rex), Johnathan Wright (Tempest)

Layout & Interior Colors: Michael Todd

Game Mechanics: David Solon Phillips, Michael Todd

Artwork: Butch Mapa (Cover, Adam, Hoplite, Kuryente, Nemesis Rex, Raiju, Shock-Trooper, Tian Mu, Old Blitzer, Origin Symbols), Ron Lim (Dr. Jules Blitzer)

Mutants & Masterminds, M&M Superlink, the M&M Superlink logo, and Green Ronin are trademarks of Green Ronin Publishing and are used with permission.

Designation of Open Game Content: All stat blocks, templates and new rules.

Designation of Product Identity: The entire text, all artwork, images, Infinite Universe and origin-in-a-box with the exception of the open content designated above.

Lords of Lightning is TM and © 2008 David Solon Phillips. Agent Zero, Dynamo, and Nemesis Rex are © 2008 Jim Mason and are used with permission. Tempest is © 2008 Johnathan Wright and is used with permission. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Some artwork from the Image Portfolio series and is used with permission.

Some artwork taken from Superhero Stock Art #1, copyright © 2005, Aurelio Galindo, Jr. Used with permission. For information contact akunin773@aol.com. Big Finger Games and the Big Finger Games logo are trademarks owned by Michael Todd. All Right Reserved. This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

CONTENTS

| | | | |
|--|-----------|---------------------------------|-----------|
| INTRODUCTION | 3 | PERSONALITY | 32 |
| HOW TO USE THIS BOOK | 3 | APPEARANCE..... | 32 |
| WHAT IS THE Infinite Universe? | 3 | POWERS AND TACTICS | 32 |
| CAMPAIGN SPECIFICS..... | 4 | IN GAME | 33 |
| ADAM..... | 5 | KURYENTE'S MIND CONTROL..... | 34 |
| VIKTOR AND HIS DIARIES..... | 8 | ENDGAME | 35 |
| STORY POINT | 8 | NEMESIS REX..... | 35 |
| PERSONALITY | 8 | PERSONALITY | 39 |
| APPEARANCE..... | 8 | MEDUSA | 39 |
| POWERS AND TACTICS | 8 | APPEARANCE..... | 40 |
| IN GAME | 9 | POWERS AND TACTICS | 40 |
| ORIGIN-IN-A-BOX | 9 | ORIGIN-IN-A-BOX | 40 |
| THE GLOB | 10 | IN GAME | 40 |
| THE EGG-LAYER | 10 | ENDGAME | 41 |
| ENDGAME | 11 | RAIJU | 41 |
| AGENT ZERO..... | 11 | STORY POINT..... | 41 |
| PERSONALITY | 13 | PERSONALITY | 42 |
| APPEARANCE..... | 13 | APPEARANCE..... | 44 |
| POWERS AND TACTICS | 13 | POWERS AND TACTICS | 44 |
| IN GAME | 14 | IN GAME | 44 |
| ORIGIN-IN-A-BOX | 14 | ORIGIN-IN-A-BOX | 45 |
| ENDGAME | 15 | THE DRONES..... | 46 |
| DR. JULES BLITZER..... | 15 | ENDGAME | 47 |
| DR. JULES BLITZER (MODERN) | 18 | HEADQUARTERS..... | 47 |
| PERSONALITY | 18 | SHOCK-TROOPER..... | 48 |
| APPEARANCE | 19 | ORIGIN-IN-A-BOX | 52 |
| POWERS AND TACTICS | 19 | PERSONALITY | 53 |
| IN GAME | 19 | APPEARANCE..... | 53 |
| ENDGAME | 20 | STORY POINT..... | 53 |
| ORIGIN-IN-A-BOX | 20 | POWERS AND TACTICS | 54 |
| HEADQUARTERS..... | 20 | IN GAME | 54 |
| THE AMAZING ALLIES & DER UBERMANNER..... | 21 | ENDGAME | 54 |
| DYNAMO..... | 21 | TEMPEST | 55 |
| PERSONALITY | 24 | PERSONALITY | 57 |
| APPEARANCE..... | 25 | APPEARANCE..... | 58 |
| POWERS AND TACTICS | 25 | POWERS AND TACTICS | 58 |
| IN GAME | 25 | IN GAME | 58 |
| ORIGIN-IN-A-BOX | 25 | ENDGAME | 59 |
| ENDGAME | 26 | TIAN-MU | 59 |
| THE HOPLITE | 26 | PERSONALITY | 62 |
| PERSONALITY | 27 | ORIGIN-IN-A-BOX | 62 |
| APPEARANCE..... | 28 | APPEARANCE..... | 62 |
| POWERS AND TACTICS | 28 | POWERS AND TACTICS | 62 |
| IN GAME | 28 | IN GAME | 63 |
| OLYMPIAN MAGIC ITEMS..... | 29 | ENDGAME | 63 |
| ORIGIN-IN-A-BOX | 30 | APPENDIX..... | 64 |
| ENDGAME | 30 | GLOSSARY | 64 |
| KENO KURYENTE..... | 30 | ORIGINS BORN IN LIGHTNING | 66 |
| | | NEW FEAT | 66 |

INTRODUCTION

Since the dawn of time mankind has stood in awe of the forces of nature and the sudden and destructive power of lightning has inspired wonder above all others. The legendary beings that could control these forces of storm and lightning – wizards, heroes, gods and monsters – were feared and revered throughout the world. In virtually every culture that has ever existed, a god, demigod or demon that can summon the cataclysmic forces of thunder and lightning has been a part of myth. Teshub, Thor, Taranis, Zeus, Zibelthiurdos, Raijin and the Thunderbird are only a few names from the long list of “Thunderers” that populate the various pantheons of the world’s cultures. In each of these mythologies the “Thunderer” is among the mightiest, if not the outright king, of the gods.

In modern times, lightning and electricity is no less revered, albeit in a scientific context. Where would the world be without the likes of Benjamin Franklin, Nikola Tesla and Thomas Edison? The answer? In the dark. The entire world is powered by electricity, every form of power – coal, nuclear, water, wind – are all valued for their ability to generate electrical current. Computers and networks cover the world. Our own nervous systems are bioelectric computers. Defibrillators are regularly employed to restart the human heart! Lightning is power.

So it is with little surprise that in our modern myths – science fiction, fantasy, comic-books and movies – lightning has been a staple source of power for superhumans since the earliest days of these media. Roleplaying Games are no different. In any setting, calling down a bolt of lightning is formidable, but in modern and futuristic settings, where the world is more reliant on technology, the delicate art of manipulating computers and machines can be equally (if not as obviously) effective. Whether it be the raging electrical storms brought down by Thor, the transmogrifying lightning bolt of Shazam, the “spark of life” given Frankenstein’s Monster, the destruction dealt by The Lightning as he battled the Fighting Devil Dogs with electrical torpedoes and his hand-held thunder pistol, the nefarious Electro forever dueling with the

WHAT IS THE INFINITE UNIVERSE? _ □ ×



Simply put, the Infinite Universe is Big Finger Games’ own superhero universe. Our goal with this book is to not only start laying the groundwork for the Infinite Universe setting, but more importantly, to show you some of the great characters that occupy that universe. Make no mistake, the characters in this book are written to be as readily adaptable to your own campaign as possible. If they are taken as is, these characters provide some insight into this new setting, but they can also be easily incorporated into any superhero campaign.

wall-crawling web-slinger, or the dark Johnny “Dread” Wulgaru’s strange ability to manipulate computers, electricity is an ubiquitous source of tremendous power in nearly every genre of fiction. This was the inspiration for the *Lords Of Lightning*, to show the wide range of fantastic characters, from the age of myth to the age of super-science, that can be used in your campaign and to offer a fresh perspective regarding this most fundamental of powers.

HOW TO USE THIS BOOK

Lords of Lightning features a variety of villains for use with the M&M system. Each character has a complete history and a couple of adventure hooks that make it easy to put the villain to use immediately.

Besides their obvious use as antagonists for your heroes, characters in this book can serve as samples of different villainous archetypes or can be used as the basis for creating a character with similar abilities. However you choose to use them, feel free to modify the characters in this book in any way you see fit. In addition to the characters’ backgrounds, vital statistics and game stats, you’ll find a variety of sidebars throughout

You should feel free to replace any heroes or organizations mentioned in this book with preexisting analogs from your own setting. For example, Maxwell Technologies serves as the archetypal high-tech corporation owned by a billionaire playboy who secretly fights crime. If you already have a similar character and corporation in your own campaign you can simply replace Maxwell Technologies. If you want to use the characters and organizations presented in this book as is, then you can find more information on them in the glossary on page 66.

that are designed to give you more opportunities to incorporate concepts presented in *Lords of Lightning* into your own game. You'll find these sidebars under headers such as *Origin-In-A-Box* and *Story Point*. The purpose of these sidebars is explained below.

The Origin-In-A-Box sidebar offers ideas for a unique origin for a new hero. These ideas often stem from events in a villain's background and will thus give the hero an innate connection to the villain and the campaign's history. This can give rise to many adventure opportunities and will often give the hero a nemesis or rogue's gallery to contend with.

The Story Point sidebar offers suggestions on incorporating a villain's background and history into your campaign. It provides opportunities for the heroes to take part in or witness a critical point in the villain's history. This allows for a more organic approach to introducing the character and can allow heroes to participate in the events that led the character to become the villain that they are today.

You'll notice a slight difference in the way the characters' backgrounds are structured. Beyond the usual entries for the character's history, personality, appearance, and powers and tactics, you'll also find sections entitled *In Game* and *Endgame*. The purpose of these sections is described below.

The In Game section will provide you with suggestions on how to use the character in your campaign. It will also give you a series of adventure hooks that can be used to create scenarios involving the villains and their schemes. The In Game section will also usually give you some idea of the villain's current activities and agenda.

Since villains and some flawed heroes or vigi-

lantes often meet their end as the result of their own hubris or misguided goals we have provided a section called Endgame. It has been noted that comic book heroes don't conform to Campbell's monomyth because most superheroes never complete their journey; their story never reaches an end. Instead they often adhere to the more simplified American monomyth of the outsider who solves the problems that have upset society's peaceful status quo only to disappear back into obscurity, or in the superhero's case, to disappear back into a secret identity. Since villain's need not adhere to the structure of any heroic myth, we have provided the characters in this book with a sort of villainous monomyth – an origin, villainous capers to play out in your campaign and, ultimately, an Endgame. Each Endgame will differ, some provide redemption or a resolution to the troubles that have inspired the character's villainy, while others provide a violent end, a "just desserts" for the villain whose fate is one of self-destruction. Of course, we're operating in a superhero paradigm so mysterious deaths, resurrections, and rebirths are usually just around the corner, or on the next page. You should never feel pinned down by any of the ideas in this book; you can adapt, alter, and reinterpret any of these concepts or characters.

Finally, *Lords of Lightning* provides a brief look into the growing Infinite Universe setting. This superhero universe will be expanded, explored and advanced with each new release in this new M&M Superlink line from Big Finger Games.

So, if you're ready... fire up that Tesla Coil and let's go!

ADAM

Adam was created in Bavaria sometime in the mid 1700s by a mad genius that Adam remembers only as “Father” or “Viktor”. Viktor sought to conquer death and, to this end, created many beings from the reanimated tissues of the dead (including the beast that would one day be known as Freakshow) but none ever matched Adam in intelligence, grace, power, beauty or evil. If the other creations were just rough sketches, then Adam was Viktor’s masterpiece. All the other creations, including Adam’s “brother” Freakshow, were mere test-runs, rehearsals leading up to opening night. And what an opening night Adam turned out to be.

While Freakshow (and the various other creations) were cobbled together from whatever corpses were available to Viktor at the time, Adam was lovingly and delicately assembled from only the best materials Viktor could possibly obtain. No longer would Viktor settle for the stray odds and ends he was forced to use in the past. Everything had to be perfect. Only the finest tissues could be used if he were to construct *His Adam*. The fact that some of the original owners of these fine brains, organs and tissues were still using the desired parts when he “collected” them was of little consequence to Viktor. Acts of murder and butchery were small prices to pay in light of what he could achieve. His creation had to live! If some of the greatest scientists, philosophers, artists, athletes and soldiers of the era had to die so that his Adam may live, then so be it!

Having perfected his reanimation techniques, Viktor gathered together the necessary scientific and alchemical materials and committed one of the most grisly and rapid crime waves in history. Viktor had numerous morgues robbed and had dozens of Europe’s most celebrated individuals including (it is thought) a few superhumans kidnapped and murdered, all to obtain parts for his Adam. Viktor had proved his madness by his killings, but now he would prove his genius. From the body parts preserved in the

tanks that cluttered his laboratory he judiciously selected his materials and dotingly fashioned his Adam like Michelangelo must have sculpted his “David”. Every stitch nearly microscopic, every alchemical potion brewed with sublime precision, every millimeter of Myel-gossamer (Viktor’s own invention, a synthetically produced conductive nerve tissue) interwoven on a near-cellular level with what would become Adam’s nervous system. After weeks of labor, Adam’s construction was finished, the only remaining task was to trigger the process – to bring Adam to life with the one component that Viktor could not harness in sufficient amounts, a component for which it seemed he must rely on nature: *lightning*.

Relying on nature was not something Viktor did very well.

Viktor refused to use the crude lightning-rods-and-wires method of conducting lightning directly into the bodies of his creations. He believed that this was the cause of his previous setbacks and disasters. He required a more sophisticated means of instilling the life granting force of lightning into his Adam. Expanding upon inventions created by the famed American, Benjamin Franklin, particularly a lightning-rod or capacitor apparatus called an “Electrostatic-Fluid Distillery” that Mr. Franklin stated could, “...draw the Electrical Fire silently out of a Cloud before it came nigh enough to strike, and thereby secure for us both the Vitreous and Resinous forms of the Electrical Fluid for later purposes.” Viktor was able to devise a

large-scale device which he called a “Lightning Cauldron” which could draw electrical power from passing storms and, by incorporating his knowledge of Alchemy into this invention, store the concentrated electrical energy in the form of a highly charged (and highly-volatile) plasma-like liquid. This substance would power the necessary devices (some of which would be called “computers” in later centuries) and eventually power Adam, as well.

Viktor’s artifices were works of a god-like genius, devices so advanced that they blurred the

VITAL STATS: ADAM

Quote: “WE WERE ALL CREATED IN OUR FATHER’S IMAGE. . .”

Aliases: Adam Viktorson, Viktor Adams, various other aliases through the years

Occupation: Independently wealthy

Legal Status: United States citizen

Identity: Secret

Marital Status: Single

Known Relatives: Viktor (creator, deceased), Freakshow (brother, formerly deceased)

Affiliation: None

Base of Operations: Mobile

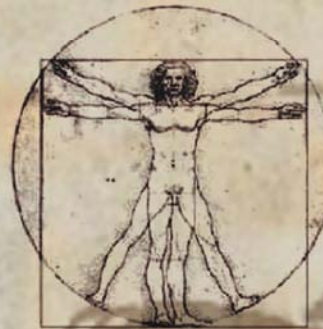
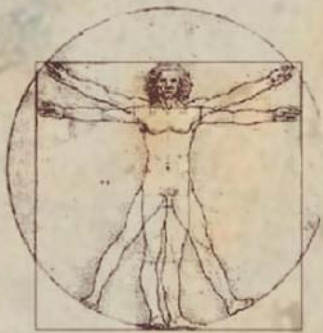
Height: 7’

Weight: 480 lbs.

Hair: None

Eyes: One Blue, One Green

Distinguishing Marks: Differently colored eyes, pale skin, a series of small metal contacts that resemble bolts protruding from each vertebra along his spine



lines between science and art and magic. When activated, these softly humming machines gradually pumped gallons of the serums, potions and chemical compounds through thousands of tiny needles, meticulously placed at critical injection points all over Adam's lifeless body, slowly filling his veins, organs and tissues with the reanimating elixirs. The contacts along Adam's spine were connected, ready to ensure the rapid conduction of electricity to his nervous system. Viktor watched over this process with an all-consuming passion, slowly swooning and rocking over the rhythmic sound of his inventions as if it were music. And like the conductor of a symphony signaling the strings to commence their hypnotic melody, Viktor activated the Lightning Cauldron. The Electrical Fluid entered the dead husk at the exact millisecond it needed to, not a moment before or after. It filled the Lightning Cauldron, submerging Adam in power. Seconds later, as the cadaver absorbed every ounce of Electrical Fluid and the Myel-Gossamer conducted the spark of life to Adam's nervous system and every tissue almost simultaneously, Viktor's creation started to twitch, and then, breath. At the moment of life with his other creations Viktor felt like Prometheus stealing fire from the gods. But the instant Adam drew breath Viktor felt like God himself, and Adam was his son. "It's Alive!" he cried, "My Adam is ALIVE!!!"

For the following years Viktor tutored Adam, filling his hungry mind with knowledge of the arts, sciences and humanities. Adam was a seemingly loyal apprentice whom Viktor grew to view as his son and heir. He taught Adam many of the secrets of alchemy and science, but he also taught him other things. Viktor taught him about lying, manipulation and about letting nothing stand in your way. Adam's creation was not without consequence; there were many questions and investigations regarding the missing dignitaries and celebrities. While most of the crimes were handled in the common practice of the era (i.e. several Gypsies, Jews and foreigners were convicted of the crimes) a few were actually traced to the real perpetrator. Some were deceived by Viktor's explanations, while other, more skeptical individuals had to be dealt with directly; at Viktor's command Adam killed these individuals. As Viktor's madness and his feelings of being untouchable grew so did the body count and sheer lunacy of his experiments. No amount of covering up evidence and silencing witnesses could stem the tide of suspicion. And the common folk, who feared and hated Viktor, took justice into their calloused hands and succeeded where the authorities had failed. Viktor's home was burned to the ground by an angry mob and virtually

ADAM

PL 12

| | | | | | |
|-----|----|----|-----|----|----|
| STR | +6 | 22 | INT | +8 | 27 |
| DEX | +4 | 18 | WIS | +6 | 23 |
| CON | - | - | CHA | +7 | 25 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +11 | +0 | +7 | +11 |

SKILLS

Acrobatics 4 (+8), Bluff 8 (+15), Climb 4 (+10), Computers 4 (+12), Concentration 6 (+12), Craft (all specialties) 8 (+16), Disable Device 5 (+13), Gather Information 4 (+11), Intimidate 4 (+11), Investigate 4 (+12), Knowledge (all specialties except Streetwise) 8 (+16), Language (English, German, French, Norwegian, Swedish, Finnish, Cantonese, Mandarin, Japanese, Spanish) 10, Medicine 15 (+21), Notice 6 (+12), Perform (singing) 8 (+15), Perform (string instruments) 8 (+15), Pilot 4 (+8), Search 6 (+14), Sense Motive 8 (+14), Survival 4 (+10), Swim 4 (+10)

FEATS

Ambidexterity, Attractive 3, Benefit (Wealth) 4, Chokehold, Defensive Attack, Diehard, Dodge Focus 4, Fascinate 2, Fearsome Presence, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Throw, Inventor, Jack-of-All-Trades, Power Attack, Trance

POWERS

Absorption 8 (Energy; Boost [Blast]; *Power Feats*: Slow fade 3, Innate, Alternate Power – Absorption Healing; *Extras*: Energy Storage, Power Magnet; *Flaws*: Limited [Electricity Only]), **Emotion Control 8** (*Power Feats*: Alternate Power – **Mind Reading** [emotions only, surface thoughts], Innate), **Immunity 31** (Fortitude saves, Freakshow's Empathy; *Power Feats*: Innate), **Leaping 2** (*Power Feats*: Innate), **Protection 7** (*Power Feats*: Innate), **Regeneration 30** (Recovery Bonus 5, Bruised 3, Unconscious 3, Injured 4, Disabled 5, Ability Damage 1, Resurrection 9; *Power Feats*: Innate), **Speed 4** (*Power Feats*: Innate), **Strike 3** (*Power Feats*: Mighty, Innate), **Super Senses 4** (Detect [Electricity]; Accurate, Ranged; *Power Feats*: Improved Range 3), **Super-Strength 3** (*Power Feats*: Innate), **Swimming 1** (*Power Feats*: Innate)

DRAWBACKS

Power Loss (Uncommon, Minor; Must Use Lightning Cauldron once a month), **Vulnerable** (fire/heat; Common, Moderate)

COMBAT

Attack +9, Grapple +18, Damage +9 (strike), Defense +12, +8 (flat-footed), Knockback - 5, Initiative +8

TOTALS

Abilities 53 + Skills 67 (268 ranks) + Feats 28 + Powers 155 + Combat 34 + Saves 12 – Drawbacks 4 = 344 PP

VIKTOR AND HIS DIARIES

Viktor is the name of a mad scientist who operated in Bavaria during the 1700s. Few records of his existence survive to this day due to an angry, arsonous mob of peasants that destroyed his home sometime around 1800. Even his last name has been lost to fire and time. That being said, Viktor was a super genius, but also completely insane. He often worked more like an artist than a scientist, acting in the moment on impulse and inspiration rather than in the rational, methodical approach of traditional scientists. Because of his madness what records of his work that do exist are sloppy, disjointed and incomplete, though it is rumored that certain volumes of Viktor's diary may still exist and may have fallen into such notable hands as Lord George Byron, the Magister (Earth's Archadept Arcane), Nikola Tesla and currently, Adam himself. The diary is more of a narrative description of events and results, not a step-by-step scientific notation of his methods, techniques, materials and so forth. Such details are rarely mentioned and when they are it is usually in passing. In spite of this fact many collectors, students of the occult and scientists still feverishly search for the diaries to this day because, even though Viktor is considered a madman, he was a madman with an IQ of approximately 400.

all the works of his genius - and his madness - were lost.

It is at this point that Adam and his fellow creations disappear from history. Adam's whereabouts and activities are unknown until he resurfaces in the 21st century, in America of all places. One can assume that he traveled the world, gaining knowledge, wealth and power. Over the years he has accumulated considerable assets and now owns stock in many of the world's leading technology, biotechnology, pharmaceutical and medical corporations and is

STORY POINT

The strange history behind Adam and Viktor's other creations could be discovered by one of the heroes. She could come into possession of one of the many volumes of Viktor's diaries or research journals. Contained within are descriptions of Viktor's discoveries and creations, which could presage their introduction into the campaign. Beyond Adam, there are a number of Viktor's bizarre creations that remain scattered across the globe, each living out an odd, ageless existence.

a generous patron of the arts, though he avoids publicity, preferring to remain reclusive and isolated. Adam is a testament to his creator's genius because, in spite of centuries of scientific advancement, he remains the world's most sophisticated example of reanimated tissue to this day.

PERSONALITY

Adam is, in many ways, the perfect being. His physical and mental prowess went virtually unmatched for centuries. As the inheritor of Viktor's knowledge Adam thinks that he, alone holds the secret to life itself (and in many ways he is right). Adam thinks of himself as a literal demigod, the progenitor of a new race that will one day dominate the world and that the laws of man do not apply to him in any way. Adam once thought of himself as an abomination against nature but over the centuries his ego grew to such staggering proportions that he now views nature as an abomination against him. He is beyond arrogant, a true megalomaniac with not an ounce of doubt in his mind concerning himself as Earth's future ruler and literal "Adam". He is always advancing his power and will one day attempt to dominate the world and replace humans with an army of reanimated creatures like himself.

APPEARANCE

Adam is an Adonis. He was so perfectly constructed he looks like walking, talking version of a classical Greek statue. He resembles an idealized version of Theseus, Perseus or Heracles rather than the undead monster that he really is. His only "flaws" are his differently colored eyes; one blue, one green (the blue belonged to an Austrian marksman of great renown and the green to a celebrated artist) and a line of metallic, bolt-like electrical contacts that protrude from his spinal cord (they are easily concealable with normal clothing). Adam is 7' tall and powerfully built but passes for a large, athletic Caucasian man. If subjected to medical testing or other intense forms of scrutiny (like x-ray or microscopic vision or other super senses) oddities in Adam's physiology – like microscopic scar tissue throughout his body, redundant organ systems and so forth – will be apparent.

POWERS AND TACTICS

Adam is super-human in nearly every way. He is amazingly strong, quick, resilient to harm and essentially ageless; capable of lifting several tons, running and leaping well beyond human limits and healing from injuries that would be fatal to any normal person. Adam's electro-alchemical

resurrection process has made him virtually immortal and immune to most poisons and environmental conditions, yet strangely vulnerable to fire and heat. Other side effects include invulnerability to electrical damage, the ability to absorb and store electrical energy and release it in powerful bursts as well as use that energy to regenerate his bodily tissues. Another one of Adam's abilities stems from a psychic "fail-safe" mechanism devised by his creator: Empathy. Viktor chose his brains carefully and was able to fuse these great minds together in such a fashion as to give Adam psychic abilities, specifically the ability to sense the emotions of others. It was intended to make Adam more sensitive to other's feelings to avoid him becoming a sociopath. But it backfired. Adam can feel the emotions of others, but unlike Adam's brother, "Freakshow", who feels the emotions of others as if they were his own, Adam's Empathy is merely a sense. Adam is as effected by the emotions of others as he is by an unpleasant odor or an irritating noise, partly because he can differentiate between his own feelings and those of others and partly because he doesn't care about other individuals, at all. Not only can Adam sense emotions, but also he has learned to exert control over the feelings of others, and he does so regularly. In spite of all his superhuman powers Adam's most dangerous attribute is his intellect. His brain is an amalgamation of many of the greatest minds Northern Europe produced during the 1700s and his impressive array of skills, knowledge and abilities in nearly every area of study (art, music, science, history, etc.) is a testament to the talents Adam "inherited". Adam is known to use a wide array of devices and weapons to achieve his ends and has more than sufficient knowledge to create super-science weaponry and equipment.

IN GAME

Adam is best used as a mastermind who utilizes super-science to create minions and weapons to achieve his goals. Adam views himself as outside or above the laws of man and therefore acts according to his own agenda. He is constantly creating new scientific creatures and devices, which are all parts of his supreme objective of world domination. Below are some specific ideas for involving Adam in your campaign:

The Glob: A young friend of the heroes has been running around all day, trying desperately to get someone to listen to him. He tells a story about a strange...*thing*...that has been wreaking havoc, consuming everything in its path and rapidly getting bigger and bigger. By the time the heroes respond

ORIGIN-IN-A-BOX



You are a descendant of the mad genius Viktor. You are gifted with the superhuman intellect that crops up in your family tree every few generations.

The character may bear a family resemblance to Viktor, possess a family heirloom, or some other item or information that will garner the attention of Viktor's creation, Adam. Adam may even feel some kind of kinship or loyalty towards the character because of the special connection with his long lost "father". It is possible the character may bear the same surname as Viktor (whatever that may be).

The hero's lineage may not have granted her superpowers per se, but the vast intelligence and amazing knack for super-science more than makes up for any lack of raw power. The actual intelligence of the hero should far outclass anyone else in the campaign; Viktor's descendant should be one of the smartest individuals on the planet.

Viktor's Descendant, Template

Abilities: Intelligence +20

Feats: Inventor, Second Chance 2 (chemical and mechanical Craft checks)

Cost: 23 PP

everyone and their mother should be there: police, media, national guard, etc. The mission is simple: *Defeat The Glob!*

Secretly, Adam was experimenting with regenerative cell tissue, and he totally succeeded. In fact, the experiment broke free of his lab. Now he is trying to get rid of the evidence that ties him to the Glob in case questions are asked. Can the Heroes defeat the Glob and track down Adam? If they do track Adam down, can they apprehend him?

The Imperalex Conspiracy: The heroes receive a tip about strange goings-on at Providence Asylum. Apparently villains who were once outrageously, incurably insane are now being "cured" at an astonishing rate, all thanks to the Promethean Pharmaceutical Group's new medication *Imperalex*. Once hyper-violent criminals are being released into the community (this may also get the heroes' attention due to the public outcry against this practice). But to all observers these patients are seemingly clear thinking and law-abiding. There are plans to mass market this new wonder drug and it is on the fast track to FDA approval. They already have commercials citing Imperalex as the cure for

THE GLOB

_ □ x

The Glob (PL 17)

The Glob is a mindless heap of regenerating cells that grows uncontrollably and consumes everything. It is drawn to sustenance and is only driven by biological needs.

Str 40 (+15), Dex 10 (+0), Con 25 (+7), Int -, Wis 4 (-3), Cha -

Feats: Chokehold, Diehard, Fast Overrun, Fearsome Presence 3, Improved Grab, Improved Grapple, Improved Pin, Prone Fighting, Weapon Bind, Weapon Break

Powers: **Liquid Form 25** (*Flaws:* Permanent), **Elongation 5**, **Immunity 115** (All Non-Lethal and Lethal Physical Damage, All Saves; *Flaws:* Immunity to Fortitude Saves not usable against cold), **Insubstantial 1**, **Corrosion 15** (*Extras:* Linked to Growth, Vampiric), **Duplication 17** (*Power Feats:* Absorption Healing, Progression 3; *Extras:* Survival; *Flaws:* Involuntary [only when divided by force]), **Growth 20** (*Flaws:* Limited – can only engage one rank of Growth each round a living target loses toughness from the Glob's corrosion), **Super-Strength 5**, **Super Movement 3** (Slithering, Wall-Crawling 2), **Suffocate 10**

Drawbacks: Vulnerable (cold; Common, Major), Weakness (cold attacks; Common, Major)

Combat: Attack +0, Grapple +20, Damage +0, Defense +0, Knockback -3, Initiative +0

Saving Throws: Toughness +7, Fortitude +7, Reflex +0, Will -3

Totals: Abilities 4 + Skills 0 (0 ranks) + Feats 12 + Powers 245 + Combat 0 + Saves 0 - Drawbacks 8 = 302 PP

everything from depression and fatigue to migraines and alcoholism, complete with nifty acoustic guitar riffs and people sailing, biking and running through sunny meadows and flying kites with children. It all seems too good to be true.

Unknown to anyone, Adam has been in contact with the nefarious vampire, *The Wallachian*. Together they have negotiated an accord with an enigmatic, pan-dimensional being known only as the Toad King. While the details of the deal are not clear, the Toad King has given Adam an infernal beast that does nothing but lays eggs with bizarre qualities. Three to four days after ingesting an egg an alien organism hatches and assumes control of the host's mind. Adam can control these individuals so long

as he possesses the Egg-Layer. He has been putting these eggs into capsule form and testing them on the patients at the remote Providence Asylum, a hospital for the criminally insane. He calls it *Imperalex*.

There are various clues that the heroes may discover that hint at the sinister nature of the wonder drug: a well-known criminal may not recognize his arch-foe, an outlandishly crazy villain who now walks around like a robot after only a couple of weeks in the asylum, a criminal that seems to have lost his powers or memories, or telepathic and psionically sensitive heroes may detect telepathic "chatter" or "static" around individuals that have taken Imperalex. If the heroes have trouble getting on the right trail let magically or psionically aware heroes detect an "alien

THE EGG-LAYER

_ □ x

The Egg-Layer sent to Adam does not require stats. It cannot move, has no recognizable sensory organs or means of defending itself. It just sits relatively still and lays eggs, occasionally making upsetting noises or quivering in a disgusting fashion. It has a Toughness save of +5, and any amount of damage will disable or kill it. It is approximately the size of a large dog (though it has no limbs or appendages). Once killed, the "spell" is broken and everyone affected returns to normal. A fact that actually works to Adam's advantage since hundreds of criminally insane individuals are now "back to normal" and loose throughout the city. The resulting pandemonium will cover his escape.

Imperalex Zombie, Template

Individuals under the control of Imperalex Eggs have some superhuman abilities outlined here. They will obey Adam in most cases but will instinctively do anything to protect the Egg-Layer, including sacrificing themselves.

Powers: **Communication 10** (with other infected; *Power Feats:* Selective, Subtle; *Extras:* Area), **Enhanced Strength 20**, **Mind Shield 8**, **Mental Blast 8**, **Strike 10**

Cost: 90 PP

presence”, or have a longtime foe of the heroes seek their help with rumors of mind control being used at the asylum.

Can the heroes figure out what’s going on before Imperalex is mass-released? Do they go undercover at the asylum to see what’s going on and risk taking the parasite pill? Can they track down Adam and the Egg-Layer in time?

ENDGAME

Adam will someday attempt to subdue, and subsequently replace, humanity with an army of beings like himself. He will either succeed or go down in a near apocalyptic battle in his bid for world domination. If none of this works out, he may decide to round up his “siblings” and travel space, but that is centuries away.

AGENT ZERO

Five years ago, retired General Arkady Luskaya, a former member of Russia’s military intelligence directorate, the GRU, met with a person known to western intelligence agencies by the codename Theorem. A man with a superhuman intellect who used a form of precognition he termed “projective reasoning,” Theorem was a subordinate of the mad Macedonian monarch known as Nemesis Rex (see page 35 for more details), and he had approached the General in the hopes of obtaining items of advanced technology that could be used to further his master’s goals.

General Luskaya had been the Vice Chairman of Operations for the GRU for several years and during that time was personally responsible for oversight of Null Directorate (see page 67). One of the things that Null Directorate was especially good at was procuring advanced technology from unusual sources, including alien technology, and the so-called “super-science” created by metahuman inventors. After the Soviet Union fell, Luskaya quietly subverted some of Null Directorate’s resources and contacts as sources of income, allowing him to maintain his lavish

lifestyle. The General’s meeting with Theorem was just another one of these dirty deals, the sale of one more Cold War remnant to a rising power in Europe’s increasingly volatile political landscape.

The General offered Theorem his pride and joy, a cryo-stasis chamber containing a six-foot tall, athletic-looking blonde woman. He explained that she was what the GRU called a Null Operator – a special operations trooper with superhuman physical capabilities, able to operate in hostile territory alone, but high-unstoppable as part of a group. The only flaw in the program was the Null Operator’s memory; the paranoid leadership of GRU insisted on regular memory wipes as a security precaution. General Luskaya set up a meeting with Theorem to take place in the middle of the night. As a precaution, the location would be revealed to Theorem only hours before the meet. When the call came Theorem was already waiting at the out-of-the-way rendezvous point. He answered his cellphone before it rang.

Hours later Luskaya arrived. Wisely he had an entourage of personal bodyguards, all former Spetsnaz, and tough as nails. The price Luskaya asked was high – much higher than previously discussed – but reasonable, he believed, considering the merchandise. What General Luskaya had never imagined was the price *he* would be forced to pay. But Theorem had. Weeks earlier, Theorem speculated (with a 98.73 percent degree of accuracy) that not only would the General drastically inflate the price, but how much. He also foresaw the number and type of bodyguards that Luskaya would bring as well as their types of arms (not to mention their names and ranks). Well before the General arrived, Theorem – who never intended to pay the inflated price – ordered one of the squad of cyborg mercenaries he traveled with to take up a concealed position with a specialized bionic-interface weapon and destroy the Soviet spymaster and his bodyguards at a specific time (2:23:23 AM to be exact). At 2:25 AM Theorem departed the scene with the cryo-stasis chamber in tow, and returned to Ghost Cathedral, the Macedonian headquarters of the rogue scientific cabal known as F.R.A.M.E. (see page 66).

VITAL STATS: AGENT ZERO

Quote: “YOU!! WHERE ARE MY CHILDREN?!?!?”
Real Name: Unknown
Aliases: Lyudmilla Novakova
Occupation: Enforcer
Legal Status: Undetermined
Identity: Secret
Marital Status: Unknown
Known Relatives: Unknown
Affiliation: F.R.A.M.E. - Fraternity for Research and Applied Military Engineering, Former Null Directorate operative
Base of Operations: The Ghost Cathedral (F.R.A.M.E. HQ), Tirana, Albania
Height: 6’
Weight: 155 lbs.
Hair: Blonde
Eyes: Hazel
Distinguishing Marks: None

Theorem's superhuman intellect allowed him to revive the frozen supersoldier after only a few hours. F.R.A.M.E.'s scientists determined that the Null Operator was a complete amnesiac prior to being placed in stasis, effectively leaving her a blank slate for her new masters. Theorem dubbed his newest operative Agent Zero, and began her indoctrination into F.R.A.M.E.'s nefarious agenda.

Two years later, Agent Zero stepped into the international spotlight in a big way. She led a crack team of F.R.A.M.E. commandos on a raid into the White House aimed at kidnapping the President. But a team of Secret Service psychics and the members of the Superhuman Presidential Protection Team foiled the plot. While Agent Zero was able to teleport away before being captured, the surviving commandos weren't so lucky, and their interrogation gave U.S. Intelligence what little information they possess regarding this mysterious woman.

Years later, members of C.A.S.T.L.E., the world's foremost international intelligence agency, were throwing a retirement party for their outgoing Lisbon Station Chief, Dominic Vincennes. While washing up in the restroom during a lull in festivities, Vincennes found himself cornered by a pistol-wielding Agent Zero. Immediately, she began to barrage the former spymaster with pointed yet enigmatic questions about her past, questions for which he seemed to have no answer.

"Who am I really?" she demanded. "Why was I betrayed like this?" When Vincennes professed ignorance, she just repeated the same questions. Only after his continued

protests of confusion did she ask her final, most revealing question: "*Where are my children?*"

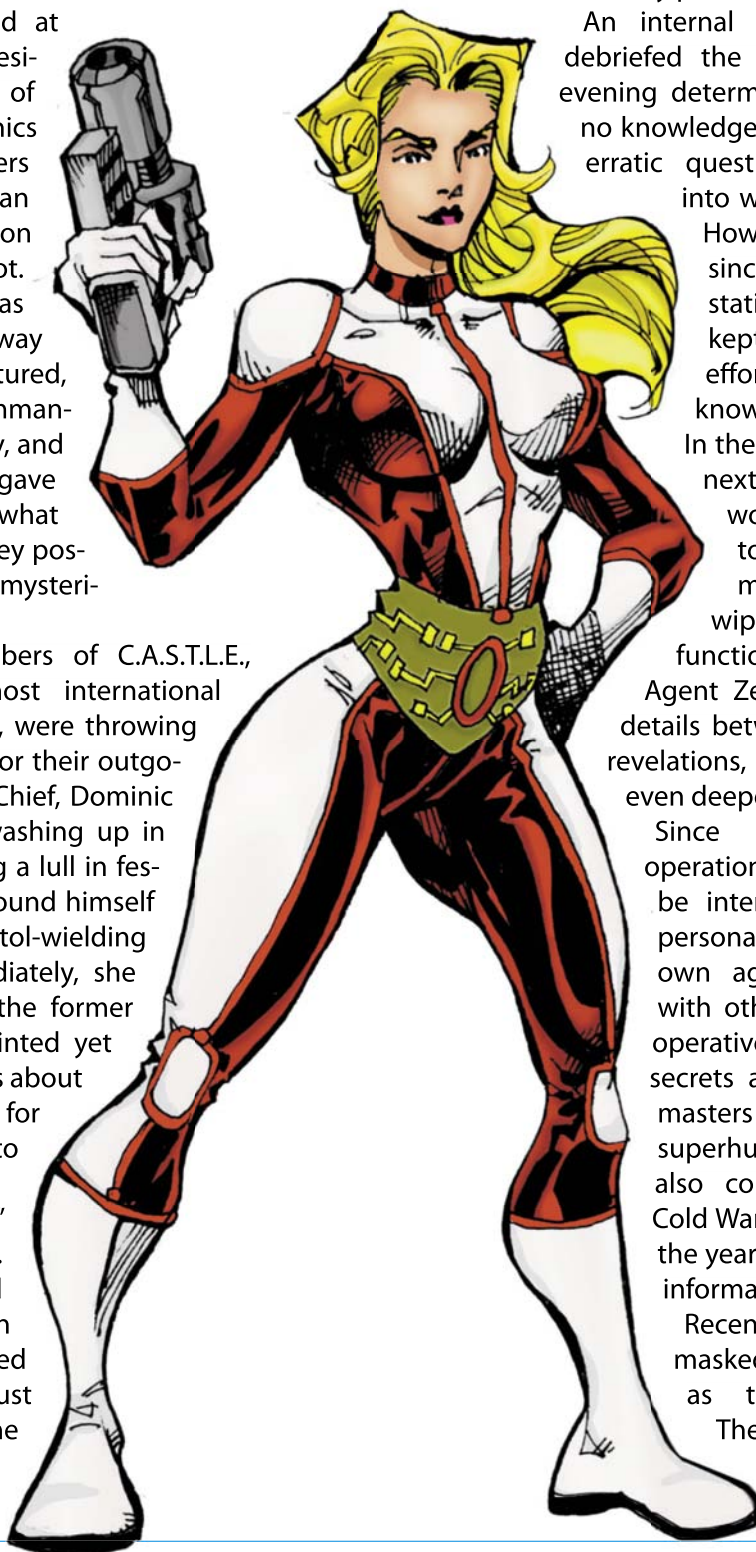
Vincennes' fellow agents found him on the washroom's floor moments later, rendered unconscious by a powerful electric shock and missing his C.A.S.T.L.E. identification card. Meanwhile, Agent Zero had penetrated the station's computer center and was rifling through intelligence files. Accessing specific operational documents, some nearly forty years old at that time, she was able to copy several files and escape well before security personnel arrived.

An internal affairs investigator who debriefed the recent retiree later that evening determined that Vincennes had no knowledge pertinent to Agent Zero's erratic questioning, nor any insight into why she had attacked him.

However, despite the years since the incident, former station chief Vincennes is still kept under surveillance, in an effort to determine his actual knowledge of Zero's motives. In the aftermath of Agent Zero's next major appearance on the world stage, it became clear to the intelligence community that the memory wipe process was no longer functioning flawlessly, and that Agent Zero was recalling specific details between her missions. These revelations, however, only led to an even deeper mystery.

Since then, Agent Zero's operations for F.R.A.M.E. seem to be interspersed with occasional personal activities related to her own agenda. She has teamed with other F.R.A.M.E. paramilitary operatives to steal technological secrets and acted to protect her masters and their agents from superhuman threats. But she has also confronted various former Cold War intelligence officials over the years, each time seeking more information about "the children."

Recently, the mysterious masked investigator known as the Falconer infiltrated Theorem's Prague safehouse in an attempt to recover an American infant



Theorem had his agents kidnap for experimental purposes. Somehow, the Falconer was able to surprise Theorem (a fact that has the super-criminal more than a little frightened) but Agent Zero was narrowly able to whisk Theorem away to safety. After Falconer had fought his way through the slew of bodyguards and out of the burning mansion, he found the missing infant safe on the front walk, well away from harm. Clearly, Agent Zero is capable of disobeying F.R.A.M.E. under certain circumstances.

PERSONALITY

Reports indicate that Agent Zero is cold and methodical, almost mechanical. She only speaks to give commands or to gain necessary information. Despite her ruthlessness, she has a clear sensitivity when children are involved. In fact, her C.A.S.T.L.E. Threat Assessment File instructs agents encountering Zero to bring up stories and anecdotes of time spent with children, even in combat (if possible) in an effort to capitalize on this weakness.

APPEARANCE

Agent Zero is a tall, athletic Caucasian woman in her late twenties or early thirties with blonde hair and hazel eyes. Every time she has been seen, she has been wearing a red and white jumpsuit beneath her gear, which include a belt and a pistol that both appear to be the products of extremely advanced technology.

POWERS AND TACTICS

Agent Zero is a true supersoldier: stronger, faster, and more durable than the best human athletes. It seems evident that she is the product of Soviet-era bioengineering principals, which utilized cryogenic stasis and memory management techniques for peak performance and readiness. She has shown complete proficiency with all NATO and Warsaw Pact small arms, a scientific acumen capable of handling advanced weaponry and devices (such as the Electroportation Belt and Lightning Gun), and is a master hand-to-hand combatant.

Agent Zero uses two super-science devices based on the work of the famous inventor, Nikola Tesla. The first is the so-called "Electroportation Belt", which allows its wearers to convert their bodies into an electric field (called an 'electro-form' by scientists at the Ghost Cathedral). While in this form, the user can travel short distances at such a high velocity it is indistinguishable from teleportation, the process is called "Electroportation".

The other device is the Lightning Gun. Based on

AGENT ZERO

PL 15

| | | | | | |
|-----|----|----|-----|----|----|
| STR | +5 | 20 | INT | +3 | 16 |
| DEX | +5 | 20 | WIS | +4 | 18 |
| CON | +5 | 20 | CHA | +1 | 13 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +11/+5* | +8 | +8 | +7 |

*without force field

SKILLS

Acrobatics 8 (+13), Climb 8 (+13), Computers 8 (+11), Concentration 6 (+10), Disable Device 8 (+11), Disguise 8 (+9), Escape Artist 9 (+14), Gather Information 8 (+9), Intimidate 8 (+9), Investigate 8 (+11), Knowledge (tactics) 8 (+11), Knowledge (technology) 7 (+10), Language (English, German, Russian, French) 3, Notice 8 (+12), Pilot 8 (+13), Search 8 (+11), Sense Motive 4 (+8), Stealth 9 (+14), Survival 6 (+10)

FEATS

Acrobatic Bluff, Blind-Fight, Chokehold, Defensive Attack, Diehard, Elusive Target, Endurance, Improved Aim, Improved Block, Improved Defense, Improved Initiative, Improved Throw, Improved Trip, Jack-of-All-Trades, Precise Shot 2, Quick Draw, Takedown Attack 2, Track

POWERS

Device 10 (Electroportation Belt, hard to lose; **Teleport 9** [*Power Feats:* Change Direction, Change Velocity, Easy, Turnabout, Progression 3 (mass), *Extras:* Accurate]; **Force Field 6**), **Device 7** (Lightning Gun, easy to lose; **Electrical Control 15** [*Power Feats:* Accurate, Improved Range, Precise, Split Attack, Alternate Power – **Stun 15**])

COMBAT

Attack +12 (Blast), Grapple +17, Damage +5 (unarmed), +15 (Blast), Defense +10, Knockback –5, Initiative +9

TOTALS

Abilities 47 + Skills 35 (140 ranks) + Feats 20 + Powers 61 + Combat 44 + Saves 9 = 216 PP

You are an orphan who, despite the disadvantages of your early life, excelled in every task you undertook. After an accelerated and distinguished education, you joined the police department and quickly made your way up through the ranks. Eventually, you joined the FBI, where your deductive abilities served you in good stead. This distinguished law enforcement career and a stable psychological profile made you ideal for a secret government project overseen by the mysterious agency known only as The Department. After an exhaustive battery of tests, you were approved to take part in a program designed to produce superhuman covert operatives. The process was adapted from intercepted Soviet technology, which in turn was believed to have derived from research stolen from America decades before. You were informed that, while very few people have the proper genetic makeup for the treatments to be safe and effective, you fit the profile perfectly. You became a superhuman operative for the U.S. government. During one of your many missions you happened upon information that led you to believe another superhuman operative, codenamed Agent Zero, had a similar process performed on her. The question arose: do you share a genetic link with this woman? You were an orphan after all. Perhaps she is a long lost relative of yours? There may be some family resemblance. This interest in Agent Zero has consumed you and has given you the motivation to become the closest thing to an expert on this enigmatic woman. Lately, you have been investigating Agent Zero on your own and have sought out others who can assist you or who have had contact with her.

This origin is clearly intended to imply the hero is one of Agent Zero's long lost children, or at the very least a close family member. This fact can be slowly uncovered over the course of the campaign, with each encounter bringing the hero closer and closer to the truth. What starts as a mystery may, in later game sessions, make for an interesting shift in allegiances if the hero sides with Agent Zero against his own allies, or protects her from those who would do her harm. Once the hero discovers the entire truth of the matter, he or she will be brought into direct opposition with F.R.A.M.E., as Agent Zero's salvation and rehabilitation can only be achieved if she is freed from her current masters.

Superhuman Covert Operative, Template

Skills: Acrobatics 8, Bluff 5, Climb 5, Computers 7, Craft (electronic) 6, Disable Device 6, Drive 4, Escape Artist 6, Gather Information 6, Intimidate 5, Investigate 8, Knowledge (behavioral sciences) 6, Knowledge (streetwise) 7, Knowledge (tactics) 6, Notice 7, Search 7, Sense Motive 7, Stealth 7, Survival 6, Swim 6

Feats: Acrobatic Bluff, Elusive Target, Grappling Finesse, Improved Aim, Improved Block 2, Improved Defense 1, Improved Critical 2, Takedown Attack 1, Diehard, Endurance 3, Improved Initiative 2, Improved Grab, Improved Grapple, Improved Disarm

Powers: **Enhanced Dexterity 6, Enhanced Strength 6, Enhanced Constitution 6, Regeneration 14** (Recovery Bonus 3, Bruised 3, Injured 4, Disabled 2, Ability Damage 2)

Saves: Reflex +6

Cost: 89 PP

Nikola Tesla's notes and Designed in the late 1960's by Null Directorate scientists. It was the standard sidearm for the Soviet super-spies of the era. At its full setting, it can release a bolt of energy capable of destroying any human tissue it connects with, while at its lowest setting it works much like a modern-day taser. This gun, unlike the ones that Null Directorate agents used during their heyday, is not powered internally, and instead it uses a kind of broadcast power provided by the Electroportation Belt.

IN GAME

Agent Zero is largely a tool of evil rather than being evil herself. She is a skilled operative with powerful weapons and equipment who is regularly subjected to memory wiping and mind-control treatments, and

as result of this psychological manipulation she will stop at nothing to achieve her mission goals. She is a tragic villain in that, if she could have her memories returned, might not be evil at all.

The Brink of War: Tensions between two nations (one of which could be one of the hero's home nation) are escalating due to a rash of kidnappings, sabotage and political assassinations. Both sides are blaming each other and neither seems to be backing down. The heroes' gain information (through their own investigations or a contact) that both countries are being played against one another by a secret third party. This information is correct: F.R.A.M.E. has dispatched Agent Zero to the region, and she is the source of the chaos. She has been teleporting around,

wreaking havoc in both nations, trying to sow the seeds of war between the two countries by framing each for attacks on the other. F.R.A.M.E.'s plan is to cause a war, sell weapons technology to both sides and, after they have wiped each other out, move in and seize power in both regions. Through the course of the adventure, tensions between the two countries increase, providing a dangerous backdrop for the heroes' activities. In fact, the heroes may be viewed with suspicion- or even outright hostility- by one or both nations, with each considering them to be agents of the other side, which allows for interesting side encounters with military, security personnel or even foreign supers. Can the heroes unravel the mystery, stop Agent Zero, and expose F.R.A.M.E.'s plans in time to stop a war?

Relentless: Somehow, Agent Zero becomes convinced that a government contact of the heroes knows information vital to recovering her children. When first accosted by Agent Zero in private, the contact manages to escape and seeks the aid of the heroes. If the heroes choose to help the contact, they confront an implacable pursuer who can go anywhere and is willing to do anything to get the answers she seeks. Her teleportation belt allows her to elude all attempts at capture, and her espionage training makes it next to impossible to predict where or when she will stop next. It is up to the GM to determine what the contact knows, if anything, and whether or not the contact chooses to withhold secrets from the heroes. For an added twist, perhaps Agent Zero believes it is one of the heroes themselves who possesses the information she's after, whether the hero actually knows anything or not.

ENDGAME

Sooner or later, Agent Zero will uncover enough information or regain enough of her memories to go in search of her children. At that point, she goes rogue, vanishing during a mission in order to pursue this personal

agenda. She is spotted all over the world, and soon F.R.A.M.E. begins a colossal manhunt to locate their rogue agent, seeking either to bring her in or to kill her and retrieve her equipment. She will also visit KGB and CIA HQs in an attempt to "come in," only to get them hot on her tail too. But the life grows more difficult over time, as Zero realizes may never fully know who she is. In the end, she may go to the heroes for help or be killed in a final campaign for revenge.

DR. JULES BLITZER

Jules Johan Blitzer was born near Strasbourg on the German/French border in 1906. Little is known about his parents, his childhood or his life up until World War II except for a few clues, which hint at the early development of strange powers and a cruel disposition. One such event is in a newspaper clipping from 1920 in which a student at a school near Strasbourg was electrocuted on the play-yard, presumably struck by lightning beneath a clear blue sky. While Jules was never accused of anything, he was sent to live with his aunt and uncle in Hamburg soon thereafter. The following years were uneventful. Excelling in school, young Jules was eventually accepted into the Hamburg Medical College, where his keen intellect and natural efficiency propelled him to great success.

He graduated in 1930 with honors, proficient in multiple disciplines as a full medical doctor, psychiatrist and chemist.

It was shortly after college that Jules Blitzer and other Germans with strange gifts were investigated by the growing Nazi party and recruited as part of a secret, fledgling super-powered squad of Nazi enforcers. Jules was first. He was given special treatment, wealth and high status in the Nazi Party and used his knowledge of medicine and psychology to assist Hitler in his search for other super-human agents. Eventually, Blitzer became the project's leader, tracking down various super powered

VITAL STATS: DR. JULES BLITZER

Quote: "YOU ARE RIGHT TO TREMBLE BEFORE ME.."

Real Name: Jules Johan Blitzer

Aliases: None

Occupation: Nazi

Legal Status: Former Feldmarschall, now thought deceased

Identity: Secret

Marital Status: Widowed

Known Relatives: August (father, deceased), Ploni (mother, deceased), Philip (uncle, deceased), Veronika (aunt, deceased), Hedwig (wife, deceased)

Affiliation: (WWII) Der Übermanner, NAZI Party, (Modern) ODESSA, other neo-Nazi Organizations

Base of Operations: (WWII) Berlin, (Modern) Argentina

Height: (WWII) 6'1", (Modern) 6'

Weight: (WWII) 190 lbs., (Modern) 175 lbs.

Hair: (WWII) Dirty Blond, (Modern) Iron Gray

Eyes: Blue

Distinguishing Marks: (WWII) Lost Arm and scar on face in 1941, (Modern) Very old, missing arm, scar on face

individuals and indoctrinating them into Nazi philosophy. As an explanation for their spectacular powers, these superhumans were taught that they were the pinnacles of Aryan purity. Other beings-creatures from Germany's age of myth- were revered and honored. All were taught that they were superior to normal humans, and to reinforce this they were given much of the same privilege, wealth and status that Blitzzer held, but never the same rank. Blitzzer was also in charge of their training, and when the group was ready he presented them to the Fuhrer as *Der Ubermanner*.

Soon, Blitzzer and his protégés were performing various missions for Hitler all over Germany, such as the intimidation of political rivals, assassinations of foreign and German dignitaries, and other terrorist activities. For many they were the reason to fear and to obey the National Socialist Party. As Nazi power grew in Germany so did the profile of *Der Ubermanner* and their leader, the nefarious *Dr. Jules Blitzzer, Lord of Lightning*.

While the reign of *Der Ubermanner* was the zenith of Blitzzer's power and glory in the service of his Fatherland, the Fuhrer's madness grew. Constant requests for his superhuman operatives to seek certain occult items amounted to nothing but a series of wild goose chases. Also, Hitler was using his *Ubermanner* less on the battlefield and more as tools of propaganda; having them attend parades, rallies and making public appearances (which Blitzzer

secretly felt was a misuse of valuable resources).

Despite these small setbacks, *Der Ubermanner* continued to wreak havoc as the unstoppable German war machine roared across Europe. They quelled uprisings in occupied territories, sabotaged Allied installations, and took out enemy units through feats of strength and power beyond the imaginings of mortal men. They were often dispatched to counter Allied superheroes to ensure victory for the German Military and were even sent on such a mission in 1940, which came to be known as the *Battle of Britain*.

It was here that *Der Ubermanner* encountered their first defeat. A band of superheroes, called *The Amazing Allies*, were there and ready for a fight. It was in this battle, during a clash between Blitzzer and the famed *Billman of Mercia*, that Dr.

Blitzzer had his lower left arm blasted off by the mysterious *Blue Phantom* who was piloting his *Phantom Fighter*. His badly damaged jet pack sent him spiraling out of control while the ruins of his arm spewed lightning indiscriminately.

Eventually he landed in the English Channel and was rescued by a French Patrol boat and promptly handed over to German authorities. Blitzzer's grievous wounds forced him to remain in a secret medical facility for months. Many of his fellow *Ubermanner* teammates were now missing, presumed killed or captured by Allied supermen during the melee. Blitzzer's wrath smoldered as

he convalesced, wounded and disgraced.

Nazi intelligence forces made it appear as if Blitzzer had died in that battle, hoping to keep him as a se-



cret weapon. When Blitzer finally recovered, he was charged with the creation of another team of Nazi super-agents, but was sidetracked by an obsession with vengeance. He discovered that Unterseemann had been captured long before the fateful battle, and the Blue Phantom, in disguise, had taken his place weeks before the attack. The Blue Phantom's trickery was the reason that the attack failed; he had caused the destruction of the Ubermanner, he had destroyed Blitzer's arm! Before a new team of Ubermanner could rise, Blue Phantom had to die.

In the months that followed, Blitzer sought revenge time and time again, but found the Azure Enigma far too mysterious. Before Blitzer was able to recruit and train a new squad of Super-Nazis, the tide turned against the Third Reich, and soon it was only a matter of time before Berlin fell. The only thing left for him, and many others, was to escape and remain hidden, in the hopes that someday the Reich would rise again. Blitzer escaped to South America, but pledged to keep his promise to his Fuhrer. One day, he would raise a squad of superpowered Nazi soldiers that would restore the glory of the Third Reich.

Forced to keep his identity secret for fear of detection, Blitzer operated under various disguises throughout the years and gained a small fortune while advancing his power base. Deep in the Argentinean rainforest he set up his base of operations, a hidden jungle base where he toyed with various scientific experiments including cloning, mutation, brainwashing and mind control and eventually (as time started to catch up with him), life extending techniques. The world thought Dr. Blitzer had died in the Battle of Britain and he did little to change this perception. He lived in relative safety, but he still desired his former youth, power, glory and his lost limb and still burned for revenge against the Blue Phantom (whom Blitzer hated and feared). Utilizing his contacts in various Nazi sympathizer groups, like ODESSA and modern neo-Nazi organizations, he had a vast network spies set up throughout the world. Through these informants he remained aware of world events, political power shifts, and (most importantly) scientific discoveries. He bided his time for over half a century, exiled to that damned jungle; hoping that he could one day rise up again to be feared throughout the world as he was in days of old. He waited decades for the right time, but time itself had become his enemy. His powers were diminishing with age and he feared that he would die alone and anonymous.

It was at this point that Blitzer heard about an interesting development from one of his spies in America. Apparently, a disembodied hand had been found after the battle of Britain and preserved since 1940 – his

DR. JULES BLITZER (WWII) PL 15

| | | | | | |
|-----|----|----|-----|----|----|
| STR | +2 | 14 | INT | +5 | 20 |
| DEX | +2 | 14 | WIS | +3 | 17 |
| CON | +2 | 14 | CHA | +4 | 19 |

TOUGHNESS

+12/+2*

FORTITUDE

+6

REFLEX

+6

WILL

+10

*without body armor

SKILLS

Craft (chemical) 9 (+14), Craft (electronic) 8 (+13), Diplomacy 3 (+7), Disable Device 4 (+9), Intimidate 10 (+14), Knowledge (behavioral sciences) 12 (+17), Knowledge (life sciences) 8 (+13), Knowledge (physical sciences) 8 (+13), Knowledge (technology) 6 (+11), Language (English) 1, Medicine 12 (+15), Notice 8 (+11), Profession (psychiatrist) 7 (+10)

FEATS

All-out Attack, Attractive, Benefit (wealth), Connected, Diehard, Eidetic Memory, Endurance, Fearless, Improved Sunder, Improvised Tools, Inventor, Power Attack

POWERS

Absorption 10 (energy, healing; *Power Feats*: Slow Fade; *Extras*: Energy Storage, Power Magnet), **Dazzle 9** (visual, audio; *Power Feats*: Split Attack, Alternate Powers – **Strike 15** [*Extras*: Aura], **Stun 15**; *Extras*: Linked to Electrical Control), **Device 4** (Body Armor, hard to lose; **Protection 10** [*Extras*: Impervious]), **Device 2** (Jetpack, hard to lose; **Flight 5**), **Electrical Control 18**, **Immunity 5** (electrical damage)

COMBAT

Attack +12, Grapple +14, Damage +18 (blast), Defense +9, Knockback –6, Initiative +2

TOTALS

Abilities 38 + Skills 24 (96 ranks) + Feats 12 + Powers 147 + Combat 42 + Saves 15 = 278 PP

hand – and a young American scientist, a certain Dr. Gerald Watts, was doing amazing things with cellular regeneration. Watts used the electricity-generating potential in the hand's cells to jumpstart his research into healing human tissue at the cellular level. In fact,

DR. JULES BLITZER (MODERN)



Dr. Jules Blitzer: Lord Of Lightning (Modern), PL 13
Str 10 (+0), Dex 11 (+0), Con 13 (+1), Int 25 (+7), Wis
22 (+6), Cha 20 (+5)

Skills: Bluff 4 (+9), Computers 4 (+11), Craft (chemical) 10 (+17), Craft (electronic) 10 (+17), Diplomacy 3 (+8), Disable Device 5 (+12), Intimidate 5 (+10), Investigate 4 (+11), Knowledge (behavioral sciences) 12 (+19), Knowledge (current events) 4 (+11), Knowledge (life sciences) 11 (+18), Knowledge (physical sciences) 11 (+18), Knowledge (technology) 8 (+15), Language (German, Spanish) 2, Medicine 13 (+19), Notice 3 (+9), Profession (psychiatrist) 6 (+12), Sense Motive 5 (+11)

Feats: All-out Attack, Connected, Diehard, Eidetic Memory, Equipment 5, Fearless, Fearsome Presence, Improved Aim, Improved Sunder, Improvised Tools, Inventor, Master Plan, Minions 5 (five 45-point minions)

Powers: **Absorption 9** (energy, healing; *Power Feats:* Slow Fade; *Extras:* Energy Storage, Power Magnet), **Dazzle 9** (visual, audio; *Power Feats:* Split Attack, Alternate Powers – **Strike 14** [*Extras:* Aura], **Stun 14**; *Extras:* Linked to Electrical Control), **Device 4** (Body Armor, hard to lose; **Protection 10** [*Extras:* Impervious]), **Device 2** (Jetpack, hard to lose; **Flight 5**), **Device 1** (Blitzer Coil, hard to lose; **Boost 4** (electrical control; *Power Feats:* Slow Fade), **Electrical Control 14**, **Immunity 5** (electrical damage)

Combat: Attack +12, Grapple +12, Damage +14 (blast), Defense +9, Knockback –5, Initiative +0

Saves: Toughness +11 (+1 without body armor), Fortitude +1, Reflex +0, Will +12

Totals: Abilities 41 + Skills 30 (120 ranks) + Feats 21 + Powers 137 + Combat 42 + Saves 6 = 277 PP

Watts's techniques had caused the severed hand to regenerate the flesh to which it had once been attached, and he had regrown Blitzer's entire left arm.

Seeing all the dreams he had begun to doubt once more within his reach, Blitzer had Dr. Watts abducted. Astounded to discover that this brilliant young researcher was an African-American, since Nazi doctrine stated no lesser race could equal Aryan scientific achievement, Blitzer ordered Watts confined to a laboratory and kept from his sight. He only visited the lab once, to inform Watts personally that unless the young doctor developed a treatment that could rejuvenate Blitzer's lost youth and power – not to mention his arm – he would never again leave the South American fortress. But Blitzer underestimated Dr. Watts; using Blitzer's own DNA, Watts took only a few months to create a treatment that would have done all the aging Nazi desired. Instead of revealing it to his captor, however, Watts used it on himself. He gained powers to generate and control electricity much like Blitzer's own, and used them to confront the doctor in battle, defeating him and escaping to become the hero known as Shock-Trooper.

Dr. Blitzer was enraged by what he saw as such a cruel twist of fate, and swore vengeance on Shock-Trooper and the world. But since Dr. Watt's research was largely intact, Blitzer did not waste time attempting to recapture the young hero, and instead went to work attempting to replicate the serum himself. Perhaps eternal youth was not yet out of his grasp, and the world would once again learn to fear Dr. Jules Blitzer: *Lord of Lightning!*

PERSONALITY

Blitzer is a bitter, angry old Nazi who hates the world and, most of all, those who have defeated him. He is egotistical and selfish, though devilishly intelligent. His skills are greater and he has become far more cunning through the years. He sees himself as a martyr for a great cause (the Third Reich) and fully intends to create a force of Super-Nazis that will assist him in remaking Nazi-Germany's former status and there by making himself as feared and respected as he was in days gone by. In short, he longs for a return of the glory and power he once wielded and because of his extraordinary willpower, intelligence and abilities, he just might be able to get it! In the modern era he has many personal enemies and is still obsessed with revenge (especially on the Blue Phantom), his ego won't allow him to do otherwise. He no longer holds non-whites and Jews in contempt as he used to, but still thinks of them as inferior in general. He is convinced that if Israel ever found out about him

they would send assassins to kill him, and he is likely correct. He doesn't see (or refuses to see) the distinction between himself and the Nazi cause and therefore attacks any problem with a zealous intensity. All other concerns are secondary to the needs of himself and the Reich and he will kill or sacrifice anyone or anything to advance that cause, except, of course, himself.

WWII: In this state (whether the WWII version or a version of Blitzer that has regained his youth through the application of science), Blitzer is still a devout Nazi, but feels that he personally is unstoppable and therefore the logical leader of any Nazi movement. He believes that it is his destiny to wield political power equaling his personal power. Given Blitzer's high appraisal of his own abilities, this means he wants to rule the world, or at least (prior to 1945) he wants Hitler to rule the world and for himself to be at Hitler's right hand, for now. He is profoundly egotistical and prone to obsession when he feels that someone has tricked, cheated, defeated or otherwise disgraced him, and he will stop at nothing to exact his revenge. After the defeat of the Übermanner, Blitzer will fear one thing: the Blue Phantom, though he would never admit it. WWII Blitzer believes that Jews are evil and that all non-Aryan races are inferior and impure.

APPEARANCE

Blitzer is around 100 years old in the present day but -through unnatural medical techniques, willpower, ego and sheer hate- Blitzer remains alive and active. He appears as what he is: an old, wrinkled, German man who is unnaturally vigorous for his age. He has a full head of stark white hair, and is missing much of his lower left arm, including his hand. He has replaced the lost hand with a strange device not unlike a Tesla coil, which he calls the Blitzer Coil, which amplifies his electrical abilities. He wears a blood-red suit of body armor and uses a jetpack to fly.

WWII: This is Blitzer in his prime (or his new prime, if he succeeds in adapting Dr. Gerald Watts' serum). He appears to be a young, fit man with strong German features, standing 6'1" and weighing around 190 pounds. With piercing blue eyes and dirty blonde hair, Blitzer embodies the Nazi ideal. In this form all his limbs are intact, and he uses a version the same body armor and jetpack rig his older self employs.

POWERS AND TACTICS

On top of being a genius scientist and a skilled strategist, the Lord of Lightning was born with the ability to control electricity and project lightning with devastating effect. The jetpack that allows him to fly

is his own design, and is powered and controlled via his own electrical abilities. He also designed his own body armor, and in his later years he invented an electrical amplification device (the Blitzer Coil) that enhances his powers, as well taking the place of the hand he lost to the Blue Phantom.

IN GAME

Dr. Blitzer is a Nazi first and an individual second. He wants nothing more than to advance the Nazi agenda along with his own power. His genius intelligence and potent electrical powers make him a formidable opponent in both the period of World War II and the modern era. In WWII, he can be in charge of a superhuman strike-force sent against the heroes. In modern times, he represents an evil that refuses to die, and is responsible for large-scale plots involving Nazi spies and the perfection of bizarre technologies that have taken decades to develop.

The Mykolayiv Dossier: Media reports indicate that neo-Nazi gangs (such as the Skinheads or the Aryan Nation) have recently augmented their violent activities with the use of advanced experimental weaponry and armor. The heroes are first called upon to defeat these terrorist thugs, then to discover where they gained such cutting-edge technology. Questioning of prisoners and the study of evidence should start the heroes on a trail of intrigue and mystery that involves militia-affiliated arms dealers and shady intermediaries, and then leads towards even darker origins. It soon becomes clear that the heroes are dealing with a secret Nazi organization over half a century old. Throughout their investigation the PCs should get harassed by various agents and assassins, all of whom increase in power and ruthlessness the closer the PCs get to the truth. The final source of all the technology is Blitzer, and the chain of clues leads to a recently established safehouse in the heroes' home city, where the heroes must face a rejuvenated Lord of Lightning and some of his super-soldiers. If Blitzer isn't stopped, he will use the funds he has made selling his inventions and the newly cemented loyalty of neo-Nazi groups to begin brutal strikes against America and Great Britain.

Nazi Mind-Scientists or The Head That Would Not Die: A government contact asks the heroes to investigate a disturbing theft. It turns out that the disembodied head of a Nazi mentalist named Baron Gehirnmeister was stolen out of stasis weeks ago. This would be less of a problem if it weren't for the fact that the head is still alive, fortified by Gehirnmeister's

You are the child or grandchild of Iron Mike, the Devil-Dog, an American supersoldier who fought the Axis during World War II. Iron Mike operated all over the world along with two other super-powered marines codenamed Jarhead and Leatherneck. The three soldiers mainly fought in the Pacific, where they personally defeated infamous ninja Iga-mono in hand-to-hand combat. This three-man army led the charge to many a victory and Blitzer and Iron Mike became arch-foes while battling in the Mediterranean.

This origin provides the hero with a heroic legacy and a built-in arch-foe in the form of Dr. Jules Blitzer. The hero will be aware of their legendary forebear's past, but may not be initially aware that Blitzer remains a very potent and immediate menace. Blitzer will dispatch agents to assassinate the elderly Iron Mike, who is still very fit and fights off some of the effects of the poison used against him. The attack leaves the aging supersoldier in a coma and can provide impetus to the younger hero to take up the mantle of Iron Mike, the Devil-Dog and take possession of Mike's old, but razor keen USMC sword. The hero will have to track down Blitzer's agents and find an antidote to counteract the poison's effects. This may bring the hero into contact with other like-minded heroes and into direct conflict with the Lord of Lightning himself!

Descendant of Iron Mike, the Devil-Dog; Template

Feats: Ambidexterity, Assessment, Attack Focus (melee) 3, Diehard, Dodge Focus 3, Elusive Target, Evasion, Improved Block, Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative 2, Improved Trip

Powers: **Device 7** (Super-Science Mameluke sword, easy to lose; **Strike 6** [Power Feats: Mighty, Thrown, Accurate, Ricochet 2, Extras: Penetrating]; **Deflect 6** [all ranged attacks; Extras: Reflection]), **Flight 4**, **Immunity 6** (aging, disease, poison, cold, starvation and thirst, need for sleep; Flaws: Limited – half effect), **Protection 6** (Extras: Impervious), **Regeneration 11** (Recovery Bonus 2, Bruised 3, Injured 6)

Cost: 74 PP

fearsome psychic powers and his unrelenting hatred for the Allied nations who defeated Nazi Germany. The contact has turned to the heroes because evidence points to an inside job, performed by spies within one or more government agencies. The PCs receive access to what little evidence investigators have compiled on the theft and a device that can detect the use of Baron Gehirnmeister's powers. Periodically, the heroes will get blips on the machine, each one leading to an encounter with dangerous individuals (neo-Nazis, mercenaries, or a mix of both) in a seedy location, but no head. However, following the path the device reveals will take the heroes to Argentina and Jules Blitzer. It ends with a big showdown with the heroes on one side and two very old, but very powerful Nazi bad-guys on the other.

You can use slightly altered Brain-In-A-Jar stats from the M&M System core book for Gehirnmeister's head.

ENDGAME

Jules Blitzer tries to gather together as many Nazis as he can, including both old partners and new allies, in the hopes of starting both a new Ubermanner group and, eventually, a Fourth Reich. Blitzer is experienced, clever, and paranoid, so he won't make any obvious moves until he obtains reliable means for conquering Argentina and using as a base to conquer the world.

Once the heroes do show up to contend with the old villain, they will find that Blitzer has cracked the secret of Gerald Watts' formula, rejuvenating himself as well as his aged Nazi allies (for Blitzer's statistics, use the World War II version but add the benefits of the Blitzer Coil, which he will have rebuilt as a gauntlet worn over his regrown left hand). Blitzer's final fate is determined in a battle royal between superheroes and supervillains old and new, as the PCs try and stop Blitzer and his forces from resurrecting the evil of Nazi Germany.

HEADQUARTERS

Castle Blitzer (AKA Schloß Blitzer):

Toughness: 15

Size: Huge

Features:

Combat Simulator: When first constructing his base Blitzer designed specialized training equipment for his minions and has been updating it since 1946. It is a state of the art military training facility.

Communications: Blitzer designed an advanced communications system. It is with this that he keeps in contact with his network of spies and other neo-Nazi groups throughout the globe.

Computer: Blitzer has an advanced computer system of his own design that he uses in his research and for base operations.

The Amazing Allies was a WWII superhero team consisting of heroes from various Allied nations. They were the arch-foes of Germany's Der Ubermanner. The Allies roll call consisted of such notable members as the Blue Phantom (an American super agent), the Billman of Mercia (stalwart defender of Britain who wielded an enchanted Billhook), Le Chate (mysterious agent of the French Resistance), Iron Mike: the Devil-Dog, Jarhead and Leather-Neck (a trio superhuman Marines), and Ilya the Invincible (Russian hero who alternately claimed to be descended from – or indeed to actually be – the famed Russian folklore figure "Ilya Muromets").

Der Ubermanner were a Nazi supervillain team made up of Germanic superhumans, such as Dunkelganger (or "Dark-Walker", an SS Trooper with vampiric powers), Unterseemann (a German inventor who mechanically converted his own body into an underwater weapon), Panzer-Faust (a massive, armored powerhouse from Prussia), Millenaryn (a product of 3rd Reich bio-engineering, said to be the first of the coming race of "Aryan god-men"), Der Erbkönig (a malevolent supernatural being from the depths of the Black Forest), and Helga Schrek, She-Wolf of the SS (a vicious and lethal shapeshifter and leader of the Beserker gang).

Concealed: Dr. Blitzer is well aware that, even in the modern era, Super Nazis are not remarkably popular. Consequently, Castle Blitzer is camouflaged to blend in with the surrounding terrain so as to avoid detection

Defense System: If attacked, Castle Blitzer has an array of large Lightning Rod type devices (larger versions of the 'Blitzer Coil') that pop up and fire lightning at intruders.

Dock: Connected to a network of secret underground rivers that eventually reach main waterways, the base is equipped with facilities for storing and maintaining water vehicles.

Fire Prevention System: Self-explanatory; Blitzer's base is equipped with a sprinkler system and automatic fire extinguishers in case a fire breaks out.

Garage: The base is equipped with facilities for storing and maintaining land vehicles.

Gym: To keep himself, and his minions, in tip-top shape, the base is equipped with a full gymnasium.

Hangar: The base is equipped with facilities for storing and maintaining air vehicles.

Holding Cells: This is where Dr. Blitzer keeps his "guests."

Infirmery: Jules Blitzer is a medical doctor, and so Castle Blitzer is equipped with world-class medical facilities.

Isolated: Castle Blitzer is located deep in the South American Jungle, far away from civilization. Only a select few know of its existence or whereabouts.

Laboratory: As a scientist, Dr. Blitzer has advanced scientific equipment and it is here that he does his research, experimenting with new weapon systems and cloning hordes of minions; it is also where Shock-Trooper designed the serum that gave him superhuman abilities.

Library: Castle Blitzer has an enviable library that

rivals any in the world. One can find books and files on almost any subject. Dr. Blitzer spends much of his time here.

Living Space: Self-explanatory; Castle Blitzer has living areas for Dr. Blitzer, *actual* guests and Blitzer's minions.

Pool: As a part of the gymnasium complex, Castle Blitzer has an Olympic sized pool.

Power System: Blitzer has designed a power system that runs off of the electro-magnetic fields of the Earth.

Security System: To defend against infiltration, Castle Blitzer is equipped with a sophisticated system of alarms, cameras, security checkpoints and the like, all connected to the main computer.

Workshop: This is where Blitzer repairs and maintains his devices and where he constructs new ones. The workshop has every piece of equipment the doctor requires.

DYNAMO

The question of nature vs. nurture, of genetics vs. environment, is as old as the hills; and the origins of William Peter Brandt do little else but confirm both theories. William Brandt's story began decades before he was born. His father, Gerhardt, was a member of an elite fraternity within the Hitler Youth called the "Brotherhood of the Storm". They were all Wunderkinder (wonder children), scientific prodigies cultivated by the Nazi superhuman Dr. Jules Blitzer to ensure the future power of the Third Reich. But when the Third Reich folded in early 1945, *der Sturmbrude* were corralled together by the OSS – like other Nazi scientists who were forced to work for the U.S. – and sent to a secret facility in New England where their prodigious talents could be put to use to protect the

American way of life. Years later Gerhardt, along with a collective of other fascist scientists, secretly formed CHIMERA – a crypto-terrorist organization dedicated to the Nazi agenda: weeding out “undesirable” genetic groups and evolving the remainder of mankind into Übermensch (all under the leadership of *their* single world government, of course).

Gerhardt was a genius in the fields of genetic and pharmaceutical engineering. In the late 1960’s, after decades of seemingly loyal service, he was finally allowed to leave the service of the US government after being one of the chief architects of the CIA’s MK ULTRA mind control program. He would go on to start the pharmaceutical and genetic research giant, ‘Pharmagen’, which would become an industry leader in the treatment of certain genetic disorders within a few short years. Secretly, however, Pharmagen would become a critical component in CHIMERA’s quest to develop superhumans artificially. Of the many secret projects that Pharmagen handled for CHIMERA, none was more important than a project that was the brainchild of Gerhardt. It was codenamed PERSEPHONE. For lack of a better explanation, PERSEPHONE would turn eugenically-bred women (called the Daughters of Demeter) into walking, superhuman baby factories, but it’s origins – like many of CHIMERA’s programs – lay in Third Reich “science”. Beginning in the 1930s, Nazi eugenics programs took superhumans (such as Dr. Jules Blitzter and the Millenaryan) and bred them with individuals believed to have superhuman ancestry (individuals thought to be descended from such figures as Beowulf, the Volsungs and others). CHIMERA resumed this program long after Hitler’s defeat and quietly contacted the eugenically bred families of the PERSEPHONE project and the quest for an Überman was continued.

Claudia, Gerhardt’s wife of some years, was one of these “Daughters of Demeter” and she gave him a son... a superhuman son. But his son wasn’t really his or hers in the classical sense. The boy they would name William was born from an embryo Gerhardt stole from the PERSEPHONE labs in order to create a superhuman heir to the fortune and estate he was building; something he didn’t want

the Americans who enslaved his genius for so many years to take from him. Gerhardt’s immense ego and his desire to have a “real” child drove him to splice his and his wife’s genes into the already superhuman DNA of the embryo. He implanted his wife with what would become their superhuman son.

While William’s father might’ve been a true believer in the Nazi agenda, it was his mother who trained him in evil. While his father was working long hours in the lab creating a super-race and planning a political overthrow of the United States, his mother was teaching him the arts of war, how to hone his body to physical perfection, and how to lie. Throughout his childhood, Claudia taught her son how to be a spy and assassin. These would be skills that would serve him to a much greater extent than his burgeoning powers would.

Like the majority of the other scions of PERSEPHONE, William’s powers activated just after his twelfth birthday. What was a source of great surprise and joy for his parents was the form his superhuman abilities took: he had the ability to magnify and project his own bioelectric field to unheard of levels. He was a human powerhouse. And while the old men who held the reins of power in CHIMERA are scientists and don’t usually believe in such things, the thought of the child of one of their leaders being born with abilities similar to those of their hero Dr. Jules Blitzter, well... it was something of a portent to the stodgy old fascists. He was looked on as someone who could lead the organization into the future.

William would eventually learn of this destiny that was being decided for him, and wanted to express his thoughts on the subject. The problem was that he would have no one to tell. Just before his 16th birthday, the NATO special security agency C.A.S.T.L.E. would raid the Pharmagen headquarters and shut PERSEPHONE down forever. As part of the requisite housecleaning when such an event occurs, William’s mother revealed herself as the genetically-enhanced enforcer known as Hecate and that her husband, Gerhardt, was too important to be captured. William’s last view of his parents together would

VITAL STATS: DYNAMO

Quote: “ONE DAY THE WORLD WILL TREMBLE AT MY NAME”

Real Name: William Peter Brandt

Aliases: The Human Powerhouse

Occupation: Professional Criminal and Crypto-Terrorist

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Marital Status: Divorced

Known Relatives: Gerhardt (father, deceased), Claudia (mother, MIA)

Affiliation: The Seven Deadliest, CHIMERA

Base of Operations: Geneva, Switzerland

Height: 6’1”

Weight: 205 lbs.

Hair: Blonde

Eyes: Hazel

Distinguishing Marks: None

be when he saw his mother putting one last round from her 9mm into his father. He would be even more shocked to find a C.A.S.T.L.E. tactical team raid the house right afterwards. A massive firefight ensued, mother and son, back-to-back, fighting commandos from all angles, and, with a stroke of pure luck, they were able to hijack a C.A.S.T.L.E. air-car and escape.

Mother and son fled to a secret CHIMERA facility above the Arctic Circle in Finland. Here, young William would train as a superhuman terrorist for the group, learning martial arts, weapons training, espionage

operations but – due to his powers, training and natural cunning – he would prevail or at very least escape unscathed with the mission objectives still intact.

Recently, William has been assigned to run a group of other PERSEPHONE children (who, incidentally, are essentially genetic cousins) and CHIMERA super-powered operatives, codenamed the *Seven Deadliest*. With a team roster containing some of the most dangerous agents in CHIMERA, they now work in concert to achieve the shadowy organizations goals. These agents are:

Dominatrix: Dr. Camille Lareau, M.D. was a gifted neurological researcher who worked for a secret NATO project. Her research involved creating psionic supersoldiers for the western powers. After the project was shut down due to a scandal involving a CHIMERA mole within the project, Dr. Lareau struck off on her own, taking her notes on neurokinesis with her. Later, in a last-ditch attempt to see if her process would work, she underwent elective brain surgery

to prove her theories. True to her findings, she gained the ability to telekinetically manipulate the neurological function of a human being – able to induce paralysis, direct motor function (using a person like a marionette), or stimulate

the pain and pleasure centers of the brain. The only problem with the process is that it came with a side effect. Dr.

Lareau suffered brain damage that resulted in a complete personality shift that turned her into a ruthless sadist with a

tradecraft and military tactics. He would also learn about his own powers and discover that not only can he create an electrical field around himself but also with additional power, he can enhance or drain the superhuman abilities of others. In these years William would have several run-ins with C.A.S.T.L.E., the Mossad, MI5 and other security and espionage agencies during field training and later field



DYNAMO

PL 10

| | | | | | |
|-----------|---------|----|-----------|-----|----|
| STR | +2 | 14 | INT | +3 | 16 |
| DEX | +2 | 14 | WIS | +2 | 14 |
| CON | +2 | 14 | CHA | +2 | 15 |
| TOUGHNESS | +10/+2* | | FORTITUDE | +6 | |
| | | | REFLEX | +6 | |
| | | | WILL | +12 | |

*flat-footed

SKILLS

Bluff 9 (+11), Climb 7 (+9), Computers 6 (+9), Diplomacy 8 (+10), Disable Device 7 (+10), Disguise 8 (+10), Escape Artist 8 (+10), Gather Information 8 (+10), Investigate 4 (+7), Knowledge (civics) 3 (+6), Knowledge (tactics) 6 (+9), Knowledge (technology) 6 (+9), Knowledge (streetwise) 6 (+9), Language (German, Finnish, Russian) 3, Notice 9 (+11), Pilot 7 (+9), Search 6 (+9), Sense Motive 6 (+8), Stealth 9 (+11), Survival 6 (+8)

FEATS

Attractive, Connected, Contacts, Defensive Roll 8, Improved Disarm, Improved Initiative

POWERS

Absorption 9 (energy; boost strength; *Power Feats*: Slow Fade, Dynamic, Dynamic Alternate Powers – **Absorption** [healing], **Absorption** [Growth]; *Extras*: Energy Storage, Power Magnet; *Flaws*: Limited – Electricity Only), **Electrical Control 10**, (*Power Feats*: Alternate Power – **Strike 10** [*Extras*: Aura])

COMBAT

Attack +10, Grapple +12, Damage + 10 (blast), Defense +9, Knockback –5, Initiative +6

TOTALS

Abilities 27 + Skills 33 (132 ranks) + Feats 13 + Powers 63 + Combat 38 + Saves 24 = 201 PP

psychosexual desire to bring pain to those that refuse to serve her.

The Gourmand: Emil Van der Haas has the ability to mimic the molecular pattern of any inorganic matter he consumes (he becomes metal if he eats metal), or he can assume the form of organic material he con-

sumes (eating a sample of a person's skin for example would allow him to assume the form of that person – the greater the sample the longer the duration). In some instances he has been able to eat the brain of a living creature, and gain all of the memories and skills of that person for a limited period of time. He also has a potent bite attack, and is the creepiest member of this group of killers. The Gourmand is not a PERSEPHONE child per se, but rather the product of one of CHIMERA's darker experiment lines.

Murder One: Jurgen Krieger is a complete sociopath with the ability to generate and directs lasers at will with his photokinetic powers. He has no problem killing anyone of any age, gender or background. His main concern in life is continuing the lavish lifestyles he and his brethren are used to.

Operator: The information terrorist known only as Operator is a datathurge – a sorcerer skilled in using technological “fetishes” (cell phones, PDAs, computers, etc.) to acquire and manipulate “information streams”. It is unclear whether Operator is a PERSEPHONE child or not.

Passport: Paolo Medeiros is a telepathic mutant who specializes in probing minds. Using these abilities, he plied a trade as a con artist, stealing identities from his victims until he was recruited by CHIMERA. With the Seven Deadliest he has learned to use his powers offensively, but prefers to fight hand-to-hand. When fighting with bare hands or a knife, he employs his telepathy to anticipate his opponents' moves. It is believed that Paolo's mother was a product of the PERSEPHONE program.

Zeitgeist: Dieter Eisenstadt has the ability to distort space-time relationships. This ability causes him to appear as if he were traveling at superspeed or phasing through solid material. Dieter's PERSEPHONE abilities were awakened in a supercollider accident at MIT, a project overseen by Dieter's brother Werner. While Dieter was recruited by CHIMERA, Werner's whereabouts are unknown.

PERSONALITY

Dynamo is a true believer in CHIMERA's causes. He believes in his fathers plan to rule over and, eventually, to repopulate the Earth with the “Master Race” (i.e. Super-humans). His bizarre upbringing and training have shaped him into a ruthless, cunning agent and paramilitary terrorist who will stop at nothing to achieve his mission goals. Secretly he hopes to use the Seven Deadliest to take over CHIMERA one day, but that day is far in the future. His upbringing taught him that patience is a virtue, so, for now he is content to perform well on his missions, bide his time, build

up his support and make his grab for power when the time is right.

APPEARANCE

Dynamo is a tall, well-built, attractive young man with stawrberry-blond hair and blue eyes; the Aryan ideal. Anyone who knew Dr. Jules Blitzer in his youth may notice a similarity between the two men. Unbeknownst to anyone, Dynamo is, in fact, the Genetic child of Dr. Jules Blitzer.

POWERS AND TACTICS

Dynamo can absorb large amounts of electricity and use it to power or drain the abilities of other metahumans as well as use absorbed energy to create an electric force field and heal himself. He is highly intelligent and has been taught since birth the skills required to act as an undercover spy and mercenary. Even with out his mutant powers he is a dangerous man but with them he is absolutely lethal.

IN GAME

Dynamo is a super spy and terrorist devoted to the advancement of CHIMERA and their causes. He is effective on his own as a solo villain (especially if his powers are kicked up a few notches) or as the leader of the Seven Deadliest. In any case, his skills as a spy let him make all sorts of mischief indirectly and secretly, which can lead heroes on wild chases in which he is always one step ahead. And, when the heroes finally do catch up with him, the Seven Deadliest can be there to supply a good, old-fashioned, comic book donnybrook. Dynamo and the Seven Deadliest are often sent on missions of terrorism, assassination or to steal vital components or secret plans for whatever scheme CHIMERA is currently undertaking. Since Dynamo and the Seven Deadliest can be anywhere in the world at any time, the heroes can have repeated clashes with the Seven Deadliest games apart as their paths cross again and again.

The Boys are Back in Town: The heroes catch wind that the Seven Deadliest have been sent to New York (or whatever major city the heroes are in or near) in order to disrupt a major, international summit meeting and to kill or capture as many world leaders as possible. They are all traveling separately and in disguise so as to not be spotted. Characters with super detective skills or psychic powers will be indispensable to locating the Seven Deadliest in time. The point of the assault is to destabilize certain nations so that CHIMERA can move in and exert influence over regions of the world strategic to their

ORIGIN-IN-A-BOX



You are a PERSEPHONE child whose mother escaped CHIMERA's grasp while you were still an infant. Your mother hoped to give you a better life but the agents of CHIMERA hounded you both throughout your childhood and eventually killed your mother, but not before she had hidden you away in safety. From your hidden vantage point you watched your mother's death at the hands of CHIMERA agents. Now you are fully-grown and have a score to settle with CHIMERA and your encounters with Dynamo and the Seven Deadliest have given you an avenue to get your revenge.

This origin can be used to create a character with a strong motivation for fighting the evil machinations of CHIMERA. The hero's efforts will also put her in direct conflict with her fellow PERSEPHONE children. The effects of the genetic manipulation that gave you your powers are highly unpredictable so you can be gifted with virtually any kind of power set.

nefarious ends.

Race to the South Pole: The heroes receive an urgent call from a trusted contact (a scientist, government official, a retired hero, etc.) that informs them of the discovery of an alien artifact frozen in the ice of Antarctica and that villains – namely Dynamo and the rest of the Seven Deadliest – are mounting an expedition to obtain it. The heroes must make sure that it doesn't fall into the wrong hands. The fate of the world may be at stake! The heroes can either try to get there first (but will probably skirmish with the Seven Deadliest repeatedly while en route) or they can try to locate and assault the Seven Deadliest before they ever get to the South Pole (in which case, Dynamo and a few others escape while the heroes are being held off). In any case the heroes and the Seven Deadliest should end up at the South Pole in a Battle Royale on the ice for possession of the alien device. Somehow the device is activated (whether inadvertently or not) and something really big and dangerous is released (a robot, monster, or unnamable evil) that is bent on world destruction; thus forcing the heroes and villains to join forces or perish.

Family Tradition: Through his numerous spies and contacts Dr. Jules Blitzer gains information that Dynamo is quite probably the product of his genetics. He contacts Dynamo, informs him of this possibility, and they make plans to meet. The heroes can stumble

into this plot at any point through inadvertently intercepting one of the coded messages, most likely assuming that it is a meeting for evil organizations to combine forces (no idea that it's a family reunion). If the heroes crash the meeting they will have to deal with a enraged Blitzer and Dynamo. Incidentally, the two really do look like one another; in fact, Dynamo could be a younger version of Blitzer.

ENDGAME

Dynamo will finally gain the loyalty of the Seven Deadliest as well as other influential persons in CHIMERA and will take over in a bloody *coup d'état*. It is possible that Dr. Blitzer may be involved in some fashion. What will Dynamo do with this newfound power? Take over countries? Hold the world ransom? Dynamo will never stop unless someone stops him, and stopping him means killing or imprisoning him. He realizes, of course, that the greatest threat to his position and his life will undoubtedly come from within CHIMERA, quite probably from a younger version of himself.

THE HOPLITE

Graham Burr had always loved mythology. As a boy he spent countless hours reading and re-reading such works as the Volsunga saga, the Epic of Gilgamesh, and the Kalevala, but his favorites were the epics of ancient Greece. He reveled in the tales of Perseus, Achilles, Hercules and the like, and he wished they were real. His love of mythology never ended as he grew and, after finishing high school, he earned his Bachelor's degree in Classical Studies. College education seemed to bring out the best in Burr, and he went on to obtain his doctorate in Archaeology, but the little boy dreaming of mythical wonders never quite grew up.

After graduating, Dr. Burr took part in an archaeological dig in Greece as a language expert. When an ancient tablet written in an early form of Proto-Greek was uncovered, Burr was called upon to translate. As far as he could decipher, the

script was the tale of Prometheus, the Titan who stole fire from the gods and brought it to man. But unlike any other version of the Prometheus tale Burr had read, this one didn't just tell of Prometheus' travels to the realm of the gods, it gave *directions*. The text gave an explicit description of a point on Mount Olympus it referred to as "the Gates to the Kingdom of Zeus." Dr. Burr theorized that the point on Mount Olympus given in the text might be the worship site of an ancient Prometheus cult, perhaps even a pre-Olympian Titan cult. With a find like that, Dr. Burr figured he could make a huge name for himself, so he and a few of his most trusted grad students (who were helping on the dig) set off to find the place described on this millennia-old stone tablet.

They traveled to the foot of Mount Olympus and made the trek up. It took most of the day to hike up, so it was near dark by the time they reached the top; but not so dark that they missed their discovery. Near the peak, in the center of a little grove of olive trees at the point indicated in the tablet text they discovered an ancient temple, little more than a ring of stones now, with a tiny stone altar in the middle. The trees and stones were so old they bordered on the prehistoric. As the Sun was going down Dr. Burr and his grad students decided to make camp and explore in the morning. That night, by firelight, Dr. Burr read aloud the writing on the tablet. This is what endeared Dr. Burr to his students, he did not only read, write and lecture about history, but he actually wanted to *live* it; at least as closely as he was able. He read the tablet aloud in the ancient Greek so he and his students could hear what the ancient cultists must

have heard (the students were studying in the same field and so they could understand most of it). It certainly seemed to be a cult text, as the words seemed more akin to an incantation than with a recording of a Myth, which made sense as the modern era's Myth is the religious dogma of the past. As he read, the students were grouped around him, reading over his shoulder and giving the proper responses. When the time came for the sacrifice of a lamb, one of the students had an idea. He ran to the ice

VITAL STATS: THE HOPLITE

Quote: "BEHOLD! THE NEW LORDS OF OLYMPUS!"

Real Name: Dr. Graham Burr

Aliases: None

Occupation: Archaeology Professor turned Adventurer.

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Marital Status: Single

Known Relatives: John Burr (father), Cynthia Burr (mother), Jeremy Burr (brother)

Affiliation: The New Lords of Olympus

Base of Operations: Mount Olympus, Greece

Height: 6'

Weight: 170

Hair: Red

Eyes: Blue

Distinguishing Marks: None

chest and grabbed some of the lamb ribs they had packed for the long haul up the mountain and placed them on the tiny altar. They finished the ceremony with a sense that they had heard words not spoken for thousands of years and so had honored their ancient counterparts. That night Dr. Burr went to sleep dreaming of the ancient gods and heroes more vividly than he had in years. It was like he was a boy again.

He was awakened at dawn by a strange, deep, electric humming. As his eyes opened and his head cleared he realized that the sun was showing directly between the antediluvian olive trees, but there was a shimmering field of blue and white energy emanating from the circle of stones. At that point something in him knew that it was a portal. This was the gateway to the Kingdom of Zeus the tablet had told of! Whoever the ancient author had been was not relating Mythology, but was giving an actual account of the travels of Prometheus! It was true! It was all true! With a joyous cry he ran for the portal and, at that point, it was no longer the sophisticated Dr. Graham Burr, esteemed member of academia, that dove through the shimmering gate but rather it was nine year-old Graham Burr whose dreams had finally come true.

Once inside the portal (the grad students followed soon after Dr. Burr) the ex-

plorers were shocked and dismayed. What they found both exhilarated and confused them; Olympus was real, the Realm of the gods was an actual place. But the strange, disquieting part was that, upon searching (and they searched for hours) they saw great palaces and magnificent halls but there were no gods. Olympus was deserted. Graham was dumbfounded, had the gods fled or gone to another plane of existence? Had the gods died? The little boy that was Graham was bewildered but Dr. Burr, the researcher, was intrigued.

Dr. Burr and the students surveyed their surroundings and, after an extensive search of the various temples and palaces, they each located items seemingly left behind by the gods. A



conch shell that seemed to be the former property of Triton, granting the user the ability to summon The Kraken, a torch found in a temple that had an inscription saying it was the torch from which Prometheus stole flame and a cup of what had to be Ambrosia. But Dr. Burr searched some kind of forge and found numerous items of great power: a pair of winged sandals granting flight, a suit of hoplite armor and shield granting superhuman resistance to damage and a quiver of lightning-bolts which he can hurl for great damage.

As far as Dr. Burr and his students were concerned Mount Olympus was no longer vacant of gods for they were the New Masters of Olympus.

PERSONALITY

Dr. Burr is an energetic, driven man with a passion for Classical Greek history and mythology. He is prone to tangents about these subjects and loves nothing more than to discuss these topics endlessly. Whether hero or villain, the Hoplite is essentially obsessed with Greek myth, history and archaeology and will become absorbed in studying these subjects if the opportunity presents itself.

THE HOPLITE

PL 11

| | | | | | |
|-----|----|----|-----|----|----|
| STR | +0 | 11 | INT | +3 | 17 |
| DEX | +1 | 12 | WIS | +2 | 15 |
| CON | +0 | 11 | CHA | +3 | 17 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +10 | +4 | +4 | +4 |

SKILLS

Computers 4 (+7), Craft (structural) 5 (+8), Diplomacy 2 (+5), Gather Information 6 (+9), Investigate 5 (+8), Knowledge (arcane lore) 4 (+7), Knowledge (art) 10 (+13), Knowledge (history) 13 (+16), Knowledge (theology and philosophy) 6 (+9), Language (Greek, Latin, Italian, Maltese, Egyptian) 5, Notice 5 (+7), Perform (oratory) 3 (+6), Profession (college professor) 8 (+10), Search 6 (+9), Survival 2 (+4), Swim 4 (+4)

FEATS

Attractive, Benefit (reputation), Endurance, Fascinate (oratory), Inspire 2, Leadership, Ritualist

POWERS

Device 6 (Javelins of the Thunderer, easy to lose; **Blast 14** [Power Feats: Accurate, Alternate Power – **Strike 14** (Extras: Penetrating)]), **Device 10** (Aegis, easy to lose; **Shield 12, Deflect 12** [all ranged attacks; Extras: Action, Reflection, Linked to Shield; Flaws: Range – Personal]), **Device 2** (Armor of Ajax; hard to lose; **Protection 10** [Extras: Impervious]), **Device 4** (Sandals of the Messenger; hard to lose; **Quickness 3, Flight 6, Enhanced Feats 4** [Elusive Target, Evasion, Instant Up, Move-by Action])

COMBAT

Attack +8, Grapple +8, Damage +14 (blast), +14 (strike), Defense +12 (+0 without shield), Knockback –5, Initiative +1

TOTALS

Abilities 23 + Skills 22 (88 ranks) + Feats 6 + Powers 71 + Combat 16 + Saves 9 = 148 PP

See Hero/Villain Options for more information.

APPEARANCE

Dr. Burr is an unremarkable White American male with red hair and an average physique. He stands 6' tall and weighs 170 pounds. *The Hoplite* wears a suit of Classical Greek Hoplite Armor – seemingly made of bronze – and carries a shield of the same make. He also has a pair of winged sandals and a quiver filled with what appear to be completely real, yet miniature, lightning bolts, which glow with power.

POWERS AND TACTICS

With his magical suit of armor the Hoplite can withstand great amounts of punishment. The shield allows him to deflect and reflect attacks. The winged sandals give flight and enhanced speed and the lightning bolts can be hurled at a target doing massive amounts of damage. Without the items Dr. Burr is a physically average but highly intelligent man with expert knowledge of Classical Mediterranean mythology, history, archaeology and related subjects. He is also very knowledgeable about Mediterranean cultures and has mastered several languages of that region.

IN GAME

The Hoplite and his cohorts can introduce the heroes to a world of adventure on a cosmic scale in which they encounter mythical beings, mystic threats and magical lands and dimensions and – if cast in a heroic light – assist them against these threats. If used as villains they can bring down these mystical beings and dangers upon the world or they can simply be the mystic threat. As villains they believe themselves to be godlike and roam around the world casting judgment down on people. They may try to take over Greece, try to reestablish the cult of Olympus and be worshiped throughout the world, or release a creature of myth upon the world, and so forth. Feel free to mine mythology for adventure ideas.

Hero Option: As a hero, Dr. Graham Burr idealizes the Greek gods and heroes and therefore the Hoplite sees his new role as that of a protector to the world. He will assist other heroes in defending innocents and defeating evil. He is otherwise a relatively normal individual with a very high intelligence and a passion for mythology and history.

Villain Option: Drunk with power and possibly maddened by his supernatural experiences, Dr. Burr now sees himself as a god and the world as his oyster. And like the gods of Myth he does what he wants, when he wants, how he wants, to whomever

OLYMPIAN MAGIC ITEMS

_ □ x

The mythic items left behind in the unoccupied Olympus can be found by Dr. Burr's students, could have been looted by other villains or collectors, or can fall into the hands of new heroes in your campaign. Below are listed the remaining Olympian items, you can use these to flesh out the Hoplite's followers, to equip other villains, or as macguffins for adventures.

The Torch: This is a torch lit with the very same fire that Prometheus, the Titan, stole from the gods and gave to humans. It is proto-fire and anyone wielding the torch gains certain abilities.

Powers: **Device 12** (Promethean Torch, hard to lose; **Hellfire Control 14** [*Power Feats*: Alternate Power – **Create Object** (hellfire shapes)]; **Flight 5**; **Immunity 5** [fire]; **Shield 14**)

Cost: 48 PP

Ambrosia: The Ambrosia of the gods confers the following powers on the drinker, permanently.

Feats: Diehard

Powers: **Enhanced Constitution 25**; **Immunity 30** (Fortitude saves); **Regeneration 43** (total)

Cost: 99 PP

Triton's Horn: This horn grants minor powers such as the ability to operate freely underwater, but the real power is the ability to summon and control the Kraken.

Powers: **Device 15** (Triton's Horn, hard to lose; **Immunity 2** [kraken's powers, drowning]; **Summon Minion 23** [*Power Feats*: Mental Link; *Extras*: Fanatical, Heroic; *Flaws*: Only Summonable in a Sizable Body of Water]; **Swimming 2**)

Cost: 60 PP

The Kraken, PL 18

Str 35 (+12), Dex 18 (+4), Con 30 (+10), Int 6 (-2), Wis 10 (0), Cha 6 (-2)

Skills: Intimidate 10 (+18), Swim 6 (+18)

Feats: Chokehold, Diehard, Environmental Adaptation (underwater), Favored Environment (water), Fearless, Fearsome Presence 3, Improved Grab, Improved Grapple,

Powers: **Additional Limbs 4** (*Power Feats*: Extended Reach 4, Innate), **Dazzle 13** (roar, auditory; *Power Feats*: Innate), **Enhanced Dexterity 10** (*Power Feats*: Innate; *Flaws*: Only in Water), **Growth 20** (awesome size; *Power Feats*: Innate; *Flaws*: Permanent), **Immovable 12** (*Power Feats*: Innate; *Extras*: Unstoppable), **Immunity 1** (breathe underwater; *Power Feats*: Innate), **Protection 10** (*Power Feats*: Innate, *Extras*: Impervious), **Strike 15** (*Power Feats*: Innate, Mighty), **Super-Senses 4** (Tremorsense, Ultra-Hearing; *Power Feats*: Innate), **Super-Strength 8** (*Power Feats*: Innate, Groundstrike, Shockwave, Super-Breath, Thunderclap), **Swimming 6** (*Power Feats*: Innate)

Combat: Attack +8, Grapple +48, Damage +15 (strike), Defense +6, Knockback -42, Initiative +4

Saving Throws: Toughness +20, Fortitude +20, Reflex +10, Will +10

Totals: Abilities 45 + Skills 4 (16 ranks) + Feats 10 + Powers 188 + Combat 70 + Saves 26 = 343 PP

he wants. He no longer feels that the "laws of man" apply to him or his compatriots (who, incidentally, he views as subordinates) and will take what he pleases without fear or remorse. In this scenario the Hoplite tends to rave and soliloquize about the "will of the Olympians" and so forth. He feels that all of mankind is beneath him and not worth his concern.

Below are specific ideas for adventures involving the Hoplite:

Gods and Kings: Nemesis Rex, High King of Macedonia is a cunning man who understands how

history and myth can affect the present and the future and is looking for ways to galvanize support for himself and his government in the ancient home of Alexander the Great. So, to this end, he has joined forces with the Hoplite and the New Lords of Olympus in an effort to utilize the symbols of the Greek and Macedonian people's glorious past. The ultimate goal is to expand power in the region by gaining the support of the people. It may seem a bit much to have the Hoplite and his group team up with Nemesis Rex and his organization, but the heroes don't have to take them head-on or all at once and,

ORIGIN-IN-A-BOX



You accompanied Dr. Burr on his trek up Mount Olympus. You found the Sword of Damocles, and gained wondrous powers once thought to only exist in the realm of myth.

Whatever path Burr and the rest of the students take, you have taken the heroic path. The sword has granted you wondrous powers but be careful, if you become a tyrant, using the sword unjustly, it may fall on *your* head.

Sword of Damocles, Device

Powers: Device 10 (Sword of Damocles, hard to lose; **Enhanced Strength 10, Enhanced Dexterity 10, Force Field 8, Strike 8** [Power Feats: Mighty]; **Enhanced Feats 5** [Attack Focus (melee) 3, Elusive Target, Improved Block])

Drawbacks: Feedback (If the wielder performs an unjust action he is automatically hit by a **Blast** attack from the sword equal to the sword's ranks in **Strike** [Uncommon, Major]).

Cost: 37 PP

if they're clever, they can use the fact that a group of insane megalomaniacs with delusions of divinity are attempting to *share* power...

Super-Human Sacrifice: The villain option Hoplite, who is as of yet unknown to the heroes, portrays himself as a fellow hero and tries to lure the team back to Mount Olympus to fight some "terrible danger from ancient times". But when the heroes arrive the Hoplite's associates (and, if needed, a few evil Mythological beasts like satyrs or harpies) are waiting and will try to subdue and capture them. Apparently the mad Dr. Burr is obsessed with bringing the Greek Pantheon back and is going to try and gain the favor of the gods by offering the heroes as "worthy sacrifices". If the heroes escape, Hoplite and his crew will hunt for them. Do they choose to try and defeat Hoplite and his associates? Or do they simply try to escape? Perhaps the Hoplite and his cohorts kidnap one of the heroes (or a friend or loved one) and the heroes are forced to mount a rescue mission to the land of Olympus. Even though the gods have departed their home, many mythological beasts still dwell in Olympus. What kind of adventures do the heroes have in the pseudo-mythical land of the gods?

ENDGAME

Dr. Burr feels drawn to Mount Olympus and will try successfully to reach the dimension of the gods. In the villain option, Dr. Burr ransacks the Olympus Dimension and augments his and his compatriot's powers and subsequently becomes even more power mad. In either case he will take up residence on Mt. Olympus and eventually try to locate the "real" gods that disappeared. Maybe he'll find them. His endgame could easily be played out when the "real" gods return and want their property back.

KENO KURYENTE

Cooper Asio was born in Daly City, California and grew up on the streets of the Bay Area. Even as a child he had an affinity for technology. Growing up, he was known in his Filipino neighborhood for being able to repair, modify and even build household electronics as well as for his preternatural skill with video games and hacking. During his teens, the computer industry boomed and it seemed Cooper would be in the right place, at the right time with all the right talents. He sped through school and received his AA in computer engineering from a local community college. He had won several scholarships and was prepared to go on to university where he could have easily earned an advanced degree in a technology related field, but his father died suddenly and his family needed money right away. Cooper was forced to scrap his dreams and find work. He went with his talents.

His knowledge and natural aptitude with computers far exceeded his education so what started as odd jobs building and repairing computers for family and friends soon grew into setting up and maintaining larger systems and networks for area business. His reputation grew rapidly and the jobs got bigger and bigger until he was a regular fixture throughout the labs and offices of Silicon Valley. But, with the arrival of young cousins from the Philippines, Cooper was forced to develop new sources of income. Cooper started moonlighting as a Karaoke host and club DJ under the moniker "Party-Cooper". He is a fantastic singer and rapper, is exceptionally charismatic and appears to enjoy a high-mystical control over his sound and lighting equipment so, as in his other endeavors, Cooper's talents were soon recognized and he grew to be a minor celebrity in the Bay Area rave/club scene.

Although known as "Party Cooper", Cooper Asio works all the time and never has the opportunity for fun. His widowed mother spends all her time caring for Cooper's aged grandmother whose considerable

medical bills are a constant drain. His siblings and cousins are still in grade school and too young to work, thus making Cooper the sole breadwinner for his family. On top of that he regularly sends money to his numerous relatives back in the Philippines, which further taxes his already overstretched income. Cooper works night and day to meet his obligations, never getting ahead and with no end in sight and he does this all in the company of either Internet millionaires and the elite of Silicon Valley or the carefree, party-happy, rich kids that flock to his DJ shows. Not the ideal life for a twenty-one year-old man.

Unknown to anyone, Cooper's adeptness with technology was not just based on his sharp mind and hard work; Cooper has an edge. Cooper Asio was born with the power to mentally commune with electronic devices. He can "hear" the electric ones and zeroes clicking on and off inside any computer, he can sense the impulses and signals from cell phones, satellites, PDAs- anything. This made the understanding and utilization of technology natural for him and allowed him to comprehend such machines on a deeper and more intuitive level than others in his profession. By the time he was in Junior College he had found that he could not only sense and track electrical impulses but that he could manipulate them as well. In short, Cooper can control machines with his mind. Recently Cooper has found that he can sense and track the electrical impulses in the nervous systems of living beings- including humans- and has discovered the frightening ability to disrupt these impulses and, in some cases, direct them as well. While Cooper has known since childhood that it is impossible for him to be electrocuted he has only recently discovered he can actually sustain himself with electrical power. The seemingly boundless energy that allows him to work night and day is directly tied to this ability; with enough electricity, food and sleep have become optional for Cooper.

Cooper used his abilities to search the networks of the numerous high-tech firms he works for, where

he discovered an entire world of shady dealings, bribes, crooked business arrangements, blackmail, child labor and so forth. If this is how the rich got where they are and what keeps them there, why should he have to slave night and day barely making enough to support his family while these millionaires and billionaires continue to lie, cheat and steal just to get a few decimal points richer? Is it wrong to steal from thieves? Cooper decided that the answer was no.

He started small. Cooper shaved off a few thousand here and a few thousand there, only from secret accounts filled with the spoils of white-collar crime from which he knew no one would report losses. He wreaked havoc and spread panic across the Web. It wasn't the money he "appropriated" that worried various companies and corporate officers he targeted, but rather the knowledge that someone out there knew of and had evidence concerning their illegal dealings. Cooper began to see himself as a Robin Hood, robbing from the corrupt and rich and giving to the poor. In a matter of months he had stashed away hundreds of thousands of dollars in untraceable accounts. He scoffed at network security. The attempts of the various programs and personnel to cut him off, lock him out or trace his whereabouts were a source of great entertainment for Cooper. Even when he did set off security systems or have computer security personnel after him, they were like toddlers chasing a panther through the jungle. They had nothing and he knew it. He felt untouchable.

Another bit of amusing irony was that Cooper received numerous jobs designed to stop the mysterious "hackers and cyber terrorists" that had been causing so many problems; essentially, he had been hired to stop himself. It was like Sir Robin of Loxley being charged by Prince John to guard the royal treasure house. He began to see himself as a kind of swashbuckler or Hacker-Privateer. He realized that he could get paid by various companies to steal from various rival companies (and vice versa) and get paid to protect all of them from

VITAL STATS: KENDO KURYENTE

Quote: "YOU WANT IN NORAD? NO PROBLEM, TITA. ."

Real Name: Cooper Asio

Aliases: "Party-Cooper", Kuryente

Occupation: Professional Hacker and Specialist-for-Hire

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Marital Status: Single

Known Relatives: Ophelia (grandmother), Rose (mother), Alfredo (father, deceased), Lilly (sister), Juanito (brother) Ligaya Namong (cousin), Sam Namong (cousin)

Affiliation: None

Base of Operations: San Francisco Bay Area

Height: 5'7"

Weight: 150 lbs.

Hair: Naturally black, currently bleached copper

Eyes: Brown

Distinguishing Marks: None

each other, all the while skimming off the top and framing their rivals. Cooper could create so much confusion that they would be so focused on warring with each other they would never even notice him (not that anyone could catch him even if they did).

Cooper created the pseudonym, *Keno Kuryente* ("Keno" being a common Filipino nickname and "Kuryente" being Tagalog for "electrical current") and began to "sign his work". His first job under his new alias came after cleaning out a small account a major CEO used for his mistresses. Keno Kuryente left a message:

"Thanks 4 the \$\$\$ Chico! I wanna work 4 U. That cool? If not, UR boss can have these spreadsheets and UR wife can have those pix I found on UR hard drive.

We cool?

Keno Kuryente

PS- I like being paid @ the 1st of the month, U get the account # l8r.

PPS- feel free to try and track me down, if U get too close the entire city will know bout that trip to Thailand U took. You a bad, bad man."

The rest is history.

PERSONALITY

Keno Kuryente is cocky and self-assured. He's the best and he knows it. But underneath his swaggering, smirking veneer he is basically a good guy who wants to care for his family. Keno Kuryente has never physically hurt anyone, and prefers it that way. He enjoys the battle of wits and the thrill of the hunt, but money is his only quarry. He only picks targets that have obtained their money unethically or illegally, partly because he still views himself as a kind of Robin Hood and partly because the targets won't legally pursue such losses for fear of incriminating themselves. His original plan was to make enough money for himself and his family to live comfortably and then stop his life of crime, but

he seems to be getting caught up in the excitement and has begun seeking contracts with well paying individuals outside the normal scope of employer he usually chooses.

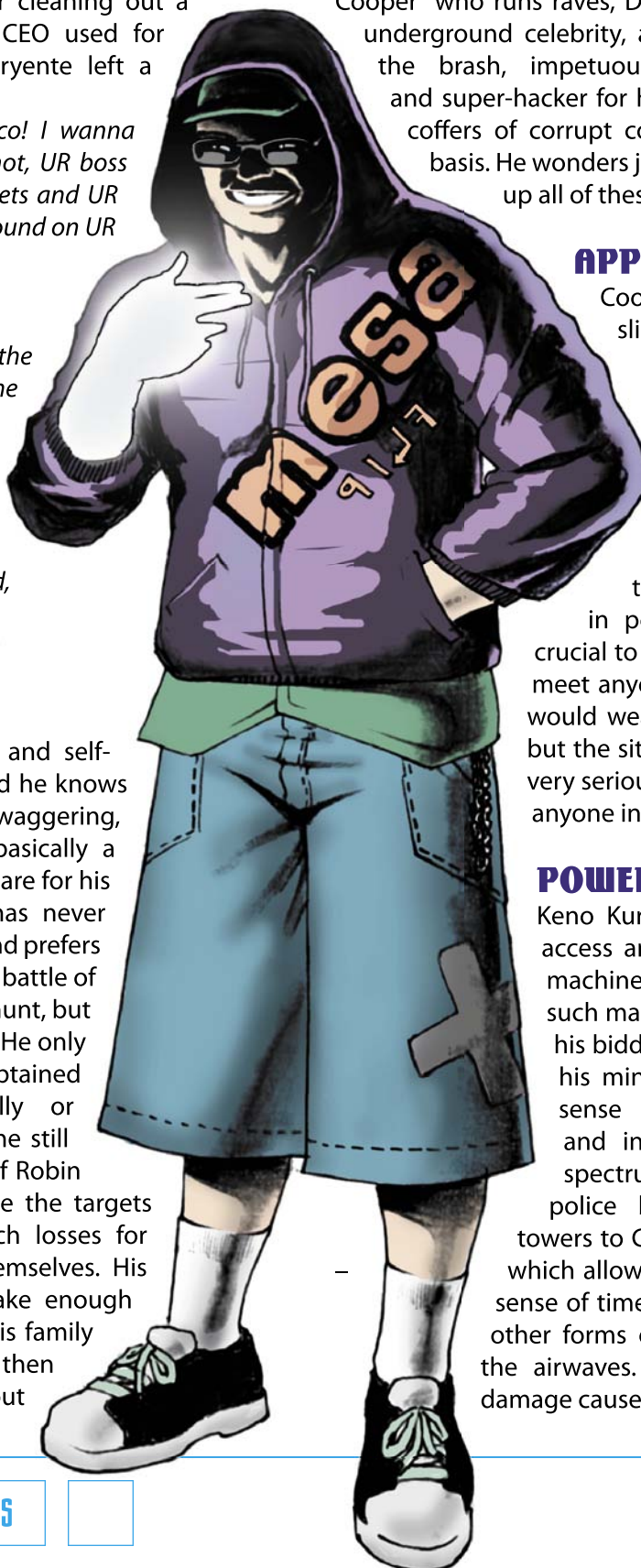
Keno Kuryente is quick-witted, intelligent and cunning – both book smart and street smart. But he lives a bit of a schizophrenic lifestyle. He is Cooper Asio, the mild mannered computer technician who cares for his family, he is the fun loving "Party-Cooper" who runs raves, DJs at clubs and is a local underground celebrity, and he is *Keno Kuryente*, the brash, impetuous internet-swashbuckler and super-hacker for hire who raids the digital coffers of corrupt corporations on a nightly basis. He wonders just how long he can keep up all of these lifestyles.

APPEARANCE

Cooper Asio is a typical, if slightly chubby, Filipino male who dresses in the "urban" style of clothing popular for young people in the Bay Area. Keno Kuryente has no costume, as he never meets his targets or employers in person. His anonymity is crucial to his plans so if he were to meet anyone as Keno Kuryente he would wear some sort of disguise, but the situation would need to be very serious indeed for him to meet anyone in real life.

POWERS AND TACTICS

Keno Kuryente has the ability to access and control computerized machines; he can even animate such machines and have them do his bidding, all with the power of his mind. He can also mentally sense electricity and pick up and interpret signals from all spectrums of radio waves – from police bands and cell phone towers to GPS and military satellites which allows him to have a constant sense of time, place and distance and other forms of information found on the airwaves. He is also immune to damage caused by electricity.



Recently, Keno Kuryente has developed the ability to sense, disrupt and manipulate the electrical impulses of living nervous systems. This allows him rudimentary forms of mental blast, paralysis, nauseate (disruption of the body's electrical impulses) and mind control (manipulation of those impulses).

Keno Kuryente prefers to remain anonymous and work via the Net. He can access computers remotely: walking by an internet café or public library, someone's private residence or even access the Net through wireless towers, all with his mind, and remain completely untraceable. If he is ever personally threatened he uses his machine animation, paralysis, mental blast or mind control powers to temporarily disable his opponent and make good his escape. The only time Keno Kuryente would use deadly force is if himself, his family or an innocent were directly threatened.

IN GAME

Keno Kuryente is a super-hacker who can overcome any security, steal millions and obfuscate any attempts at investigation without even breaking a sweat. He is behind numerous high profile computer heists and the call-sign "Keno Kuryente" has become feared in the private offices and backrooms of corporate America. As an antagonist he can be behind heists of large amounts of money, business secrets or technology plans and can cause a great uproar among some of the most powerful individuals in the world. It is here that the heroes can be enlisted to investigate (especially science-oriented heroes) but the cases may have some moral ambiguity as the "victims" are, more often than not, worse than Keno Kuryente.

Keno Kuryente can also be used as an informant or information broker, a contact that knows everything or can find anything out. Perhaps the heroes overlook his relatively minor crimes as long as he gives up information that helps them bring down greater evils in the world.

What follows are some more specific uses for Keno Kuryente in your game:

Big Secrets, Little People: The heroes begin receiving anonymous computer messages warning them of upcoming attacks by supervillains throughout the city. The attacks take place at unusual places: nightclubs, raves, software companies, community colleges, and so forth. If the heroes ignore these tips, they'll hear about the attacks after the fact.

The motives behind the attacks will remain unclear until the heroes decide to intervene. It will become

KENO KURYENTE

PL 10

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

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +4/+1* | +4 | +4 | +13 |

*without armor vest

SKILLS

Bluff 8 (+10), Computers 12 (+14), Concentration 6 (+8), Craft (electronic) 10 (+12), Disable Device 7 (+9), Knowledge (popular culture) 3 (+5), Knowledge (streetwise) 3 (+5), Knowledge (technology) 5 (+7), Language (English, Tagalog) 1, Notice 3 (+5), Perform (singing) 3 (+5), Profession (computer tech) 8 (+10), Sense Motive 3 (+5)

FEATS

Eidetic Memory, Equipment 2 (Undercover Vest [Protection 3], Cell Phone, Commlink, Laptop, PDA, Flashlight, Camera), Improved Initiative, Improvised Tools, Skill Mastery (Computers, Craft [electronic], Disable Device, Knowledge [technology])

POWERS

Animate Objects 11 (Power Feats: Progression 3; Extras: Horde; Flaws: Limited – Machines Only), **Comprehend 2** (machines), **Datalink 12** (Power Feats: Machine Control), **Immunity 5** (electrical damage; Power Feats: Innate), **Mental Blast 9** (Flaws: Range – Ranged), **Mind Control 6** (Power Feats: Mental Link; Extras: Conscious; Flaws: One Command, Physical Actions Only, Range – Ranged), **Paralyze 7** (Powers Feats: Alternate Power – Nauseate 7 [Extras: Range – Ranged]; Extras: Range – Ranged), **Super-Senses 5** (Awareness [Electricity], Direction Sense, Distance Sense, Radio, Time Sense)

DRAWBACKS

Noticeable Mind Control (Uncommon, Minor)

COMBAT

Attack +6, Grapple +3, Damage +9 (mental blast), Defense +6 (+1 flat-footed), Knockback –2, Initiative +5

TOTALS

Abilities 16 + Skills 18 (72 ranks) + Feats 8 + Powers 115 + Combat 22 + Saves 17 – Drawbacks 1 = 195 PP

KURYENTE'S MIND CONTROL



With his mind control ability, Keno Kuryente is only capable of directing the physical actions of targets. Essentially, his mind control ability is more a form of puppetry, overriding the brain's control of the body. He can hack into the nervous system and exert control over voluntary actions. However, those under Keno Kuryente's control move in an awkward, jerky fashion, which makes it obvious to observers that such individuals are not behaving normally. The following list is designed to give you a better understanding of Keno Kuryente's powers and limitations.

With his mind control power, Keno Kuryente *can*:

- 1) Force someone to move or make physical attacks (punch or kick, for example).
- 2) Force someone to speak simple monosyllabic words or grunt.
- 3) Force someone to use a key, or use biometric security devices (fingerprint or retinal scanner, for example).
- 4) Force someone to physically interact with machines or devices (fire a gun or pick up an object, for example).

With his mind control power, Keno Kuryente *cannot*:

- 1} Force someone to utilize complex martial arts or skills known to the target but unknown to Keno Kuryente.
- 2) Force someone's heart to stop or their lungs to stop breathing.
- 3) Force someone to speak with any sort of complexity, divulge secrets or speak in a language unknown to Keno Kuryente.
- 4) Force someone to enter a combination or password unknown to Keno Kuryente or divulge which key opens which lock.
- 5) Force someone to kill their best friend or pick up an object that is obviously dangerous.

apparent that the villains are searching for someone, in particular a young Asian male. The anonymous warnings will lead the heroes to increasingly unusual places, such as airports, abandoned factories, and so forth.

After following up on two or more of these tips, the heroes will have a chance to notice the presence of a specific young, Asian male who is present at all of the attacks. There may be hints that this young man is displaying unusual powers (attackers have been assailed by machines that seem act of their accord, or

by individuals who report having lost control of their own bodies).

If pursued and caught the heroes will discover that this young man in none other than Keno Kuryente. He is the one that sent the anonymous tips in the hopes that the heroes would protect him from these superhuman attacks. Kuryente has been hiding out in places where there are plenty of machines he can use to defend himself. He's been on the run for weeks, is terrified and will tell the heroes everything.

He stole secret files from a multinational corporation in the hopes of ransoming them back or blackmailing the board. But the secrets he stole were horrifying and the board would do anything to protect themselves and the corporation, so they dispatched superpowered mercenaries to eliminate Keno Kuryente for good and cover up the whole mess. Kuryente isn't sure how they're tracing him, but by monitoring communications at the corporation he's been able to predict when the attacks were about to occur. He will beg the heroes for help and if they agree to protect him or to go after the corrupt corporation the scenario can culminate in a battle between the heroes and the collected mercenaries, during which Kuryente may help or may just hightail it out of there.

The information contained in the files is not central to the scenario so it was intentionally left open-ended in case you wish to tie some existing campaign element. Some ideas for what the files might contain are outlined below:

- Several key figures in the company are demons or aliens.
- The corporation is a front for an alien invasion.
- The corporation is planning to resurrect or summon an ancient evil force.
- The board members are all werewolves.
- The corporation plans to release a pandemic virus and then sell the cure.
- The board members are all Nazis who have taken an elixir of immortality.
- Several key members of the U.S. government, including the President, are aliens, clones, robots, or reptoids, and are in league with the corporation.
- The corporation is actually controlled by one or more supervillains and is instrumental in their plans to take over the world.
- Plans for a superscience weapon that could result in the deaths of millions of people.
- A popular new medicine created by the corporation is actually the eggs of a mind-controlling parasite.
- The Ebola virus is the result of an experiment

gone wrong, and the research, which created it, is continuing.

Through the Monitor, Darkly: Millions of dollars and several trade secrets have been stolen from various companies. Many of these companies are defense contractors with secrets that could be disastrous in the wrong hands. A close friend or ally can approach the heroes concerning the theft, or alternatively, one of the heroes with an appropriate secret identity, say as a billionaire industrialist, could experience the theft directly.

Whatever the case, the heroes should take it upon themselves to investigate this crime. Real world detective skills may turn up some clues, but will ultimately prove useless when investigating a cyber crime like this. So, the characters are allowed to use a cutting edge computer that allows their minds access to the Web directly. They are warned about Keno Kuryente's skills and his ability to create dangerous security measures. While tracking Kuryente down in the virtual landscape of the Net, the heroes must face bizarre tricks, traps, puzzles, deadly security programs and strange worlds created to impede their progress. They can find ominous hints to illegal and immoral activities of some of the corporations that were robbed.

Eventually, they should encounter Kuryente's security measures (which can take the form of anything: dragons, machines, even copies of the heroes themselves) and eventually Kuryente himself. The heroes can fight him, and in the Net his powers should be pretty extensive to display Keno Kuryente's mastery of the digital realm. If they can't defeat Kuryente, maybe they can find a clue that will lead them to his real world location. If confronted in reality, Kuryente will employ the full range of his powers to make good his escape, but will not intentionally do anyone any mortal harm (unless it is self defense or the defense of a loved one).

ENDGAME

Keno Kuryente will eventually steal from the wrong person and be forced to seek protection or die. In fact, he will most likely have to fake his own death to avoid his family becoming targets. But, unlike most fugitives, this beggar can be a chooser. He will trade his considerable talents to the highest bidder, a government or other large, powerful organization that is willing and able to protect him and become a valuable asset in the fields of computer espionage and electronic warfare. Unfortunately he will be forced to give up his friends and family and live in

hiding. It is during this point in Kuryente's life that his family will inexplicably "inherit" access to a wide array of international bank accounts and the millions of dollars contained therein.

NEMESIS REX

He was once known as General Alexander Denton, a hero and a patriot. A Vietnam veteran with three Bronze Stars, two Silver Stars, and even the Congressional Medal of Honor to his merit. By the end of the Cold War, the former Airborne Ranger was tapped by the White House to fill a newly created position in the cabinet. Denton was to head up the newly created Department of Superhuman Affairs, a branch of government dedicated to regulating metahuman activity.

Often he would appear on the Sunday morning talk shows espousing the Administration's view on tighter controls for so-called 'superheroes'. He advocated the kind of controls that most supers dreaded most – a database that would house intelligence on each and every active superhuman on the planet. In return for deputization as semi-professional law enforcement agents of the U.S. Government, all metahuman champions would have to reveal their secret identities to the FBI. While superheroes and their fans railed against the idea, in America's heartland – where caped figures were seen flying to the rescue far less than in major cities like New York – many voters were won over by Denton's charismatic leadership and no-nonsense approach to the problem.

But while many in the public looked favorably on the General himself, his Commander-in-Chief did not win reelection, and the incoming President dissolved the Department of Superhuman Affairs with the goal of reforming it as a new and differently structured agency. So Denton was reassigned to more traditional military duty, this time as NATO's Supreme Allied Commander. At the time, civil war had erupted in the former Yugoslav republics, and NATO forces were called upon by the United Nations to assist with peacekeeping duties. At the new President's order, General Denton complied with the request of the international community and committed NATO forces to quell the violence in the Balkans.

Denton's presence in NATO at this point was widely viewed as serendipitous. Not only had he studied the dialects and cultures of Slavic nations extensively, but held a doctorate in Political Science specializing in Eastern European geopolitics, but his tenure as "Super-Czar" turned out to be of greater impact. When it came to light that a group of Soviet superhumans (former members of the Soviet super team "the Pro-

letarians”) were funneling arms to Serbian militants, militants from other former Yugoslavian provinces (both conventional and metahuman troops) clashed and served to greatly increase the level of chaos among the warring factions. Soon, Denton found his conventional military forces facing the Proletarians in open conflict and being vastly under equipped to deal with metahuman personnel. Under immense pressure from all corners to subdue the superhuman violence, General Denton deployed MEGAWATT (Metahuman Garrison for Advanced Weapons Technology and Tactics), a strike force secretly assembled by Denton without NATO knowledge. He did this without consulting the President or regional governments and what resulted was nothing short of a nightmare. The subsequent brawl destroyed a major portion of downtown Skopje (capital of Macedonia), and killed hundreds of innocents (as well as supers on both sides of the conflict) while the entire world watched on CNN.

Amidst a firestorm of controversy – including legal hearings concerning the MEGAWATT incident where the news media painted Denton as a bloodthirsty warmonger – the General resigned both his command and his commission within a month, forsaking his career. On several occasions journalists attempted to interview the former NATO military commander about the disaster, only to be punched in the face, one after the other. After almost a year of these “Denton Dustups”, as the media came to call them, the man was finally allowed to fade into obscurity when a new series of governmental scandals began to dominate the nightly news.

The following years were not kind to the former general. His loving and supportive wife of some twenty-eight years died of breast cancer. His investments had floundered, which left him all but penniless and to top it all off, he developed a severe case of Parkinson’s Disease, which would soon leave him incapable of car-

ing for himself and would inevitably lead to his death. His sole remaining joy in life was his only child, a son, who had followed in his footsteps and became an officer in the United States Army. Thus, when a fight between two superhumans ended with Denton’s son crushed to death by the rubble of a collapsing building, whatever tenuous ties the disgraced General had to his former life, and his sanity, were severed, never to be repaired.

Feeling betrayed by his former colleagues, his country, his body and the circumstances of his life, Denton channeled those things he had left him: his cunning, his indomitable will, his rage and his desperation into a maniacal agenda. Using old contacts in the intelligence community Denton made some discreet inquiries about experimental medical procedures that could potentially reverse his Parkinson’s disease. Denton’s research soon came to the attention of the organization known as F.R.A.M.E., the Fraternity for Research and Advanced Military Engineering, a cabal of weapons developers disgruntled at the prospects of an end to armed conflict, and an organization well known to the former head of the Department of Superhuman Affairs. During a lunch meeting with old colleagues (whom Denton believed to be legitimate

defense contractors at the time) they revealed their affiliation with F.R.A.M.E. and offered a deal to the ailing and desperate general; in exchange for his considerable knowledge of the modern American military they would supply a cure for his condition.

It didn’t take long for Denton to accept the offer. In exchange for his knowledge and influence, they would give him a chance at another life. Using a process originally developed for an abandoned Canadian supersoldier project (codenamed Nemesis), F.R.A.M.E. neuroscientists would bypass Denton’s failing nervous system with a smart-fiber (a substance very much akin to the Myel-Gossemer used in Adam’s creation, invented by the enigmatic

VITAL STATS: DEMESIS REX



Quote: “I AM NEITHER HERO, NOR VILLAIN. I AM A CONQUEROR AND WARRIOR-KING.”

Real Name: General Alexander Denton, US Army (retired)

Aliases: Alexander II, High King of All Macedonia

Occupation: Monarch of New Macedonia, former NATO Supreme Allied Commander

Legal Status: Citizen of New Macedonia with no criminal record, former citizen of the United States of America cleared of charges of high treason under presidential pardon.

Identity: Publicly known

Marital Status: Widowed

Known Relatives: Marilyn (wife, deceased), Mark (son, deceased)

Affiliation: High ranking member of F.R.A.M.E. (Fraternity for Research and Applied Military Engineering).

Base of Operations: Castle Nemesis, Skopje, New Macedonia

Height: 6’11” (with battlesuit)

Weight: 500 lbs. (with battlesuit)

Hair: White

Eyes: Blue

Distinguishing Marks: Always in armored battlesuit

Viktor over two centuries before) that would link him to an experimental suit of powered armor (originally commissioned by the United States Marine Corps), quite literally making it a part of his body. An Exoskeleton with a prosthetic nervous system.

All he had to do was prove his loyalty.

In exchange for a cure for his rapidly degenerating health, Denton provided F.R.A.M.E. with codes, passwords and classified intelligence reports but shrewdly withheld key details until after his cure was secured. After having their appetites properly whetted and their reservations properly allayed, F.R.A.M.E. commanders gave the order for the procedure to be performed. F.R.A.M.E. medical staff prepared General Denton was for an experimental medical procedure that would change not only his life, but also the course of history.

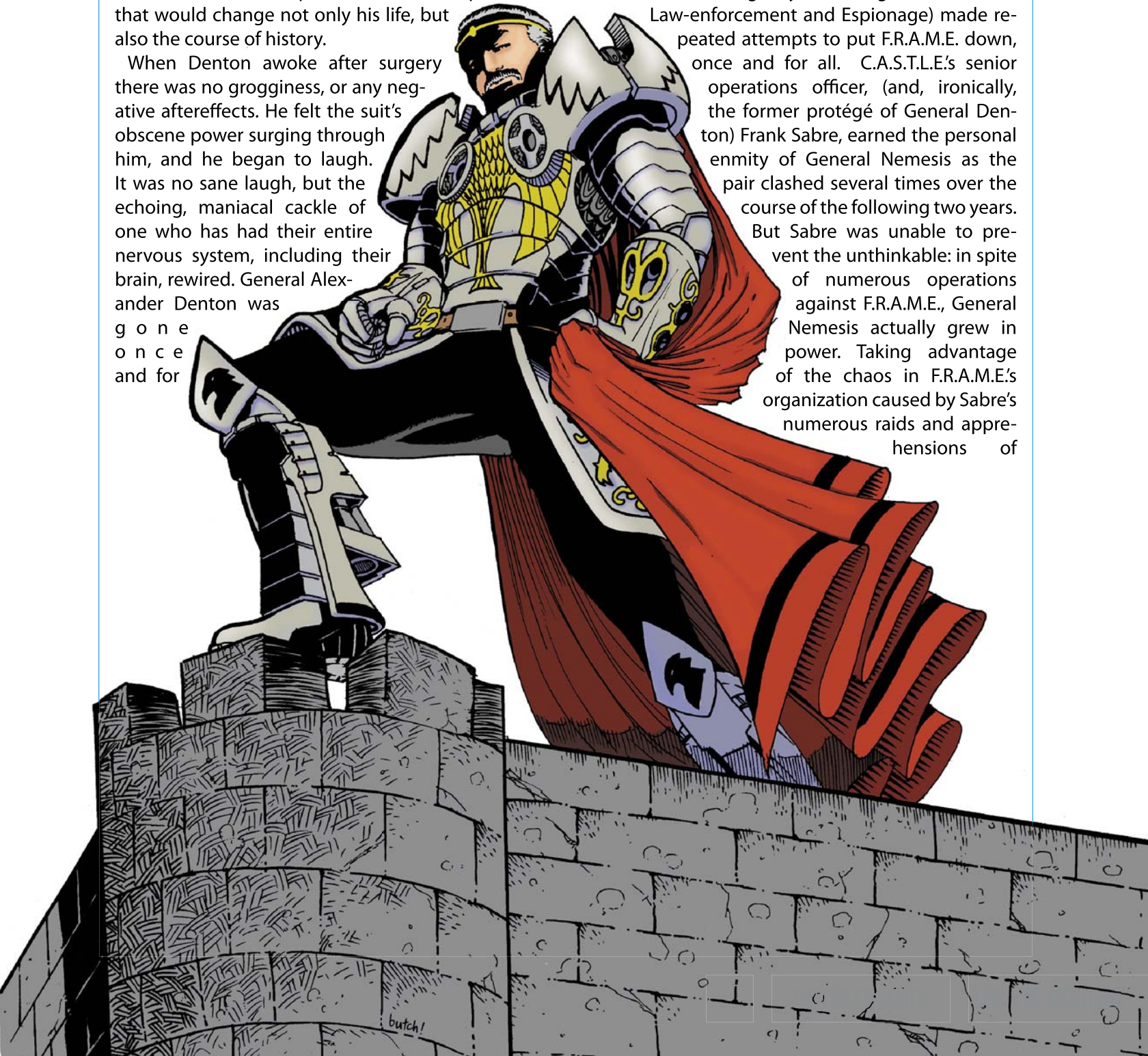
When Denton awoke after surgery there was no grogginess, or any negative aftereffects. He felt the suit's obscene power surging through him, and he began to laugh. It was no sane laugh, but the echoing, maniacal cackle of one who has had their entire nervous system, including their brain, rewired. General Alexander Denton was gone once and for

all, replaced by the scourge of superhumanity that called itself General Nemesis.

Nemesis was immediately given a position as an advisor to F.R.A.M.E. security forces. The freshly minted cyborg used his consummate martial knowledge and took them from a disorganized group of lackeys and turned them into a crack, paramilitary organization. His power steadily grew within the F.R.A.M.E. hierarchy over the next year to the point that he was placed in command of all F.R.A.M.E. military operations. Soon there after, as General Nemesis' power and popularity grew within F.R.A.M.E., a full-blown power struggle engulfed the organization.

During this time the elite NATO intelligence agency, C.A.S.T.L.E. (Central Agency for Strategic Transnational Law-enforcement and Espionage) made repeated attempts to put F.R.A.M.E. down, once and for all. C.A.S.T.L.E.'s senior operations officer, (and, ironically, the former protégé of General Denton) Frank Sabre, earned the personal enmity of General Nemesis as the pair clashed several times over the course of the following two years.

But Sabre was unable to prevent the unthinkable: in spite of numerous operations against F.R.A.M.E., General Nemesis actually grew in power. Taking advantage of the chaos in F.R.A.M.E.'s organization caused by Sabre's numerous raids and apprehensions of



NEMESIS REX

PL 20

| | | | | | |
|-----|-----|----|-----|----|----|
| STR | +10 | 30 | INT | +2 | 14 |
| DEX | +1 | 12 | WIS | +2 | 14 |
| CON | +1 | 12 | CHA | +4 | 18 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +13/+20* | +9 | +8 | +10 |

*with force field

SKILLS

Bluff 8 (+12), Computers 9 (+11), Diplomacy 10 (+14), Gather Information 6 (+10), Intimidate 13 (+17), Investigate 6 (+8), Knowledge (business) 9 (+11), Knowledge (civics) 13 (+15), Knowledge (current events) 15 (+17), Knowledge (history) 12 (+14), Knowledge (tactics) 18 (+20), Language (Albanian, Macedonian Slavic, Greek, Russian) 5, Notice 6 (+8), Perform (oratory) 13 (+17), Pilot 5 (+6), Profession (army general) 16 (+18), Sense Motive 8 (+10), Stealth 5 (+6), Survival 5 (+7)

FEATS

Assessment, Attack Specialization (blast), Attractive, Benefit 9 (security clearance, status, wealth 7), Connected, Diehard, Equipment 4, Fascinate 2 (Intimidate, Perform [oratory]), Fearless, Fearsome Presence, Improved Initiative, Master Plan, Minions 9 (soldiers; one hundred 45-point minions), Minions 14 (personal guard; ten 60-point fanatical minions)

POWERS

Datalink 10 (Power Feats: Machine Control; Flaws: Limited – MEDUSA Satellite Only), **Deflect 7** (all ranged attacks; Extras: Action, Automatic, Reflection, Redirection), **Emotion Control 6** (Flaws: Sense Dependent – sight), **Flight 6**, **Immunity 2** (critical hits), **Kinetic Control 15** (Power Feats: Split Attack, Alternate Powers – **Paralyze 15**, **Telekinesis 15**, **Force Field 7** [Extras: Impervious]), **Protection 12** (Extras: Impervious), **Strike 8** (Power Feats: Mighty), **Super-Senses 8** (Blindsight, Sensor Suite (Extended, Radius), Radio, Time Sense), **Super-Strength 5** (Power Feats: Groundstrike, Shockwave)

COMBAT

Attack +12, Grapple +27, Damage +15 (blast), +18 (strike), Defense +12, Knockback –6, Initiative +5

TOTALS

Abilities 40 + Skills 46 (181 ranks) + Feats 47 + Powers 147 + Combat 48 + Saves 23 = 351 PP

F.R.A.M.E. commanders, Nemesis formed a militant splinter faction out of elite units from F.R.A.M.E.'s security forces (which he codenamed "C.A.D.R.E.") and promptly seized power. C.A.S.T.L.E.'s attempts at neutralizing F.R.A.M.E. created a power vacuum within the organization and unwittingly created the ideal conditions for Nemesis to finally take control as F.R.A.M.E.'s undisputed leader.

F.R.A.M.E.'s elite C.A.D.R.E. forces would move quickly in its first year of operation. They would confront C.A.S.T.L.E. on the world stage again and again, trying to achieve their own aims while attempting to characterize C.A.S.T.L.E. forces as tools of American imperialism whenever and wherever they could. The American and NATO governments labeled the new group terrorists, but this didn't deter them from striking C.A.S.T.L.E. assets all over the world, but especially those in Eastern Europe. At the same time the world would be shocked to learn that F.R.A.M.E. offered its scientific and engineering services to the burgeoning nation of Macedonia in rebuilding much of its infrastructure.

Despite C.A.S.T.L.E.'s best efforts in convincing the people of Macedonia otherwise, a country beleaguered by severe economic depression and ethnic strife, national leaders granted F.R.A.M.E. sanctuary in return for economic and paramilitary assistance. Apparently academic debates of political philosophy and theoretical arguments of greater goods and lesser evils fall short when compared to the very real presence of running water, medicine and police. The Director-General of C.A.S.T.L.E. lobbied both NATO and the UN to intervene, claiming that the transnational terrorist organization had, in a sense, blackmailed a government and kidnapped an entire nation. But while the international political bodies debated, General Nemesis lead C.A.D.R.E. in a rapid takeover of New Macedonia, easily brushing opposition aside amidst popular support. Nemesis Rex was reborn as the new king of Macedonia when the country eschewed the rule of democracy for a return to the days of an outright monarchy.

In the months and years following the coup of Macedonia, many superhumans took it upon themselves to do what C.A.S.T.L.E. couldn't do. Most notable was a reunion of the MEGAWATT team by its former leader, Minuteman One, to take out their former commanding officer. Nemesis Rex beat the team single-handedly. By the end of the hours-long battle, Minuteman One lay dead on the front steps of Skopje's *Castle Nemesis*. A few days later, a colossal bolt of lightning shot from orbit decimating the NATO communications center just outside of Brussels, Belgium. Nemesis Rex then declared, "I am Nemesis

Rex, High King of New Macedonia. Do not think that I am ever without resources to defend this, my nation or to compete with other nations on the international stage. Attack this sovereign land again, and I will burn your entire capital as easily I did this building.”

The world was stunned. Somehow Nemesis Rex was able to hijack a secret relic of the U.S. Defense Department’s Star Wars-related initiatives, the orbital weapons platform codenamed MEDUSA. The *Meteorological Energy Defense for the United States of America* was abandoned due to the budgetary impact of firing such a weapon – a cost believed to be in the neighborhood of the gross national product of Bolivia. How or when F.R.A.M.E. hijacked the platform is unknown, the first evidence of which was the actual firing of the weapon. Like it or not, the world had to come to the conclusion that despite its best efforts the nation now known New Macedonia was a sovereign nation, Nemesis Rex was its King and both had become superpowers overnight.

Today, after nearly two years of suppressing any residual resistance, Nemesis Rex is the undisputed monarch of his nation. C.A.D.R.E. has the duties of being the official army of New Macedonia, and is fully supported by the advanced technology its sister organization F.R.A.M.E. develops for them. Nemesis Rex has turned his attention inward now, concentrating his efforts on solidifying his role as a protector of ‘his people’. And, at least on the surface, it appears that it’s working.

Besides the typical messages of loyalty to the government that most dictatorships offer its people, theirs is one of personal freedom. As long as the citizenry offers its loyalty to the crown, the crown offers its loyalty to the people in return. It’s a powerful time in the former strife-torn land, as the man many Americans see as the face of an evil dictatorship is responsible for uniting all of the diverse peoples of New Macedonia under a single banner of imperial promise. Many of his most loyal subjects have begun calling their new monarch a name that has many world leaders gravely concerned:

Alexander the Second.

PERSONALITY

It would be obvious to merely state that Nemesis Rex is not completely connected to reality. He makes no effort to hide his ideas of creating a modern empire, much like his real namesake did over 2,000 years ago. He sees himself a warrior-king, and craves challenges only fellows of his kind (namely super-humans) have to offer him. Much like the first Alexander, he too dreams of conquest, but what form this will finally

MEDUSA

— □ ×

Medusa Satellite, PL 20

Str 10 (+0), Dex 2 (-4), Con -, Int 8 (-1), Wis 5 (-2), Cha -

Feats: Fearless, Improved Aim

Powers: **Blast 10** (defensive lasers; *Power Feats:* Accurate, Split Attack), **Blast 30** (lightning; *Power Feats:* Indirect, Progression 25 [reduces burst radius to 25’], Split Attack; *Extras:* Area – Burst, Range – Perception, Penetrating, Total Fade; *Flaws:* Action – Full Action, Fades), **Dazzle 10** (visual, auditory, *Power Feats:* Indirect, Split Attack; *Extras:* Linked to Blast [lightning], Range – Perception), **Environmental Control 10** (extreme cold; *Extras:* Range – Perception), **Environment Control 10** (distraction DC10; *Extras:* Range – Perception), **Flight 2** (*Flaws:* Only in Zero G), **Growth 4** (large; *Flaws:* Permanent), **Immunity 30** (fortitude saves), **Nullify 10** (electronics), **Protection 12** (*Extras:* Impervious), **Regeneration 29** (nano-machines; Recovery Bonus +10, Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 2, Ability Damage 2, Resurrection 1), **Super-Senses 19** (Accurate vision, Extended vision 5, Radar [Blindsight, Radius], Direction Sense, Distance Sense, Radio, Time Sense, Ultravision)

Combat: Attack +8, +10 (lasers), Grapple +12, Damage +30 (lightning), +10 (lasers), Defense +8 (includes size modifier), Knockback –16, Initiative –4

Saves: Toughness +12, Fortitude +0, Reflex +0, Will +6

Totals: Abilities –43 + Skills 0 (0 ranks) + Feats 2 + Powers 421 + Combat 34 + Saves 12 = 426 PP

take is unknown.

Another facet to his personality to understand is how much he despises super-humans. It was reported by Minuteman One’s MEGAWATT teammates that Nemesis Rex raved on and on that “...all men should be supermen...[That] no one should be prevented from coming back if they so desired.” Statements such as this, when taken in context with the reports that Minuteman One was physically brought back from the afterlife twice in his career, speak to ominous and potentially dangerous obsessions. In fact, a highly placed source inside Castle Nemesis believes Nemesis Rex might be researching ways to bring his wife and son back from the dead, though this is still unconfirmed at this time.

ORIGIN-IN-A-BOX



You were a member of the superhuman strike force known as MEGAWATT. You were defeated along with your team and taken prisoner during the assault on Skopje. After a short while you were able to escape from the conventional prison they locked you in. Instead of fleeing the country immediately, you stayed and gathered intelligence for months before finally escaping to a friendly nation. Your time spent on the lam honed your espionage skills to a degree that far surpassed your

This origin can be used to create a government-trained metahuman who has found herself denied by her government, swept under the rug like so many other operatives and illegal projects. Left to her own devices, she can fall in with any superhero team. Obviously, this new hero can have a grudge against Nemesis Rex, but could also have a desire to right the injustices that she had to overlook during her time with MEGAWATT.

Former MEGAWATT member, Template

Skills: Bluff 8, Computers 6, Diplomacy 6, Disable Device 6, Escape Artist 9, Gather Information 8, Investigate 8, Knowledge (streetwise) 6, Knowledge (tactics) 8, Languages 2, Sense Motive 8, Stealth 8, Survival 7, Swim 6

Feats: Assessment, Critical Strike, Diehard, Eidetic Memory, Endurance 2, Hide in Plain Sight, Improved Initiative 2, Improvised Tools, Jack-of-All-Trades, Luck 2, Track

Cost: 38 PP

APPEARANCE

Out of his armor, Alexander Denton was a man of impressive physical appearance. He was a tall, lean man, six feet five inches, with piercing blue eyes and stark white hair. After being encased in the dark-steel suit of powered armor, he stands at just less than seven feet in height, and weighs in at almost 500 pounds. Adorning the top of his head is a golden circlet that most believe to be a crown, but some scientists believe it to be a cybernetic interface of some sort.

POWERS AND TACTICS

Nemesis Rex wears what is perhaps the most advanced suit of powered, personal combat armor this era has to offer. The armor greatly enhances the strength of the user to the point of allowing him to lift dozens of tons of weight. There are also chemically powered microjets in the cuffs of each of his boots,

which provide him with enough vertical thrust to fly in excess of the speed of sound. With F.R.A.M.E. scientists always on-scene as members of his retinue, it is believed that there are a great many abilities in addition to his enhanced strength and power of flight that he can use to battle any number of threats. One unconfirmed limitation he suffers from (proposed by C.A.S.T.L.E. analysts) is that the nature of his Parkinson's Disease prevents him from ever removing the armor, so he would most-likely not be able to travel anywhere incognito.

Even without his powered armor, and as infirmed as he is without it, it is still believed that he'd be one of the most dangerous men alive. It has been said by the few who've been in his court that it is hard to ignore a request he makes of you. Some who knew him before his supervillain days call it his "patented southern charm." But C.A.S.T.L.E. analysts believe he might have some kind of baseline, psionic manipulation power. Intelligence is forthcoming on this issue.

Analysts believe his own scientists augmented the powered-armor neurologically interfaced with Nemesis Rex, in order to grant him some type of mental control over the MEDUSA Satellite. It is thought that this "will-broadcast" technology is at the root of Nemesis Rex's newfound mental abilities.

IN GAME

The worst fears of many seem to be in the process of becoming true. Various intelligence agencies support the idea that the Kingdom of New Macedonia has begun deploying advisers to neighboring Albania – a country much like Macedonia in that it suffers from a severe economic crisis. F.R.A.M.E. operatives have been spotted assisting and directing infrastructure rebuild projects in and around the capital city of Tirana. Whatever plans Nemesis Rex has, they don't stop with New Macedonia. Ideas for adventures involving Rex as detailed below:

An Invitation to the Ball: The heroes receive a personalized invitation from Nemesis Rex himself inviting them, along with other superhumans from around the world, to attend a special conference in New Macedonia. The arrival of the invite is noted by national intelligence services and they send agents to urge the heroes to attend in order to learn what Nemesis Rex is up to.

Nemesis Rex is putting together a group (or rather a social class) he calls New Macedonia's "Companions". A Knowledge (history) check (DC 20) will reveal the root of this term as being the "Companion Cavalry" which were elite cavalry in Alexander the Great's

army recruited from the Macedonian Nobility. They acted as Alexander the Great's personal guard. He offers all the superhumans present (which include both villains and heroes) membership into New Macedonia's burgeoning noble class with all the perks of a noble but one responsibility: fight under his banner when called upon to do so. Secretly, Nemesis Rex is planning a major assault to expand New Macedonia's borders and resources and figuring that an army of superhumans with personal stakes (i.e. their own estates) will be a perfect measure to take and defend new territory.

Those heroes (and villains for that matter) that do not accept this offer will be attacked and either captured or killed by Nemesis Rex's new "Companions" (to prove their loyalty). Do the heroes play along long enough to see what's really going on? Do they go as far as to capture or kill other heroes or villains in order to keep their cover? Do any of the heroes accept his offer, causing a rift between former allies?

Both Sides Against the Middle: The heroes are approached by a covert "government agent" and are asked, in the interests of national security, world peace and so forth to attempt a mission of vital importance: to apprehend Nemesis Rex. He gives information regarding Rex's defenses, downplays Nemesis Rex's powers and gives a tip – that out of his body armor, Nemesis Rex is powerless. In reality this "government agent" is a super-spy working for a rival super-terrorist organization or evil mastermind (which is an old enemy of one or more of the heroes). He has also warned Rex about a super-powered "hit-team" sent to kill him. This plan was concocted to do away Rex and/or the heroes by pitting them against one another. The villain or evil organization figures that, at very least, one set of enemies will be destroyed and the other weakened in the process or they may possibly kill each other; either way it suits their plans.

What happens when a team of heroes tries to take down Rex? Is the agent's duplicity discovered? What are the heroes' and Nemesis Rex's reactions to discovering they've both been played against one another?

ENDGAME

Eventually, Nemesis Rex will seek total political legitimacy. He'll join the UN, have diplomats, ambassadors and the whole nine yards. But in spite of his moderate intimations he truly sees his destiny as that of a warrior emperor and desires to control as much of the world as possible; and eventually, he'll

STORY POINT



Rex's background can be spliced into your own campaign during the superhuman invasions of New Macedonia. The reunited members of MEGAWATT can approach the heroes for assistance in their attempt to take down Nemesis Rex. The heroes can run interference, taking down any military presence in the capital, while MEGAWATT assaults Castle Nemesis. As Nemesis Rex gains the upper hand, the heroes will have to secure an escape route for the surviving members of MEGAWATT, fighting off Nemesis Rex long enough to allow MEGAWATT to withdraw.

This could even be a good point to start a new campaign. The heroes can be members of MEGAWATT undertaking their most dangerous mission yet. The battle ends tragically and the heroes comprise the surviving members of MEGAWATT, now free to regroup, operate independently, and work towards a final revenge against New Macedonia's insane tyrant.

try to conquer the earth.

RAIJU

Raymond Juniper was a precocious child, a genius, in fact. He excelled in school, especially in math and science and graduated high school at the age of thirteen and by the age of 15 was entering graduate school. His future seemed brighter than anyone could imagine but inside he was darker than anyone could have guessed. Whatever mental gifts he possessed, he was lacking in one basic element; a conscience. Raymond developed into a psychopath, a full-fledged, genuine, textbook example. Because of his intelligence, Raymond felt he was superior to anyone and everyone. He was supremely selfish and had no concern for anyone but himself. He didn't just lack empathy; he actually enjoyed inflicting pain on others because it gave him a rush of power and excitement.

He was fascinated at an early age by the properties of electricity and, by extension, computers and robotics. He felt a certain kind of awe and even kinship with the crackling amoral power of lightning that strikes at random and leaves destruction in its wake. As a child, he tortured animals with electricity in his bizarre scientific "experiments"; including one in which he reanimated a cat he had previously tortured to death. At one point, Raymond had a baby brother (who, incidentally, got more attention than Raymond) who

died in an “electrical fire” which destroyed the house as well as any evidence; but certain police detectives remained suspicious.

As Raymond progressed in to his preteen years his experiments took a darker turn. When Raymond was eight, his parents (who were already afraid of him) caught him in the garage, which he had converted to a workroom, with a neighborhood child who was mentally retarded. The poor boy was wired up to some contraption Raymond had devised. Apparently Raymond had lured him there with the promise that they would play “Mad Scientist” (for once, Raymond wasn’t lying). In reality it was a homemade device that resembled an Electro-Convulsive-Shock-Therapy machine and Raymond just enjoyed watching the boy scream, twitch and beg for mercy between bursts. Raymond had nothing against the boy, nor did the boy’s mental disability have anything to do with Raymond targeting him, it just made him easier to manipulate than other children (if anything, Raymond is pragmatic).

His parents were horrified and frightened for their own well-being. Raymond was a born liar and lied to his parents, telling them he actually believed he could make the child smarter with his inventions and that this was his intention. His parents, not wanting to believe they had raised a monster (and afraid of angering him), accepted his story of this being a well-intended mishap, but behind their forced smiles, they knew the truth.

After that incident he spent much of the following years seeing child psychologists whom he expertly manipulated, almost as well as he manipulated his parents. With his frightening intelligence he expertly told lies that kept him out of juvenile hall and the psych-ward. He spun a tale of bad luck. He painted a picture of a poor kid who lost his baby brother, whose pets kept dying or “running away” and whose genius intellect kept him apart from other children his age. In reality he had killed his baby brother, his pets and would have killed more kids his age had he thought he could get away with it. But he covered his tracks well

and continued with school. He figured someday he could use his powerful mind to get rich by fleecing of a world of idiots.

At age fifteen, Raymond’s boredom with school increased, as did his desire for money, power and dealing out violence and cruelty. His perverse drives grew to such a point that Raymond decided to strike out on his own. Using his super-intellect, Raymond constructed a battlesuit of unmatched power out of materials from the university lab. When he had dealt with the functionality of the suit, Raymond turned his terrible intellect to form. Raymond had always been interested in anime (especially the weird stuff) and Japanese myth, so in keeping with his obsessions (Japanese pop culture, electricity and violence) Raymond took the name of a destructive beast from Japanese folklore called the *Raiju* (or Lightning-Beast) as his alter ego. He then set out to wreak as much havoc, hurt as many people and hoard as much wealth as he possibly could.

In short, Raymond Juniper is a spoiled rotten, super-intelligent, psychopathic teenager with a suit of powered armor that can shoot lightning, and he doesn’t even have a driver’s license.

PERSONALITY

Outwardly, Raymond is a charming, if nerdy, bookworm, but this is just the personality he wears for show. Inside Raymond is, quite simply, a sociopath. He has no conscience or sense of remorse. He feels that everything is owed to him and he is the only person in the world that matters. He would rather make a dishonest quarter than an honest dollar. He enjoys tricking, cheating, swindling and otherwise fooling others out of what is rightfully theirs just for the sport of it.

Raymond has no understanding of right and wrong, beyond an academic understanding of what others seem to think these ideas mean. Basically, when it comes to moral or ethical issues Raymond needs a translator. But this does not mean he cannot operate in society, no, Raymond’s great intellect

VITAL STATS: RAIJU

Quote: “TELL ME HOW IT FEELS WHEN I DO THIS!”

Real Name: Raymond Juniper

Aliases: None

Occupation: Student

Legal Status: U.S. citizen with no criminal record, still a minor.

Identity: Secret

Marital Status: Single

Known Relatives: Jackie (mother, deceased/replaced), Mike (father, deceased/replaced), Joey (brother, deceased)

Affiliation: None

Base of Operations: His parents’ house in Hyperion City, CA

Height: 5’8” (7’ in his armor)

Weight: 136 lbs. (500 lbs in his armor)

Hair: Red

Eyes: Green

Distinguishing Marks: None

has allowed him to master the rules of society – even if he doesn't feel they apply to him – and he can easily navigate, manipulate and con his way through life and seem quite charming while he's doing it. To him the only consideration is, "can I get away with it?"

Everything in life to him is a calculation as to whether or not he'll get caught or hurt. To him other people are not even real, they are merely granters or withholders of things he wants and he has absolutely no compunction about conning, stealing, torturing and even killing people to get those things. In fact he enjoys it. He likes the feeling of power that he gets when tricking someone and even more so when lording over someone's very life. If Raymond feels that you are his enemy, God help you, because he will take great pleasure in turning your life into a living Hell before he kills you.

The only thing that overshadow-

ows his stellar intelligence is his grossly inflated ego. Raymond believes he is *the* smartest person on the planet and he views others (essentially everyone else on Earth) as idiots who are beneath contempt. He will work with others to achieve his goals but can absolutely not be trusted. If he believes there is something to gain he will turn on his allies at the drop of a hat, but only when he thinks he can do so without negative consequences.

Because of his hobbies (causing suffering, death and destruction while lining his own pockets) Raymond likes to keep his identity secret. In his normal life he plays the part of the young, socially naïve genius only interested in books, computers and science. But in his life as Raiju he kills, maims, destroys



RAIJU

PL 15

| | | | | | |
|-----|-----|----|-----|-----|----|
| STR | +10 | 30 | INT | +10 | 30 |
| DEX | +1 | 12 | WIS | +1 | 12 |
| CON | +0 | 10 | CHA | +2 | 14 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +13 | +5 | +3 | +7 |

SKILLS

Bluff 13 (+15), Computers 9 (+19), Craft (chemical) 8 (+18), Craft (electronic) 9 (+19), Craft (mechanical) 9 (+19), Craft (structural) 4 (+14), Diplomacy 8 (+10), Disable Device 9 (+19), Knowledge (life sciences) 9 (+19), Knowledge (physical sciences) 8 (+18), Knowledge (technology) 10 (+20), Knowledge (behavioral sciences) 4 (+14), Knowledge (popular culture) 8 (+18), Language (Japanese, Korean) 2, Medicine 18 (+19)

FEATS

Eidetic Memory, Equipment 5, Improvised Tools, Inventor, Jack-of-All-Trades, Minions 10, Taunt

POWERS

Device 31 (Raiju powered armor, hard to lose; **Communication 8** [Power Feats: Alternate Power – **Datalink 8**, Subtle, Selective; Extras: Area], **Electrical Control 16** (blast; Power Feats: Alternate Power – **Strike 16** (electrical; Extras: Aura), **Enhanced Feats 2** [Diehard, Improved Defense], **Enhanced Strength 21**, **Flight 6**, **Immunity 9** [life support], **Obscure 2** [Flaws: Only Against Electronic Detection], **Protection 13** [Extras: Impervious], **Strike 5** [Power Feats: Mighty; Extras: Penetrating], **Super Senses 17** [Blindsight (Accurate, Radius), Direction Sense, Distance Sense, Extended Vision 2, Infravision, Microscopic Vision 2, Radio, Time Sense, Ultra Hearing], **Super-Strength 6**)

COMBAT

Attack +8, Grapple +24, Damage +16 (blast), +15 (strike), Defense +7, Knockback –13, Initiative +1

TOTALS

Abilities 27 + Skills 29 (116 ranks) + Feats 8 + Powers 124 + Combat 30 + Saves 13 = 230 PP

and steals as much as he wants and gloats over the fear and suffering he inspires.

It seems that the more Raymond lives this divided life, the more the two personas seem to diverge from one another. The more violent and terrible Raiju gets, the milder mannered and better-adjusted Raymond Juniper becomes. But Raymond is not psychotic, he is well aware of reality, nor is he developing a split personality disorder, he has just found a way to act out his evil impulses so that he can maintain his “normal” life. Dozens of lives lost or destroyed in a weekend in exchange for better focus during an exam on monday, a personal science project in the terror and pain and despair of others, or just for the sheer entertainment of destruction, seem a reasonable trade to Raymond, after all, he is the only one on Earth who matters.

APPEARANCE

Raymond Juniper is a skinny, pimply, profusely freckled oddball of a white kid with close-cropped red hair and green eyes. He has little sense of style but is charming in a quirky way. He looks like your run-of-the-mill geek, but, when angered, his gaze can make anyone's blood run cold.

Raiju, on the other hand is a hulking mass of inter-metallic tungsten alloys that seems to be constantly smoldering with power. The armor itself stands seven feet tall, weighs 500 pounds and is yellow, with claw-like hands and angled surfaces. The faceplate is modeled after an angry, bestial, Japanese demon mask with deep, burning, red eyes and a mane of wild red “hair” (which is actually a array of flexible, sensory antennae and energy field generators).

POWERS AND TACTICS

Raymond Juniper is a psychopathic genius with the ability to understand nearly anything (accept feelings of remorse, guilt and the like). He is capable of creating technology well beyond what is considered “state-of-the-art” and can decipher, use and replicate technology alien to him (or Earth, for that matter). With this intelligence he created the *Raiju* powered armor suit that grants flight, great strength, protection against damage and hostile environment and has the ability to fire bolts of electricity that deal massive amounts of destruction.

IN GAME

Raymond Juniper goes to Prometheus University, a distinguished private college in Hyperion City, and lives at his parent's house (which is also the site of his secret base) in the suburbs. During weekdays,

Raymond Juniper goes to college and works on various school projects. He actually enjoys school, it is a bit boring for him as he is at least three times more intelligent than any of his professors, but he gets attention and recognition through school, plus access to various pieces of scientific equipment. Because of his school schedule, most of Raiju's crimes are committed after 2 PM on weekdays (after his last class) and on weekends and holidays (though no one has yet to make the connection). Utilizing the great speed and flight capabilities of the Raiju suit he commits various crimes throughout the state and thereby avoids being linked to his immediate area of residence. He has no large-scale plans for world domination or any such thing (yet); he just revels in destruction, killing and mayhem for its own sake. Below are more ideas for using Raiju in your campaign:

Raiju is a wacky sort of villain, on one hand he is a supremely intelligent, psychopathic mad scientist who is capable of anything, and on the other hand he is a spoiled-rotten teenager who tries to impress girls and act cool but is a complete nerd. As Raymond, he is devious and intelligent but not overtly dangerous, but as Raiju he is a terror who can lay waste to dozens of city blocks, take on multiple squads of National Guard, SWAT teams and police (and win), and do battle with powerful heroes and hold his own.

He commits a wide array of crimes from the mundane (robbing banks, stealing technology) to the bizarre (reanimating dead animals with robotics, forcibly grafting cybernetic parts on to unwilling human subjects for research and fun). The only thing that ties these crimes together is that Raymond "felt like it" at the time.

If he takes captives he will torture these individuals because its fun for him, even if he has to go out of his way to find the time and place to do so, he will. Revenge is another driving force in his life; if he feels wronged by anyone he will make it his life's work to exact vengeance, which ultimately means the torture and death of the individual or individuals he feels have wronged him.

Below are more ideas for using Raiju in your campaign:

Ape-Men With Metal Parts: The heroes hear about a rash of animal thefts from zoos and research laboratories and at first it seems that it is the work of animal-rights extremists. Later, the heroes learn of a series of homeless individuals mysteriously disappearing. At first there should seem to be no connection between the two but through detective work or chance clues the heroes should be able

ORIGIN-IN-A-BOX



You were once one of Raymond's experiments but somehow you managed to escape with your mind intact (for the most part). Your ordeal, though horrific, has granted you great power and you've dedicated your transformed life to sparing anyone else a similar experience.

This origin will create a hero who has been forcibly removed from his normal everyday life and inexorably altered. The hero will not be able to return to his previous existence perhaps due to loss of memory or an extreme physical change. If the hero was rescued from further experimentation and eventual death by the heroes, she now feels she owes the heroes a great debt and throws in with them. Or the hero may simply be motivated by revenge. Whatever the case, the hero's life as a superhero has just begun.

This origin can be an easy way to introduce a new player or new character in an existing campaign.

Raiju's Experiment, Template

Feats: Built-In Tools 2, Diehard, Improved Aim, Improved Defense, Improved Initiative

Powers: **Additional Limbs** (extra arms) **2**, **Enhanced Dexterity 10**, **Enhanced Strength 10**, **Leaping 4**, **Protection 8**, **Speed 3**, **Strike 5** (Power Feats: Mighty), **Super Senses 5** (Darkvision, Direction Sense, Distance Sense, Time Sense, Ultra-Hearing), **Super-Strength 3**

Cost: 55 PP

link the animal thefts and the human abductions. Secretly, Raymond is behind the thefts and kidnappings but has left some fairly convincing red herrings to throw the heroes off the scent. He is using the animals and transients to construct strange, hodge-podge cyborgs and has fitted them with a vast array of devices that increase intelligence, strength and speed as well as provide bizarre powers. During their investigation (which includes a few wild goose chases) the heroes encounter a number of cyborg monstrosities; some are animals, others are human and some are in between. These crime waves are obviously connected, but the link to Raymond Juniper making cyborgs should be much more difficult for the heroes to ascertain. The heroes should eventually follow the trail to Raymond's parent's house (where he performs his experiments). Raymond's parents will try to misdirect the heroes (as they're programmed to do), but in the end it should

Raiju has a number of cyborg drones that do various tasks in his base; these include his parents, which he had to “respec”.

Medi-Bot, PL 6

These are constructions that Raymond made from computer and robotic parts combined with the actual brains of notable surgeons and doctors.

Str 9 (0), Dex 10, (0), Con -, Int 16 (+3), Wis 16 (+3), Cha -

Skills: Computers 6 (+9), Craft (chemical) 8 (+11), Investigate 9 (+12), Knowledge (life sciences) 7 (+10), Medicine 9 (+12), Notice 6 (+9), Search 7 (+10)

Feats: Ambidexterity, Built-in Tools, Eidetic Memory

Powers: **Datalink 2, Healing 12** (*Flaws:* Limited – Not Usable Against a Target with Protection or Force Field, Only Works on Others), **Paralyze 8** (*Power Feats:* Sedation; *Extras:* Poison; *Flaws:* Limited – Not Usable Against a Target with Protection or Force Field), **Super Senses 12** (Communication Link, Infravision, Low Light Vision, Microscopic vision 4, Ultra Hearing, X-ray Vision), **Immunity 30** (fortitude saves)

Combat: Attack +3, Grapple +3, Damage +0, Defense +3, Knockback -1, Initiative +0

Saves: Toughness +2, Fortitude +0, Reflex +0, Will +3

Cost: 89 PP

The Parents, PL 6

These were Raymond’s parents. They were growing difficult to control so Raymond did some work on them, now they are very helpful. They are programmed to intercede with investigators, police and so forth to convince them that nothing is amiss. They also serve as domestics for Raymond and will also defend Raymond if needed. They don’t tell him to clean his room anymore.

Str 24 (+7), Dex 10 (0), Con -, Int 9 (0), Wis 10 (0), Cha 14 (+2)

Skills: Bluff 11 (+13), Computers 3 (+3), Diplomacy 6 (+8), Knowledge (current events) 8 (+8)

Feats: All-out Attack, Attractive, Chokehold, Elusive Target, Fascinate (diplomacy), Improved Initiative 2

Powers: **Immunity 30** (fortitude saves), **Protection 6, Strike 6** (*Power Feats:* Mighty), **Super-Strength 3**

Combat: Attack +5, Grapple +15, Damage +12 (strike), Defense +5, Knockback -3, Initiative +8

Saves: Toughness +6, Fortitude +0, Reflex +0, Will +0

Cost: 90 PP

Maintenance Drone, PL 6

These are bizarre cybernetic creatures that Raymond pieced together from various parts, both organic and mechanical. Many of the parts came from other experiments, animals and hobos. They have a variety of tools and are programmed to make all sorts of repairs.

Str 14 (+2), Dex 16 (+3), Con -, Int 12 (+1), Wis 10 (0), Cha -

Skills: Computers 9 (+10), Craft (electronic) 9 (+10), Craft (mechanical) 9 (+10), Disable Device 9 (+10), Knowledge (technology) 8 (+9)

Feats: Ambidexterity, Built-in Tools, Eidetic Memory

Powers: **Additional Limbs 2, Blast 6** (*Power Feats:* Accurate, Precise), **Datalink 2, Elongation 2, Immunity 30** (fortitude saves), **Super Movement 2** (Wall Crawling), **Super Strength 4, Super Senses 5** (Darkvision, Microscopic Vision 2, Time Sense)

Combat: Attack +2, Grapple +8, Damage +6 (blast), Defense +2, Knockback -3, Initiative +3

Saves: Toughness +6, Fortitude +0, Reflex +3, Will +0

Cost: 90 PP

come to a showdown between the heroes and Raiju with his host of his cybernetic beasts (the more grotesque the better). Whether captured, defeated or driven to flight, Raiju will explain his motive for all of this: He thinks cyborgs are cool.

Now You Have to Be My Friend: In an effort to make a name for himself in the criminal underworld,

Raiju decides to plan a prison break and release as many criminals as he can, especially supervillains. The heroes will hear of this then have to run all over the city fighting and capturing crooks. This should provide solo time for each hero as they split up to apprehend various lower level crooks and, when fighting more powerful villains, they can team up. Raiju will fly all over the area destroying things, killing

people at random and causing as much chaos as possible. He will avoid a knockdown, drag out fight with any heroes until the end when he will try to impress certain powerful supervillains by assisting them in a big final battle with the heroes.

Vanished Without A Trace: A friend of one or more of the heroes has disappeared, taken captive by Raiju. The heroes will have to use all their detective skills and sensory abilities to track Raiju down, which will lead them to Juniper's suburban home. When they get there the heroes will find Raymond and his parents living a seemingly normal suburban life. This should lead them to believe they've made some mistake along the line, though particularly insightful, perceptive, or psionic heroes may realize Raymond's parents are little more than automatons. Further investigation may lead the heroes to discover that Raymond has a questionable past, one with behavior that parallels the development of many sociopaths and serial killers, and that the quiet suburban home has strange conduits and vents in the walls and floors, all leading underground.

As soon as Raymond believes the heroes are on to him he will excuse himself and go through one of the secret passages into his base, don the Raiju armor and prepare for battle. Can the heroes locate the base and overcome its defenses (including Raiju) before their missing friend falls victim to one of Raymond's "experiments"?

ENDGAME

His superhuman intellect and total lack of remorse will serve him well in business and Raymond will eventually become a huge success in the technology industry. Then, with the billions of dollars he will accumulate, the Raiju suit will only become more powerful with the constant flow of upgrades. Eventually, Raymond will grow tired of having to rely on a Battlesuit for his abilities and will attempt experiments and upgrades on his own body, but not before testing these procedures on others. Raymond will keep his double life secret for as long as possible and his patience, cunning and ruthlessness give him the potential to become one of the most dangerous individuals on the planet.

HEADQUARTERS

Raymond started his life of Mad Science as a child, working in his parents' garage performing all sorts of bizarre and evil experiments on animals, and later, people. But he did not stop there. He converted the basement into his private lab and built various robots

that dug out a system of tunnels and passageways underneath his house, turning a once normal suburban home into a façade for a complex beneath the ground. The entire neighborhood is riddled with secret entrances and exits to the base which only Raymond knows the locations of.

Now the garage and basement appear normal, but beneath it all Raymond has an entire base of operations with a laboratory, sensor systems, defenses and a plethora of other features making it his secret, underground base that he refers to (melodramatically) as the Inner Sanctum. Raymond still sleeps in his childhood bedroom.

Raiju's Base has the following features:

Size: Large

Toughness: 15

Communications: Raymond has constructed a complex communications system of various parts from radios, CD players, old cell phones, computers and the like. He is tapped into all sorts of media, including: the internet, police and military channels, SETI, all radio and cell phone frequencies and can send/receive encoded or un-coded messages to and from almost anywhere. He also has all the cable and satellite TV channels (which he likes a lot).

Computer: Raymond has created a supercomputer from bits and pieces he has made and from other computers that he has found, scrounged or stolen. It is every bit as advanced as any military or scientific computer and he uses it to perform experiments, control the drones, reprogram animal brains, surf the web for hot babes and so forth.

Concealed: Raymond's base is located in a suburban neighborhood outside of the city. It is beneath his parents' house and so, from above ground, looks like every other house in the area. Raymond has also taken great care in shielding his base of operations to avoid detection by other means such as thermographic scans, energy detection devices, sonar, radar and the like.

Defense Systems: Raymond has constructed numerous robots and cyborgs that defend the base (interior and exterior) in case of attack. They are generally mindless and are powered and controlled by the base's main computer so they cannot leave the immediate vicinity and are therefore counted as part of the headquarters. They are fitted with various ranged and melee weapons of Raymond's own devising. The cyborgs are constructed from spare robot parts and parts of animals and/or transients that Raymond has captured and enslaved with technology throughout the years. The robots are constructed from various bits of technology Raymond has stolen or invented. Both are mindless and cannot take cover, use skills

or devices. They are effectively mobile gun turrets fitted with various weapons and they patrol specific rooms or areas, which makes them the equivalent of gun emplacements. Some of the robots and cyborgs have some intelligence and are treated as construct minions.

Fire Prevention System: Remembering his Cub Scout motto to “always be prepared” Raymond has created a Fire Prevention System, which is wise when you graft flamethrowers onto monkeys.

Holding Cells: To facilitate his strange pastimes Raymond has constructed an underground jail in which he keeps his captives. The cells are constructed from the same materials as the Raiju suit and so have Toughness greater than steel. At any given point Raymond will have a few prisoners here (for God knows what evil purposes).

Infirmery: Raiju robbed several hospitals and clinics in the area so that he could set up minor hospital facilities (which he calls “Sick Bay”). Here he has numerous diagnostic machines, and medical supplies, all wired to an invention of his, which he calls the “Medi-Bot”. There are five of these Medi-Bots, though they are technically cyborgs as they use (at least parts of) human brains. Years ago Raiju captured several noted surgeons and used parts of their brains in concert with advanced computer systems to create a “Super-Surgeon” that could heal him if he were to get sick or injured. After their brains were removed, the remains of the surgeons’ bodies became part of the base’s Security-Drones and Repair-Drones.

Laboratory: Raymond put together a lab that rivals any university, corporate or government lab in the world. He did so by inventing his own scientific equipment and by burglarizing labs throughout the country. It is here that Raymond does his bizarre research and experiments and where he designs new technologies.

Library: Raymond has quite an extensive library of books, blueprints and computer files stolen from the best sources around the world. This is also where he keeps his vast collection of comic books, video games and movies as well as his disturbing collection of pornography, snuff films and hentai.

Living Space: Above ground is Raymond’s house, which is a nicely furnished two-story home in a pleasant neighborhood. It is well stocked with food and maintained by the automatons he made out of his mother and father. He also has living quarters in the base proper, but prefers his own room.

Power Systems: When Raymond was twelve he made a nuclear reactor. It is heavily shielded and buried deep beneath the ground to avoid detection. It supplies the base with inexhaustible power.

Security Systems: The “Inner Sanctum” (as Raymond likes to call it) is equipped with a complex network of sensors, cameras and alarms all connected to a main computer to guard against intruders. Through this Raymond can observe the entire base and activate the defense systems. Raymond can also program the computer to automatically activate the defense systems if anyone infiltrates the base while he is gone. If his base is compromised every door to every chamber is locked down and the tunnels are flooded with defense drones. The computer automatically recognizes Raymond and he can give it coded verbal commands.

Workshop: Raiju’s base is equipped with full fabrication facilities where Raymond keeps an impressive array tools and machines that allow him to do anything from smelting ore to making microprocessors. It is here that Raymond makes new devices and repairs existing ones.

SHOCK-TROOPER

Gerald Watts was a young, up-and-coming star in the world of science. His work in biochemistry and electricity was ground breaking and caught the eye of many influential individuals in the scientific community. After earning his doctorate with a study of the biochemical generation, storage and discharge of electricity he received many offers from various corporations, government agencies and private firms. Gerald chose to serve his country and took a position with the U.S. Army and was soon recruited by the CIA. After passing the required background checks and obtaining the proper security clearance he joined a secretive government organization known as The Department. Among their many projects were studies of superhuman abilities ranging from robotics and artificial intelligence to psychic abilities, but Gerald was brought in to study a strange relic of World War II, a hand to be exact. The hand of the infamous Nazi, Dr. Jules Blitzer: Lord of Lightning, who was killed during the Battle of Britain and whose hand was found and preserved in 1940. The British studied the hand until 1980 when, according to treaty, the Americans got a crack at it. Gerald was to study the hand and determine the source of the late Dr. Blitzer’s powers.

For months various scientific tests were performed on the cells and DNA extracted from the severed hand. It was found that Dr. Blitzer was a mutant, whether he was a mutant at birth or by some bizarre Nazi experiment (or perhaps both) was unknown. It was also determined that certain combinations of biochemical treatments and high levels of electricity produced stunning results. Dr. Watts felt like a mad

scientist when he saw evidence of cell growth in the long dead tissue. He surmised that such findings could potentially be used to clone DNA from the hand or even to create gene-therapy treatments that could regenerate damaged tissue or even give individuals abilities similar to those of the late Dr. Blitzer. Thoughts of individuals, (soldiers or special agents, he assumed) with such powers gave him pause, it made him wonder if his nation could control such an army but decisions like that were not his to make, he was loyal to his country and reported his findings to his superiors. One in particular took special notice and relayed the information to his superior: that night. A coded message was sent to a remote part of South America.

Deep in the rainforest, far away from any cities, the now ancient Dr. Jules Blitzer languished in exile, forever forced to remain hidden due to his Nazi past. Though his physical state was deteriorating with age, mentally Blitzer was as sharp as ever and he still kept up with the latest scientific discoveries and theories through his many spies and informants that occupied various stations in organizations throughout the world. One of these agents was an advisor to the program to which the young star Dr. Gerald Watts was assigned. Usually the information he received was nothing the brilliant Lord of Lightning hadn't already thought of, but this message was of particular interest to Dr. Blitzer, as it involved a hand found after the battle of Britain – *his* hand. His mind flooded with memories. He could almost hear the air-raid sirens, the relentless pounding of the anti-aircraft guns and the scream of the fighter's engines as they swirled over London.

Above the frenzied dogfight another battle raged. A battle between the superhuman agents of the Axis called "*Der Uberranner*" and their opponents known as "*The Amazing Allies*". Just as he, *Dr. Jules Blitzer: Lord of Lightning*, was about the deal the coup de grace to that foolish, pole-axe-wielding *Affe* the "*Billman of Mercia*" his hand was blasted off by that cursed enigma, the *Blue Phantom*; one salvo from the cannons on the Phantom's damned *Phantom Fighter* had maimed him forever.

How he longed for the strength and power he had in those days. Something caught his eye in the report, cell growth? Could this be? Could this young Dr. Watts have really caused his hand to *re-grow* tissue? If he could do that for long dead cells, what could he do for living tissue? His own work on immortality and regeneration had been unsuccessful. He had prolonged his life, yes, but with the knowledge possessed by this young American, his dream of regaining his youth and power – and his lost arm – might still be realized! There was no time to waste, Dr. Jules Blitzer replied to the secret message with special instructions: abduct Dr. Watts and bring him to South America.

That evening, at the home of Dr. Gerald Watts, someone rang the doorbell. It was Hans Schlechter, a German scientist who was an advisor to the Blitzer program and a friend to Gerald (or so he thought). Dr. Watts opened the door and greeted Hans. And as he did, two large men, both blonde – both identical, in fact – rushed out of the darkness, seized Dr. Watts, injected him with something, dragged him to a car and threw him in the trunk. The next thing Gerald Watts remembered was waking up in darkness, blindfolded, the hum of jet engines and the sensation of being on an airplane and he could hear voices speaking in German. Gerald's arms and legs were restrained somehow. He was terrified and had no idea what was going on. When his struggling made it obvious that he was awake, one of the voices switched to English, "Sorry about all of this Dr. Watts, but *Dr. Jules Blitzer: Lord of Lightning* has need of you." Gerald felt another stab in his arm and he lost consciousness.

Sometime later Gerald awoke in a bed, his head clouded by a drug hangover. The room was dark, illuminated only by the moonlight that shown through a barred window. He peered outside and glimpsed the full moon showing through a thick canopy of jungle. He had no clue where he was, but he knew who wanted him here, wherever "here" was. A creaking, thickly accented voice came from the ceiling.

"Guten Abend, Herr Watts. It is good to see that you have awakened, I am Dr. Jules Blitzer: Lord of Lightning. I am quite the follower of your work. Indeed your latest project

VITAL STATS: SHOCK-TROOPER

Quote: "I DON'T HAVE POWER, I AM POWER!!!"

Real Name: Dr. Gerald Watts

Aliases: None

Occupation: Scientist

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Marital Status: Single

Known Relatives: Harold Watts (father, deceased), Shandra Watts (mother), Laetisha Jenkins (sister), Simon Jenkins (brother-in-law)

Affiliation: The Department

Base of Operations: Washington DC

Height: 6'

Weight: 175 lb.s

Hair: Black

Eyes: Brown

Distinguishing Marks: None

has aroused my interest. You have caused cell growth in my severed hand, impressive work for a Negro. You see I want my youth back, und my hand. You will give these things to me Dr. Watts."

Gerald responded, "They'll know I was kidnapped, you know, I am an important scientist! The U.S. government will be looking for me!"

"Ja, this is true, however, your friend, Hans Schlechter, has reported you missing. It seems he saw two Arab gentlemen dragging you from your home the night he came to see you. Your overzealous FBI and CIA are currently investigating Mohammedan extremists. In any case they will undoubtedly restrict their investigations to the living. You see, Dr. Watts, I have been dead for decades. We are quite safe. You will begin work tomorrow. For now you will sleep. Guten Nacht, Herr Watts."

"And if I refuse?"

"Oh...you will not refuse, Herr Watts."

"But if I give you what you want I'll die anyway!"

Blitzer spoke, "Nonsense, Dr. Watts. If you work diligently, and I am pleased with the results, you will be set free."

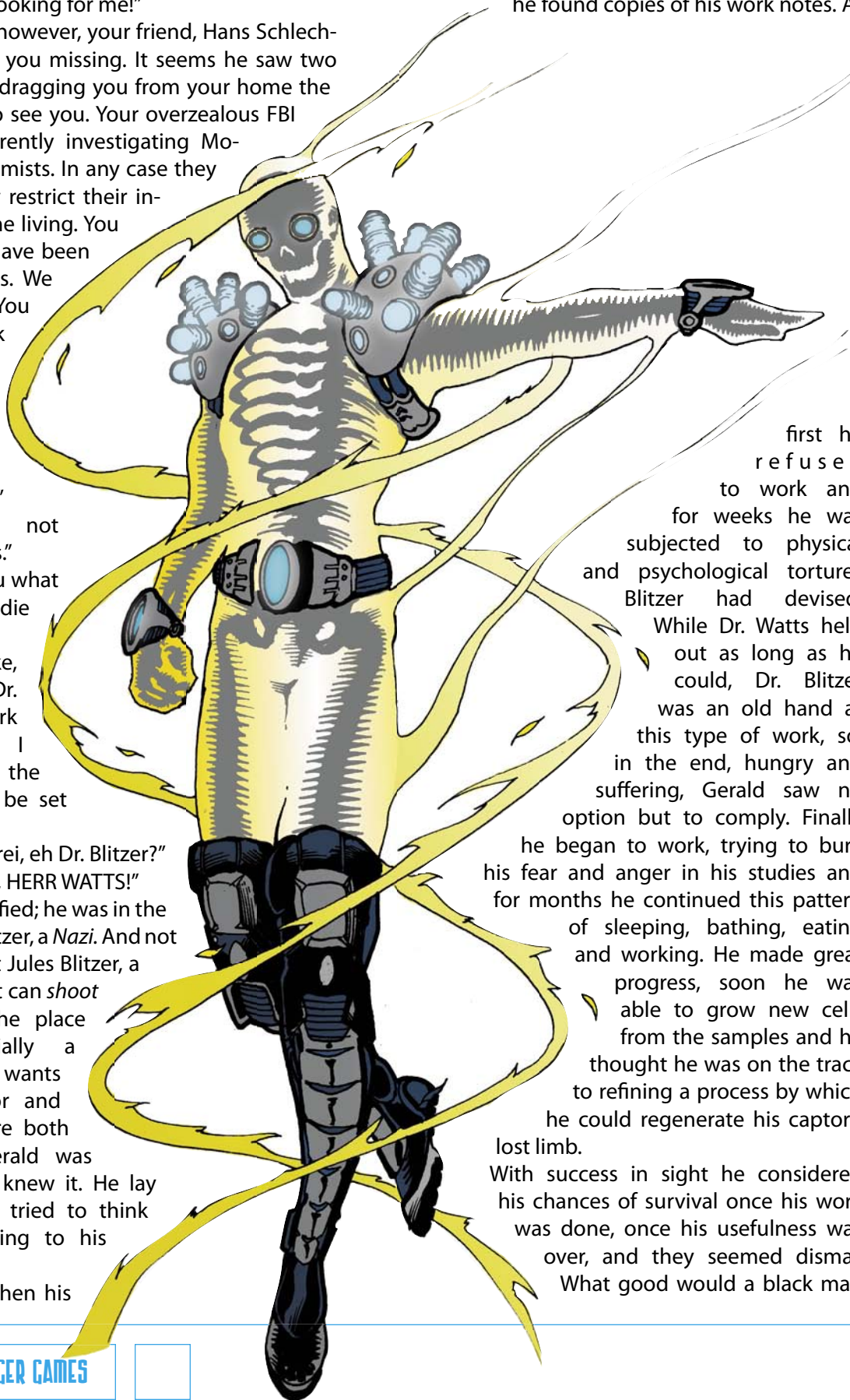
"Arbeit Macht Frei, eh Dr. Blitzer?"

"GUTEN NACHT, HERR WATTS!"

Gerald was terrified; he was in the clutches of Dr. Blitzer, a Nazi. And not just any Nazi, but Jules Blitzer, a super soldier that can shoot lightning! Not the place anyone, especially a black American, wants to be. The door and the window were both unbreakable, Gerald was trapped and he knew it. He lay on his bed and tried to think before succumbing to his exhaustion.

Watts awoke when his

door burst open and two armed men came through. Both were identical, the same men who abducted him from his house, it seemed. They grabbed him and took him to a shower where he bathed and then dressed. He was then escorted to a table, where he ate. Afterwards he was taken to a well-furnished lab and he found copies of his work notes. At



first he refused to work and for weeks he was subjected to physical and psychological tortures Blitzer had devised. While Dr. Watts held out as long as he could, Dr. Blitzer was an old hand at this type of work, so, in the end, hungry and suffering, Gerald saw no option but to comply. Finally he began to work, trying to bury his fear and anger in his studies and for months he continued this pattern of sleeping, bathing, eating and working. He made great progress, soon he was able to grow new cells from the samples and he thought he was on the track to refining a process by which he could regenerate his captor's lost limb.

With success in sight he considered his chances of survival once his work was done, once his usefulness was over, and they seemed dismal. What good would a black man

be to a Nazi once their use for him had ended? The phrase, "Arbeit macht Frei" kept playing itself over and over in his mind. He realized that he could not complete his work, he must find a way to escape or he would certainly die. He knew that Dr. Blitzer had a small army at his disposal, clones it seemed, identical to the one's who abducted him from his home. He also knew that although aged, Blitzer was a powerful lightning projector and was a genius in his own right. Gerald thought, even if he did escape, his chances of surviving in the jungle were nil; he didn't even know where he was. Then it dawned on him. Before he was abducted he had theorized that he could develop a serum based on Dr. Blitzer's DNA which could potentially give electrical manipulation powers to almost anyone. That was it! It was still untested, and only a miracle could make it work, but he was desperate and it was the only chance he had. After this revelation he worked obsessively.

Blitzer was pleased to see how hard Watts was working. He allowed him extra food and even started letting him listen to music (only Wagner, of course). And, after months of dedicated research, Gerald thought he had it; a serum that would give him the powers he needed to escape. He decided to administer the serum to himself that night. He never knew when he was being observed so he would need to be clever. He loaded a syringe and set it with the other scientific equipment at his workstation. There were plenty of rats and Guinea pigs to test on, so a loaded syringe was nothing out of the ordinary. After dinner, but before the guards took him to bed, Gerald took his syringe and approached the rodent cages. He opened one, reached in, grabbed the Guinea pig and administered the serum; only instead of injecting it into the rodent he injected the serum into his own wrist. It burned like fire in his veins, but Gerald maintained his composure. He disposed of the needle and returned to his desk. His head was spinning and his blood felt hot. His body was tingling all over. He hid his condition as best he could as he was escorted back to his room. Gerald collapsed on his bed wondering if he had just killed himself, and then fell into strange, feverish dreams.

Gerald was awakened by the smell of smoke. When he opened his eyes he saw the room illuminated with a strange glow and before he could understand what was happening, his door burst open and clone soldiers poured in. As he sat up one tried to grab him and was thrown back against the wall. Gerald was stunned, he had absolutely no idea what was happening. The other clones leveled their weapons at him and shouted in frantic German. Gerald's pulse raced as his adrenaline flowed and the clones

SHOCK-TROOPER

PL 11

| | | | | | |
|-----|----|----|-----|----|----|
| STR | +0 | 10 | INT | +4 | 18 |
| DEX | +1 | 12 | WIS | +2 | 14 |
| CON | +0 | 10 | CHA | +1 | 12 |

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +10 | +7 | +7 | +10 |

SKILLS

Bluff 4 (+5), Computers 5 (+9), Concentration 4 (+6), Craft (chemical) 11 (+15), Craft (electronic) 11 (+15), Disable Device 8 (+12), Knowledge (life sciences) 9 (+13), Knowledge (physical sciences) 11 (+15), Knowledge (technology) 9 (+13)

FEATS

All-out Attack, Benefit (security clearance), Contacts, Evasion, Fast Overrun, Improved Initiative, Inventor

POWERS

Energy Form 15 (electricity; **Blast 13**, **Flight 6**, **Immunity 2** [suffocation], **Insubstantial 3**, **Strike 12** [Extras: Aura], **Teleport 8** [Flaws: Medium – Conductors]), **Immunity 5** (electricity), **Protection 10**, **Regeneration 20** (Recovery Bonus +6, Bruised 3, Injured 6, Disabled 5; Flaws: Source – electricity)

COMBAT

Attack +10, Grapple +7, Damage +13 (blast), Defense +10, Knockback –5, Initiative +5

TOTALS

Abilities 16 + Skills 18 (72 ranks) + Feats 7 + Powers 100 + Combat 40 + Saves 21 = 202 PP

where enveloped in electricity. They spasmed and convulsed in peculiar silence, it was then that Gerald realized that the glow was emanating from himself! He looked down at his body and saw that he was encased in electricity, no, he *was* electricity! His body had become living energy. It worked! He hadn't foreseen the extent of the reaction with his own body chemistry but now was not the time to speculate, it was time to escape!

He moved through the doorway, down the hall and into the lab seeking an exit, as he did he realized that

You were born from the regeneration serum created during Dr. Gerald Watts' imprisonment by the aged Nazi Jules Blitzer, the self-styled Lord of Lightning. A small sample of the serum remained in Blitzer's lab long after Watts' escape. A commingling of Watts' and Blitzer's DNA inside the serum gave rise to a bioelectric clone. Blitzer was horrified at the thought of life being born from his cells and Watts' DNA, but being a man of science he was more interested in observing this nascent lifeform. You were born a creature of pure electricity and your "father" tracked your growth intently, claiming you might be of some use to him, until you disappeared from the lab during a particularly intense thunderstorm.

You roamed free and unfettered in the clouds from some time, before being drawn to humming, twinkling power grids of Rio de Janeiro. You explored the electronic infrastructure of the city and eventually entered the communication and computer networks, and from there, the internet. You learned the code that all these interlinked electric minds comprehended, where you gained the designation "01110101 01101110 01101011 01101110 01101111 01110111 01101110 00100000 01110101 01110011 01100101 01110010". You found you could travel anywhere in the world, and from there you ventured into the greater physical world outside the electronic networks. You hope to make contact with the mysterious beings that live outside the grids that so much resemble your long lost "father".

This origin gives you a "fish out of water" character who, while possessing human-like thought patterns and emotions, has completely different instrumentality and spent her formative years living inside the conductive materials of electronics and machines. The hero will be very young, perhaps only a few years old, and thus very naïve. The hero may initially only be able to communicate in binary, but a hero with enough skill with computers, or a gadgeteer, could build a simple device to convert this binary speech to text or perform the translations off the top of their head. Due to the hero's unique nature and need for electrical sustenance, she will be drawn to large cities and perhaps to the power source of a superteam's headquarters.

01110101 01101110 01101011 01101110 01101111 01110111 01101110 00100000 01110101 01110011 01100101 01110010, Template

Abilities: Str N/A

Skills: Computers +12

Powers: **Energy Form 16** (electricity; *Power Feats:* Innate; *Flaws:* Permanent), **Blast 10** [*Power Feats:* Precise], **Flight 5**, **Immunity 4** [age, cold, heat, starvation and thirst], **Insubstantial 3** [*Flaws:* Permanent], **Strike 10** (*Extras:* Aura), **Teleport 9** [*Flaws:* Medium – conductors, electrical storms]), **Comprehend 2** (machines; *Power Feats:* Innate; *Flaws:* Broad Type [computers, electronics]), **Datalink 3** (electrical; *Power Feats:* Machine Control), **Dazzle 6** (auditory, visual; *Power Feats:* Innate; *Extras:* Linked to Blast, Area – Burst), **Super-Senses 3** (Accurate Electrical Awareness)

Drawbacks: Noticeable Energy Form, Vulnerable (water; Common, Moderate)

Cost: 85 PP

he was hovering above the ground. While Gerald marveled at his newfound ability of flight more clone-guards rushed into the lab and fired their guns. Gerald screamed as he felt the bullets pass through him like he was a ghost. He realized he was unhurt and decided to give a little back to the "master race". Electricity fanned out from his hands and shocked the clones, who dropped to the ground shaking and smoldering. The room was sealed, steel doors stood between him and his chance for freedom. Gerald considered the bullets passing through him; he wasn't solid, he was made of electricity. He speculated that if he *was* electricity then perhaps he could conduct himself through the door. It was worth a shot. He flew right into the door and found himself in some kind

of lounge area for the guards; he noticed a window without bars. He concentrated for a moment and blasted it with all his strength. It burst outward and Gerald Watts flew out, to freedom.

As he exited the window Gerald was deafened by a thunderclap as a bolt of lightning crashed into the wall beside him leaving a gaping, smoldering hole. Gerald heard a shrieking whine, like turbine engines and there, before Gerald's ionized orbs, rose a figure crackling with energy, an ascending silhouette from Europe's collective nightmares. It was Blitzer. It had to be. His lower arm had been replaced by a mad version of a Tesla coil. He directed the device menacingly and shouted at Gerald.

"You will not escape me Dr. Watts! No one can defeat

Dr. Jules Blitzer: Lord of Lightning!!!

"No one except England!"

Blitzer's face twisted with rage and he roared, "DAMN YOU!!!" The Tesla Coil began to glow and crackle.

Gerald fired a shimmering stream of electricity that struck Dr. Blitzer square in the chest. Blitzer began to glow and laugh, "Thank you Dr. Watts, that was most refreshing. Tell me, did you actually think you could defeat the Lord of Lightning...with *lightning*? FOOL!!!"

Blitzer loosed a bolt of energy from the Tesla Coil that dwarfed the first. The lighting bolt was massive and the thunder that came with it shook the ground. Dr. Watts swerved out of the way of the blast. He wasn't sure if it would kill him or not, but with that much power he didn't want to test it. This was an ancient man, probably around 100 years old; Gerald shuddered at the thought of Dr. Blitzer in his prime. He shot towards Blitzer, surprising him, and let off a burst of electricity, targeting the jetpack. Sparks flew from Blitzer's jetpack as the shot hit and Blitzer spun out of control, spiraling down towards his compound roaring his rancor. Gerald flew away over the jungle as fast as he could as a barrage of energy blasts burned holes through the forest canopy all around him. Even as the base's cannons roared to life, Gerald never once looked back.

Gerald flew east for hours until he saw a river, then he followed the river south thinking that, at some point, a town would be located on its banks. After days of wandering, he finally saw a small village in the distance and landed a good distance from it. He discovered that he could control his transformation and returned to his human form. He then went to the village on foot, and there Gerald found passage to civilization. When he arrived in Buenos Aires, Argentina, he headed straight for the American Consulate where he regained contact with the U.S. Government. Soon thereafter he was flown back to the United States.

During his debriefing Gerald told of his abduction, his imprisonment and subsequent escape. It was during this debriefing that he learned that Hans Schlechter had disappeared some time ago. He went back to his office at Department headquarters and while they were happy to see him alive and well and greatly interested in the information he could give them about Dr. Jules Blitzer (though he could not locate the base), he was not offered his old position back. Because of his experiences and new abilities he was offered a field agent position, which, he thought, was probably good in the long run. His life had changed forever. He couldn't return to his normal

STORY POINT



You can tie Gerald Watts origins as Shock-Trooper directly into your campaign quite easily. After Dr. Watts is abducted The Department will contact the heroes for assistance in insuring his safe return. While The Department will provide support, it will be up to the heroes to track Blitzer's clone commandoes back to his South American base. Once there, the heroes will be embroiled in a battle with clone soldiers and the base's defenses. Once Blitzer himself arrives on the scene the battle should be going poorly for the heroes. Shortly thereafter the newly empowered Dr. Watts can explode onto the scene to tip the scale in the heroes' favor. Blitzer will make good his escape, sacrificing his minions to cover his retreat, and flee to another hidden base in a bordering country.

existence, not after his harrowing experience with Dr. Jules Blitzer and his strange army of clones. Not after he had gained the ability to become a being of living electricity. And what if Blitzer's agents were to catch up with him again? No, he would have to create a new life for himself. His experience had taught him that he couldn't stand by while evil still flourished. He considered Blitzer; a Nazi, nearly a century old, still fighting a war from long ago. Gerald now felt as if the world was in a constant state of war, a war between good and evil and that he, Dr. Gerald Watts, was merely a soldier in this eternal battle and so long as evil men like Dr. Jules Blitzer: Lord of Lightning still walked the earth, he could never stop fighting them. *Shock-Trooper* was born!

PERSONALITY

Gerald Watts is young and a bit brash, but his intellectual side keeps him in check. He is naturally talented in the field of science and enjoys working on such things. He is funny, good-looking and charismatic but there is a hint of a darker side caused by his captivity and treatment at the hands of Dr. Blitzer. Because of this experience he hates neo-Nazis, militias and other hate groups with a passion and actively seeks them out to teach them all a lesson they won't forget. If he encounters such villains in combat he holds nothing back.

APPEARANCE

In his human form Dr. Watts is a good-looking man in his mid-thirties with short-cropped black hair and a slim build. He has an intelligent face and wears glasses

but only needs them for reading. As Shock-Trooper, he appears as a mass of crackling electricity with the silhouette of a man around the outline of a glowing skeleton visible as if illuminated from within.

POWERS AND TACTICS

Gerald is a highly intelligent scientist and inventor with the ability to transform into a being of living electricity. In this form he is immune to most physical attacks, can fly and can transport himself along conductive materials. He can also discharge bursts of amazing electrical power.

In combat Gerald tries to keep a safe distance with his ability to fly, while unleashing terrific blast of electricity at his targets. He understands the nature of electricity and conductivity very well and will use this knowledge in combat to better apply the nature of his particular powers against an opponent. Gerald is always aware of the conductive nature of his surroundings and tries not to stray too far from materials that he can conduct himself through if a hasty retreat should be in order.

IN GAME

In his role as a hero, Shock-Trooper can assist the heroes or recruit them for various missions in his capacity as an agent of The Department. When using his villain option, he is a genuinely good guy who is unfortunately going mad as a result of his untested serum – a superscience Jekyll and Hyde who has no recollection of his electro-form's actions. More ideas for using Shock-Trooper, and details of his villain option are shown below:

Villain Option: Shock-Trooper's origin is the same except the experience of torture and psychological maltreatment, combined with unforeseen psychological effects of the serum, have made his mind unstable and he now goes after anyone who he perceives as having been involved in his capture and torture (whether they were or not). He'll also attack anyone who he believes may be in league with neo-Nazis or other hate groups. Do the heroes help a deranged Shock-Trooper attack private citizens or do they defend neo-Nazis and other hate groups?

I'm Cold and tired and there are Nazis chasing me:

Dr. Blitzer, insulted by his defeat and Shock-Trooper's subsequent escape, leads a group of his clone soldiers to enact his revenge on Dr. Watts. Blitzer may still be infirm, or be at full power again, depending on the needs of the campaign. Blitzer will pursue Shock-Trooper with a vengeance, but if it becomes

apparent that Shock-Trooper is in league with other heroes, Blitzer will recruit more muscle in the form of villains-for-hire. Blitzer will launch a series of attacks against Shock-Trooper and the heroes in an attempt to test their defenses and assess their capabilities. Regardless of whether the heroes locate Blitzer's hideout or not, this will all culminate in a huge battle between the heroes alongside Shock-Trooper and the villains and clone soldiers led by Blitzer.

ENDGAME

As a hero, Shock-Trooper doesn't have much of an endgame except that he may be killed battling villains, he may retire from hero work, or his serum may be imperfect and his powers might wane over time. However, if you're using Shock-Trooper as a villain or flawed hero, the following will serve as an appropriate endgame:

During Gerald's psychological torture, Blitzer employed various Nazi brainwashing techniques and neurological science to alter Gerald into a walking time bomb. With a phone call and a few choice words, Blitzer can activate a series of hypnotically programmed instructions in Shock-Trooper's subconscious. Gerald will begin investigating a series of crimes that hit close to home, crimes that he himself committed while under the influence of Blitzer's programming. Gerald may consult with the heroes during his investigation and will be even more baffled when the evidence suggests someone wielding incredible control over electricity committed the crimes. Dr. Watts will theorize that Blitzer may be involved or may be committing the crimes himself (he's right, in a way). Should the heroes become suspicious of Shock-Trooper himself, some psionic probing or expert use of behavioral sciences will reveal Gerald's programming. If it comes to a showdown with Blitzer, he will use the keywords to activate Shock-Trooper's programming and direct him to attack the heroes. What do the heroes do against a brainwashed fellow hero?

Blitzer won't hesitate to use Shock-Trooper as a tool in the heroes' destruction, or if the battle is going poorly, will use Shock-Trooper to cover his escape. Shock-Trooper's programming will be very difficult to undo. Psionic characters or characters who excel in behavioral science stand some chance of undoing the brainwashing, but it should be very difficult and time consuming. Gerald may be beyond help or decide he's too much of a liability to his friends, family, and fellow heroes to continue to operate as Shock-Trooper.

TEMPEST

Robin Storm always wanted to be a famous. Coming from a family of wealth and privilege (the New Hampshire Storms) this seemed almost guaranteed. His movie star looks and athletic physique made him extremely popular in his private school as he led the swim team to four consecutive state championships. His family were all Dartmouth alumni, so his connections, grades and his swimming ability combined to win him a full-ride scholarship (not that he needed it).

The future looked bright for Robin until, mere weeks after graduation, he was struck by lightning while swimming in the ocean. Apparently caught by surprise by a freak nor'easter. The storm was so violent that search parties assumed he must have drowned. Efforts at locating Robin were called off due to the weather, but Robin's parents refused to give up. Robin's father and mother searched relentlessly up and down the coastline, all night, in their private yacht, hoping beyond hope that they would find they're son.

When Robin was found, after hours and hours of non-stop searching, he was unconscious yet unharmed, floating five feet *above* the waves. Somehow, the storm had granted him its power. Robin's parents kept the more unusual details of the rescue to themselves, they didn't want the strangeness of their son's survival, and the unavoidable media attention it would bring, to spoil Robin's future and tarnish the family name. But, when Robin started developing unusual weather control powers he knew that his fame would not come from the college's famous swim team, or his prestigious family name, but from the name of the great hero he was determined to become: Tempest.

Robin crafted a "Dartmouth Green" costume for himself and headed out to try his hand at crime fighting. But being a masked vigilante hunting down criminals was a dirty, dangerous business, and it lacked the instant gratification and public accolades that came from more media friendly heroics. Desiring

fame, he instead rid himself of his mask and used his abilities to help those in need, mainly in large cities with sizable media markets. Wherever Robin went he identified himself by both his real name and heroic identity to all witnesses, and soon the media came-a-calling; which was a small wonder as he would regularly give local news media anonymous tips while en route to rescues.

Robin's father had envisioned a life of power and prestige for his son – corporate CEO, ambassador, senator, or governor. Language lessons and summers abroad had readied his son for a life of sophistication and limitless potential. He was horrified when he began to see television footage of his only son chatting with reporters in a gaudy costume. The elder Storm tried to believe his son when he told him he was serving the public with his heroic actions, but in his heart he knew the truth: Robin Storm craved the spotlight, and would do anything to get it. Tempest's narcissism grew with his fame, and he was soon spending more time on talk shows and giving press conferences than in college or on the streets fighting crime. A rabid fan base had developed on the east coast, and Robin considered a run for congress after he graduated. He knew this would please his father, but more importantly it would give him national attention: "Superhero Runs for Congress". Robin Storm was sure he was on the path to greatness. That all changed after the Malum Incursion.

Malcolm de Malum, the "Mad Marquis", was a wealthy French national who held the hereditary title of Marquis and was secretly a member of F.R.A.M.E. His scientific intellect was unmatched, but over the years madness festered in his brilliant mind and he grew ever more unstable. F.R.A.M.E. leaders finally decided that his growing mental illness outweighed his usefulness and that he had become a liability. The order was issued for Malum to be expelled from their ranks and soon there after, F.R.A.M.E. assassins reported back that the Mad Marquis had been successfully "expelled". His death was an accepted fact until the assault fleet of the Insidious Marquis de Malum descended upon the U.S. Capitol.

Tempest was on the

VITAL STATS: TEMPEST

Quote: "HE THAT DIES PAYS ALL DEBTS."
Real Name: Robin Storm
Aliases: None
Occupation: Former student and former superhero
Legal Status: U.S. Citizen with a criminal record.
Identity: Public
Marital Status: Single
Known Relatives: Randolph Storm (father, deceased), Veronica Storm (mother, deceased)
Affiliation: None
Base of Operations: Washington DC, U.S.
Height: 6'1"
Weight: 185 lbs.
Hair: None
Eyes: Blue
Distinguishing Marks: Horrible scarring all over body

frontlines with the heroes of the East Coast resisting the Mad Marquis' fleet, using his powers as never before, Tempest moved entire storm fronts, creating hostile weather conditions that hindered the attack. Wind, rain, and ice made navigation nearly impossible for the attackers and huge bolts of lightning blasted them out of the sky. Tempest pushed himself beyond the limits of his power, all in front of the media on the scene. Summoning a massive electrical discharge to hurl at the lead invasion ship, Tempest knew that this was the moment for which he would be remembered. And everyone did remember that moment, when he fell before the eyes of the world.

Tempest was a victim of his own hubris; in his attempt to repel Malum's attack fleet almost single-handedly he created a situation he could no longer control. As he found the extreme limits of his powers he lost control of the electricity coursing through his body and of the terrific storm that surrounded him. Tempest was burned inside and out by the unleashed fury of the storm, and he plunged into the sea. The crew of a fishing boat caught at sea during the attack found his still smoldering body and Tempest was taken back to the mainland, barely alive.

The Mad Marquis was defeated by the combined efforts of conventional forces, C.A.S.T.L.E. fighter squadrons and the superhumans still standing, but Tempest never learned this; he lay comatose for over a year, with doctors struggling to keep him alive. Nearly a year and a half later Tempest awoke in a shattered body with a ru-

ined face. In his perception he was a failure, humiliated and conquered before the entire world. He soon learned the harsh lesson that the spotlight was fickle, his adoring fans had forgotten him and his sacrifice was old news. It was far too much for the vainglorious young man to take and his mind simply snapped.

A fantasy grew uncontrolled in Robin's mind, in which he had single-handedly defeated Malum's assault fleet and was the world's greatest and most be-

loved hero. When

others refused to accept his version of reality he lashed out at them. Doctors transferred Robin to a psychiatric facility where his madness only deepened. Tempest

grew agitated locked away from the outside world, away from the

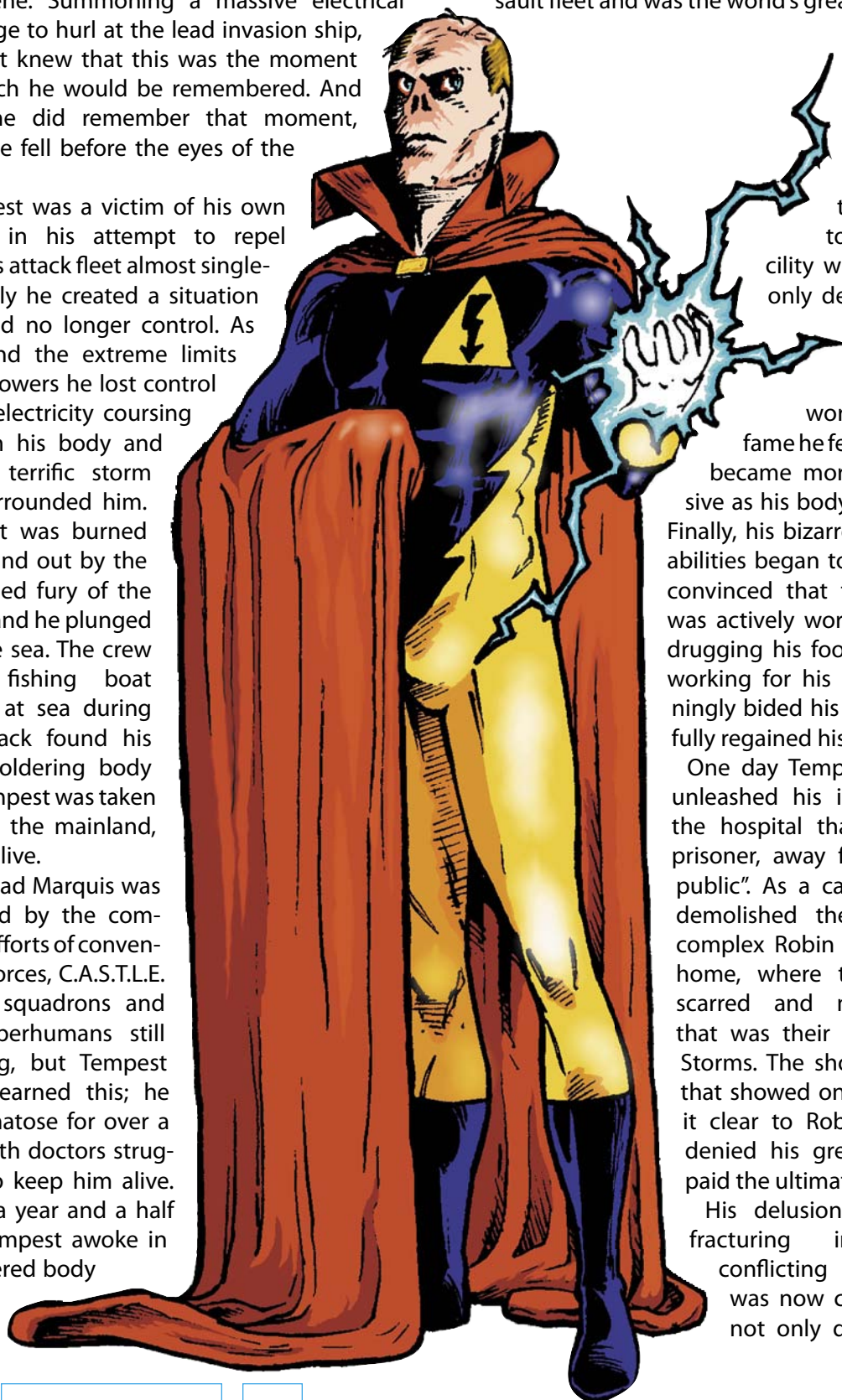
fame he felt was his due, and

became more physically abusive as his body gained strength.

Finally, his bizarre weather control abilities began to return. But, now convinced that the hospital staff was actively working against him, drugging his food and potentially working for his enemies, he cunningly bided his time until he had fully regained his power.

One day Tempest unexpectedly unleashed his insane fury upon the hospital that had kept him prisoner, away from his "adoring public". As a category 5 cyclone demolished the entire medical complex Robin fled to his family home, where the sight of the scarred and maddened thing that was their son horrified the Storms. The shock and revulsion that showed on their faces made it clear to Robin that they too denied his greatness. They too paid the ultimate price.

His delusion deepening and fracturing into numerous, conflicting illusions, Robin was now convinced that he not only defeated the Mad



Marquis, but also had died in the process and was resurrected as Tempest. But he also still believed that he had defeated Malum and survived unscathed; still America's most celebrated hero. His mind was in a state of constant dissonance. Like a shattered glass, his perceptions of reality were jumbled and senseless. He recreated his costume so his fans could recognize him and then laid waste to his family home.

Believing there was a parade being held in his honor, Tempest flew to New York to receive the honors that were his due as the savior of the world, but his appearance only caused panic and fear. His escape and murder spree had made national headlines and the heroes of New York moved in to apprehend him. None of them understood what he had suffered, what he had sacrificed for the good of the world. People that looked at his appearance with disgust could not see the nobility that refused to be masked. Those that would not acknowledge his greatness would have to learn the full extent of his power. The battle lasted for over an hour as hurricane force winds buffeted the man-made canyons of New York and lightning strikes pounded the city. Only the combined might of numerous heroes was enough to bring down Tempest. After the titanic struggle the tragic villain was incarcerated in the government's maximum-security metahuman detention facility.

Prison: the ultimate indignity. There the great Tempest was brought low, forced to wear a number and labeled with a warning badge that marked him as a powerful electrical generator. But these were mere mortal classifications, unfit for a god of nature like Tempest. His unbound arrogance gave him power far beyond any his plebian mind could have once contained. He grew ever more powerful and within a year he was able to overload the electrical dampers that lined his cell and he escaped the pathetic fetters erected to contain his power, Tempest left the ignorant shores of North America for some place where his power would be appreciated. A mad storm-god Tempest now wanders the world like a force of nature, coming and going like the weather.

PERSONALITY

Robin "Tempest" Storm is a product of an upper crust upbringing; extensive travel and the best education money can buy. So not only does he have a wide knowledge of academic matters he is unusually cordial and cultured for an insane supervillain. Tempest is, however, completely delusional and does not live in the reality generally agreed upon by the rest of the world. He still believes himself to be a wildly popular hero and celebrity still possessing

| TEMPEST | | | | | | PL 15 | |
|---|----|----|-----------|----|----|--------|--|
| STR | +1 | 12 | INT | +1 | 12 | | |
| DEX | +1 | 12 | WIS | +1 | 12 | | |
| CON | +2 | 14 | CHA | +2 | 14 | | |
| TOUGHNESS | | | FORTITUDE | | | REFLEX | |
| +10 | | | +10 | | | +8 | |
| | | | | | | WILL | |
| | | | | | | +12 | |
| SKILLS | | | | | | | |
| Computers 8 (+9), Craft (artistic) 8 (+9), Diplomacy 8 (+10), Intimidate 8 (+10), Knowledge (art) 6 (+7), Knowledge (civics) 6 (+7), Knowledge (history) 6 (+7), Knowledge (business) 7 (+8), Knowledge (physical sciences) 8 (+9), Language (French, Spanish) 2, Notice 8 (+9), Perform (acting) 6 (+8), Search 8 (+9), Swim 11 (+12) | | | | | | | |
| FEATS | | | | | | | |
| All-out Attack, Diehard, Endurance 2, Improved Initiative 2, Jack-of-All-Trades, Power Attack | | | | | | | |
| POWERS | | | | | | | |
| Flight 7 (Extras: Duration – Continuous), Protection 10, Weather Control 20 (cold; <i>Power Feats:</i> Indirect, Innate, Alternate Powers – Distraction, Hamper Movement, Heat, Light, Dynamic Alternate Powers – Blast [<i>Power Feats:</i> Split Attack; <i>Extras:</i> Autofire], Dazzle [visual, auditory], Element Control [air]; <i>Extras:</i> Area – Shapeable, Range – Perception) | | | | | | | |
| COMBAT | | | | | | | |
| Attack +10, Grapple +9, Damage (varies), Defense +10, Knockback –5, Initiative +9 | | | | | | | |
| TOTALS | | | | | | | |
| Abilities 16 + Skills 25 (100 ranks) + Feats 8 + Powers 128 + Combat 40 + Saves 26 = 244 PP | | | | | | | |

his old good looks. Sometimes he goes as far as to think of himself as some kind of demigod deserving of praise and even worship! Robin acts on these delusions and will put himself into real danger of injury, death or capture because in his mind he is still a beloved hero. When these delusions are challenged he flies into mad, murderous rages that are truly fitting of his name "Tempest". When not suffering

from his delusions he is motivated by hate, jealousy, bitterness and anger at a world that promised everything then stole it away from him. But he always maintains a very well mannered veneer that barely masks the seething hate inside. In any state of mind Robin Storm is unstable and very dangerous.

APPEARANCE

At 6'1" and 185 pounds Robin Storm was once outrageously handsome and well built but is now the antithesis of his former self. He is horribly scarred and deformed from his accident and from all outward appearances seems to be some kind of zombie or a freak of nature. He still wears his jumpsuit from metahuman prison, with the warning symbol designating him as a lightning generator adorning it, and a cape usually ripped from any available material.

POWERS AND TACTICS

Tempest is a powerful controller of weather and can generate storms and lightning at will and he can direct their power against anyone he chooses. Tempest also can ride the winds giving him the ability to fly. Naturally healthy, Tempest is tough for a human, which allowed him to survive two lightning strikes and countless battles. Robin Storm is bright and has a good education and is proficient in a wide range of subjects and disciplines.

In battle Tempest is governed by his distorted perception of reality and his emotions. He'll square off against anyone he considers to be the greatest "villain" and will return any insult or slight with the full force of his powers.

IN GAME

Even after his horrible accident, Tempest remains motivated by fame and power. But these dreams are distorted through his pain and suffering and inflamed by his own self-aggrandizing delusions. He has seen other metahumans attempt and, in at least one case, succeed in founding their own nations. Tempest starts looking for a group of people who will give him the acclaim he thinks he deserves. There are many places he can go where his powers could be used to great effect.

He could divert the yearly hurricanes away from areas of South America, he could bring rains to arid African nations, or simply call down lightning on some poor destitute region and demand the people worship him as a god. Or he can demand control of areas by withholding the rain, or causing coldsnaps that ruin crops. Below are more specific ideas for

using Tempest in your campaign:

Photo-Op: During a special "Honor our Heroes Day", which some or all of the heroes are attending, Tempest arrives, laboring under the delusion that he will be received as a champion and idol. He finds out that this doesn't quite happen when everyone runs away, screaming in fear. This sends him into a rage and he assumes the event was orchestrated by his archenemies, which, for now, happen to be the heroes.

Kneel Before Tempest: Tempest descends on an oil rig in the open sea. He declares himself ruler of the men and women working on the platform and the platform to be a new sovereign nation. He uses his weather control powers to bring in passing ships that are then lashed up to the platform and added to his collective "nation". Both the oil company and American military attempt to intervene but their ships and aircraft are kept away by the storms that Tempest conjures up to surround his "territory". The heroes can use their own means to breach the stormfront and reach the oil platform, or the military or oil company can help them reach the platform via submarine.

Coup d'état: Tempest will see the successes of Nemesis Rex and New Macedonia and deem him unworthy of his role as leader and tyrant. What makes matters worse is Nemesis Rex safeguards his sovereignty with weather control that is produced by technological means, while Tempest's powers are just an aspect of his presumed apotheosis. Tempest will attempt an invasion of New Macedonia, a enormous stormfront heralding his approach. Nemesis Rex will attempt to repulse this bizarre weather with his satellite. The two will battle it out over several days, while torrential rains cause flash floods, hurricanes tear across the countryside, and lightning strikes everywhere. Tornadoes will begin spinning out of the two clashing fronts and will cut across neighboring countries. It will be at this time that pleas will go out for someone to intervene and even Nemesis Rex may request international aid.

The Rainman Cometh: Tempest enters a small war torn African nation, one being devastated by internal strife. He brings gentle rains to the arid nation and appears before the downtrodden native population as if he were a god. He strikes out at the warlords that are fighting for control of the region, scattering their militias and destroying their bases of operation. When the rains bring bumper crops for



the starving populace they rise up and embrace their self-appointed ruler. How will the heroes react to Tempest’s actions? Is he the lesser of two evils, or will his megalomania undermine the good he’s done?

ENDGAME

Tempest’s greatest weakness is the truth: that he is not a great hero, nor a god, but is in fact a failure at all he set out to do. The end for him could come during a moment of great hubris, as he is once more attempting a great feat. Like failing to bring down an alien battleship single-handedly, he could be diverting a monstrous hurricane, or combating a great army with a mighty storm front. A failure of that magnitude would destroy the lie he has built up around himself, and finally defeat the megalomaniacal madman.

TIAN-MU

Daphne Wu was born a mutant, and while many mutants express their abilities as they enter adolescence or early adulthood, Daphne has possessed the ability to generate and manipulate electricity since early childhood (possibly since birth). As a child she loved to play in her backyard and on one particularly windy day, a tree limb broke, snapping a power line and sending it crashing into the back yard. Her parents heard the commotion and ran out only to discover five-year-old Daphne holding the power cable, glowing with electricity and giggling gleefully. Her terrified parents rushed her to the hospital where she was pronounced a perfectly healthy, and very lucky, little girl. But luck had nothing to do with it; she was obviously not entirely human. Daphne’s parents were horrified.

As the years went on, Daphne displayed her electrical abilities several times; no major displays at first, just small things like changing the TV station without benefit of the remote control or generating sparks to entertain her siblings. But her parents, fearful that the world would see their daughter as a freak of nature or worse, decided that they must stifle any further discovery or use of her powers. As Daphne

grew up her parents became increasingly strict and intrusive, pouring shame on her for the slightest use of her supernatural abilities.

For fear of her being discovered, Daphne was sheltered from the world; she was never allowed to attend birthday parties, go to friend’s houses, play with other children or even go to school. While her younger brother and sister attended public school and had numerous friends Daphne was home schooled and remained isolated. She felt terrified of her own strange nature. Her only refuge was found in computers and the internet, which she could navigate effortlessly. She seemed to “think” her way around computers, rarely using a mouse or keyboard. On the net she could communicate with other people her age that understood feelings of isolation and the burden of strict parents. But there were secrets she couldn’t bear to tell, they could never understand her true feelings and she ended up feeling more alone than ever. But her countless hours on the internet were not in vain. Daphne’s skills with computers grew rapidly and her parents saw in this a future profession Daphne could engage in from home, thus keeping their unusual daughter out of mainstream society.

As she progressed towards puberty Daphne’s abilities began to grow exponentially and she equally grew more reclusive. She hated her isolation and the fights with her parents were increasing in both frequency and intensity. When she became angry she would sometimes have accidental outbursts of electricity and once inadvertently set the house on fire. No one was hurt and the fire inspector determined that the cause of the blaze was electrical (so arson was ruled out) but this was the last straw for

her parents. Daphne was forbidden to ever use her abilities again lest they get out of control. Ironically, had she been allowed to practice she could have learned to control them more easily, but her parents didn’t know this and she was effectively incarcerated in her own home.

One night, not long after the fire, she overheard her grandmother (who lived with the family) discussing her situation with Daphne’s father and, although Daphne’s knowledge of Chinese was very limited, she

VITAL STATS: TIAN-MU

Quote: "HE DESERVED EVERY AMP... THEY ALL DID!"

Real Name: Daphne Wu

Aliases: None

Occupation: Software Technician

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Marital Status: Single

Known Relatives: Conrad Wu (father), Margaret Todd-Wu (mother), Shang Wu (grandmother), Conrad Wu, Jr. (brother), Darci Wu (sister).

Affiliation: None

Base of Operations: Los Angeles, CA

Height: 5'1"

Weight: 98 lbs.

Hair: Black

Eyes: Brown

Distinguishing Marks: None



understood enough to know that they were afraid of her. Her superstitious grandmother left offerings to spirits to rid Daphne of their influence and called her a "Lightning Ghost" and a "Demon"; she even said that Daphne was possessed by the spirit of "Tian-Mu", (a Chinese goddess, the "Mother of Lightning"). Daphne hated how she was treated and that her own family feared her. She felt that if they had had their choice she would have never been born. She had done nothing wrong yet she was a prisoner and outcast in her own home.

As she approached college age, she rebelled against her parents and decided to go away to school. Naturally they forbid her to go, but she was determined. Their refusal to help her financially hindered her very little, her natural intelligence and talents with computers made it easy to get grants and scholarships. She thought she was finally free but, in spite of her naturally attractive appearance, her lifetime of isolation left her sadly unprepared for college life. She found it virtually impossible to socialize with the other students and sunk into her old patterns of seclusion and self-isolation. She went through college virtually friendless and her family didn't even attend her graduation.

As she entered the working world things weren't any easier. She landed a position at a highly regarded software firm and threw herself into her work. She didn't have the social networking skills to develop friendships or contacts and despite the fact that she was very talented, arrived early, stayed late and often worked weekends (because she had little else to do) she never schmoozed, socialized or polished any apples and so was routinely

passed up for promotions and raises. What offers for advancement she did get generally included her sleeping with her supervisor as a prerequisite. She always turned these "offers" down.

What little off time she had was spent on the internet and it was there that she met a man. James was his name; he was a guy about her age with similar problems: loneliness, isolation, and social awkwardness. They exchanged pictures, talked for hours each day and Daphne thought she was falling in love, so she told him so. They decided to meet.

He asked her to a restaurant near her work. She was so excited; she had never been asked on a date before. She'd never even kissed a boy before; but she was determined to change that! She bought an expensive new dress, new shoes and had her hair and makeup done. Daphne was dressed to kill. Happiness was finally within her grasp! She giggled all the way to the restaurant unaware of the heads she was turning; she was too caught up hearing wedding bells and imagining a bright, wonderful future.

He stood her up.

She sat at a table for three hours, waiting, while a strange, sweaty man leered at her from a booth across the room. She decided that James was not coming, and the way that man ogled her, made her decide to leave. She returned home crying and got online, she wanted to find out what had happened. Had she upset him? Had she done something wrong? No, he told her, there had been an emergency and that he was very sorry. He said that even though it was too late for the restaurant, he still wanted to see her. He said he knew a place down by the piers where the moon was beautiful on the water. He asked if she would like to go for a walk with him, he wanted to do something special to make up for standing her up. Daphne, who



was highly intelligent but socially naïve, saw nothing wrong with this and accepted.

She arrived at the waterfront and went to their rendezvous point; only he wasn't there. She waited a few minutes then heard a voice calling her name. It had to be him! She quickly walked towards the voice and turned a corner only to find that strange, sweaty man from the restaurant right in front of her. She was naïve, but not stupid so she turned to run but he grabbed her and she suddenly felt an oddly familiar tickle on her stomach. Electricity? She looked down and saw that he was attacking her with a taser. He was trying to hurt *her* with *electricity*??? Thoughts raced through her head. She realized that there was no James and there never was. This weirdo invented that persona to trick her! He had been toying with her all along. Leading her on. Saying he *loved* her! She thought about how she had bared her soul to this freak night after night thinking he was a nice, young man, not a fifty-something year old rapist with a thing for young Asian girls! She hated her self for being so stupid and she hated the world that had isolated her, made her feel like a freak and a pariah. She hated her family for imprisoning and shaming her. She hated her college where she barely spoke ten words to anyone the entire time she was there. She hated her married boss who only wanted one thing. She hated her job. She hated her life. She hated everything. But at that particular moment she hated this guy who had lied to her, tricked her and was now trying to abduct her, most of all.

Daphne snapped. She started to laugh hysterically and the last thing this strange, sweaty man ever did was to look baffled at what he thought was an easy mark; he never could figure out why some of them laugh when you tase them. If her parents thought the outbursts of energy she had when she argued with them were bad, they were sadly underestimating their daughter's power. The discharge of electricity was catastrophic. With a blinding flash and an ear-splitting crack of thunder the strange sweaty man was vaporized, a huge hole was blown in the docks and Daphne fell into the water where dozens of fish were electrocuted. The docks and most of the warehouses around her were either destroyed or set ablaze. She eventually crawled out of the water, looking like a drowned rat and feeling a bit guilty for killing that man...but hadn't he deserved it?

She was stumbling blindly through the slums feeling violated and repugnant, her dress half burnt and her make-up streaming down her face, when a car pulled up and the driver leaned out and asked her "How Much?". He thought she was a hooker? Daphne annihilated him and his car in a cataclysm of thunder

TIAN-MU

PL 12

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

| | | | |
|-----------|-----------|--------|------|
| TOUGHNESS | FORTITUDE | REFLEX | WILL |
| +12/+0 | +8 | +8 | +10 |

*without force field

SKILLS

Bluff 8 (+11), Computers 10 (+13), Concentration 5 (+6), Craft (electronic) 8 (+11), Diplomacy 8 (+11), Disable Device 7 (+10), Knowledge (technology) 8 (+11), Notice 8 (+9), Swim 4 (+4)

FEATS

All-out Attack, Attractive 2, Improved Initiative 2, Improved Sunder, Improvised Tools, Power Attack, Rage 3

POWERS

Dazzle 10 (auditory, visual; *Extras*: Linked to Blast), **Electrical Control 14** (*Power Feats*: Alternate Power – **Datalink**, **Stun**; *Extras*: Explosion), **Flight 4**, **Force Field 12**, **Immunity 6** (electricity, siblings' powers; *Power Feats*: Innate), **Immunity 2** (need for sleep, starvation and thirst; *Power Feats*: Innate; *Flaws*: Source – electricity), **Regeneration 28** (recovery bonus +9, Bruised 3, Unconscious 3, Injured 3, Staggered 3, Disabled 3, Disabled 4; *Flaws*: Source – electricity), **Strike 10** (electrical; *Extras*: Aura)

COMBAT

Attack +10, Grapple +10, Damage +14 (blast), Defense +10, Knockback -4, Initiative +10

TOTALS

Abilities 18 +Skills 11 (44 ranks) +Feats 9 +Powers 141 +Combat 40 +Saves 23 = 242 PP

and lightning. A mugger also met his fate on her way home; the body was very difficult to identify. In fact a trail of devastation followed Daphne all the way to her apartment building, but it did not end there. In a fit of rage fueled by a lifetime of frustration she tore her home apart and finally broke down crying.

She decided there and then that she was done

ORIGIN-IN-A-BOX



You are Daphne Wu's sibling. You developed powers similar to those of your big sister but much later in life. As a child you and your other sibling would tease Daphne mercilessly and now you fear that the villain Tian-Mu may in fact be your wayward sister. You feel some responsibility and guilt for the humiliation that may have led to the dark turn Daphne's life has taken. So you are determined to become a great hero to atone for past transgressions and you hope to bring your sister back from the brink.

This origin provides a character that is conflicted about his upbringing. He has a tragic figure in his life in the form of his older sister and a strong impetus to prove the powers he has been granted are more a boon than a curse. Tian-Mu can become a recurring nemesis for the character or could provide an ongoing subplot as the hero attempts to rehabilitate her.

Daphne Wu's Sibling, Template

Powers: **Animate Objects 6** (*Flaws:* Electronic Devices Only), **Force Field 7** (*Extras:* Linked to Strike), **Immunity 6** (electricity, siblings' powers), **Strike 10** (electrical; *Extras:* Aura, Linked to Force Field),

Cost: 46 PP

being the timid little woman who always got the short end of the stick. From now on she would be strong. She had grown tired of asking for what she wanted in a world of thieves and she was tired of playing by the rules in a world of cheaters. She was sick of working tirelessly only to be passed up and looked over because she wouldn't go to bed with the right person. Never again would she be tricked, taken advantage of, or victimized like she was by the pervert who had claimed to love her online. They called her Lightning-Ghost? Demon? Well, from that night forward she would take what she wanted, whenever she wanted and if anyone got in her way they would have to contend with *Tian-Mu, the Demon of Lightning!*

PERSONALITY

Daphne Wu is a quiet, timid, mousy woman who speaks softly and often seems nervous or embarrassed. She is extremely polite and deferential and tends to be isolative and is generally happier, even relieved, being left alone. She tries to be socially invisible but underneath it all seethes Tian-Mu, who is loud, angry egotistical and hostile. As Tian-Mu, Daphne can act out everything she keeps bottled up, and she *loves* it.

The Lightning-Ghost does what she wants, when she wants, to whomever she wants and has no regrets. She revels in her abilities and enjoys showing them off, especially in brazen acts of defiance of authority. She isn't a total psychopath per se, she won't target innocents (like children) for instance, but she has no compunctions about hurting or killing someone whom she perceives as a bully, jerk or anyone whose personality or actions reminds her of someone that has wronged her in the past (ranging from someone who tried to mug her to a make-up counter girl who was rude). She does, however, get caught up in violence and aggression and loses control upon occasion; this is when she becomes extremely dangerous. She is especially violent if she identifies with someone being victimized. In those instances she will ruthlessly attack those who she sees as their tormentors and kill them, painfully, if possible.

Daphne is psychologically unstable and tends to think of Tian-Mu almost as another person. She may be on the road to developing a true split personality but she isn't quite there yet. It seems the idea that she must not use her powers has been so ingrained in her she must take on a separate persona to act out her aggression; it also helps to maintain her secret identity.

APPEARANCE

Daphne Wu is the eldest of three children to Conrad Wu (a 3rd generation Chinese American) and Margaret Todd-Wu (whose ancestors came over on the Mayflower). Daphne is half-Asian, half-White, and very attractive. She stands 5'1" tall, weighs 98 pounds and has brown hair and brown eyes. She tends to wear pleasant but conservative clothing. As Tian-Mu she is flashier. She wears a red silk costume based off of traditional cheongsam but it is tighter and shows more skin than anything she would wear in her "real life". On her face she wears a white mask with an implacable expression.

POWERS AND TACTICS

Tian-Mu has the ability to generate, control and emit electricity on a huge scale, as well as convert existing electricity into energy with which she can heal herself and sustain herself physically. She can also control electronic devices with her mind. It is this latter power, along with her natural intelligence, that has enabled Daphne to become very skilled with computers and electronics. She has a BS in computer science and works with computers professionally. She is not only physically powerful but her skill with electronics makes her proficient at bypassing

security, hacking networks, and programming. Her unstable psyche, however, can be a liability.

IN GAME

When first introduced, Tian-Mu can be a classic psychologically unstable supervillain, with a mild-mannered and mousy alter ego on one hand and the wrathful Tian-Mu persona on the other. This can be handled in one of two ways – either the two personalities are unaware of each other and Tian-Mu is unleashed when Daphne grows angry, or the two personalities are aware of each other and each struggle for control. If you're using the latter scenario Tian-Mu could even be used as a flawed hero who applies her powers for good when Daphne is in control, but occasionally succumbs to evil impulses when the Tian-Mu persona manifests.

Daphne can enter your campaign in her civilian guise as a technology consultant that works with the heroes. The heroes may clash with Tian-Mu, totally unaware that the shrieking hurricane of destruction that nearly killed them is actually the impossibly meek and polite woman that repairs their computers. At your discretion, it is possible that a hero with psychic powers could sense the other personality in Daphne, or the fact that her psyche is fractured and conflicted.

Psychologically, Tian-Mu acts as Daphne's avenger, exacting a terrible price on anyone she feels tormented or threatened by, but her perceptions are colored by years of isolation, being psychologically "beaten down" and riddled with guilt. Her motives are pathologically subjective, often having little or no basis in reality. Daphne is hyper-vigilant, highly suspicious and regularly feels that she's been taken advantage of. She even imagines slights, insults, and mockery from others and it takes very little for her to feel threatened by those around her. When this happens, Tian-Mu emerges and lashes out at anyone she has determined to be an enemy. Given the right stressors she can snap at any time. For this reason Tian-Mu can easily serve as a one-shot villain – she needs no rational motivation for her rampages.

More specific uses for Tian-Mu are detailed below:

Ion-Cooked Bunny: One of the heroes, in his civilian identity, meets a wonderfully nice and beautiful girl and starts dating her. Her name is Daphne Wu. After a while Daphne suddenly feels betrayed by the hero after some small slight. Perhaps the hero was simply late to one of their dates due to his crime-fighting duties. The hero discovers a different side to the demure young woman and finds he's being stalked. It won't be long before Tian-Mu shows up on the scene

ready to bring the relationship to a cataclysmic end.

White-Collar Crime: Financial institutions and corporations all over the world are being hacked into. Money has been stolen as well as valuable trade secrets. Many powerful men and women are having their dirty laundry aired in the media and on the internet. The heroes are asked to investigate as it assumed to be work of some type of large criminal organization who is seeking to destabilize the world's economies. The heroes may follow up various leads to the usual suspects (organized crime, F.R.A.M.E., various supervillains) but these leads are all dead ends. During their investigation the heroes learn their own computer(s) have been hacked and that evidence and information had been deleted or altered. In reality, Tian-Mu is behind the crimes, using her datalink powers and computer skills to sow chaos and confusion and get rich in the process.

If the heroes start to close in on her, Tian-Mu will threaten to air any secrets she found on the heroes' computers. If some of these secrets are brought to light, the heroes may find themselves being tried in the court of public opinion. In the end, however, when confronted Tian-Mu will still be a raging, lightning-blasting lunatic who will try to maim and kill as many of the heroes as she can.

This adventure can be used to showcase more technically-minded heroes and could also serve to expose one of the heroes' dark secrets. You could also include Keno Kuryente in this adventure either as an ally to Tian-Mu (who may jump sides when he realized how unstable she is) or as an ally to the heroes as they investigate the world of cybercrime.

ENDGAME

The personalities of Daphne and Tian-Mu finally diverge and become two, completely separate personalities. Daphne being pathologically sweet and kind and Tian-Mu being the assemblage of every bad impulse and emotion Daphne has ever felt. Tian-Mu actually begins to think she is the mythological goddess of lightning and acts accordingly. If you want to explore a more mystical bent to the character you can decide that Daphne truly is the goddess Tian-Mu incarnate, or it is a fragment of the divinity that has empowered her and is causing the catastrophic split in her psyche.

APPENDIX

Below you'll find a glossary that expands on some of the characters and organizations referenced in the character write-ups, a selection of heroic origins, and a new feat.

GLOSSARY

The Amazing Allies: A WWII super-team composed of heroes from various Allied nations. During their operations in the European theater they clashed several times with the Nazi superhumans calling themselves Der Übermanner. Best known for defeating Der Übermanner during the Battle of Britain.

C.A.S.T.L.E.: In 1958 NATO took a stab at creating a super-spy agency called the Global Security Executive or GSX. It was a barebones, yet extremely efficient spying and special operations arm for NATO. Established to combat supernormal threats to security, GSX agents were seen as cowboys next to the established European powers. Eventually, GSX became too embroiled in the political affairs of each NATO member nation, and were on the verge meddling in their affairs for the agency's best interest. When this was discovered, the NATO Security Council quickly voted to dissolve the agency and replace it with one with a much narrower mission. Thus the GSX was reborn as C.A.S.T.L.E. –the Central Agency for Strategic Transnational Law-enforcement & Espionage. The agency acted with great success during the following years but was finally scaled down following the end of the Cold War. After alien incursions on Earth during the 1990s, the NATO Security Council voted to fully reinstate C.A.S.T.L.E. as the Center for Advanced Supernormal Threat Logistics and Enforcement. C.A.S.T.L.E. would be NATO's spearpoint against NTI (Non-Terrestrial Intelligence), Superhuman, and Transnational threats to the globe's security.

CHIMERA: A crypto-terrorist organization founded by former members of an elite subgroup of the Hitler Youth called the "Brotherhood of the Storm" who were all scientific geniuses. After the war, they were forced to work on scientific research for the U.S. but secretly clung to their Nazi ideals. Their goals are to establish a new world government under their control, destroy undesirable genetic groups, and lead the remainder of mankind forward to their twisted Nazi ideal of the superhuman.

The Department: Founded after World War II, The Department is a secret U.S. government agency responsible for developing responses to superhuman threats against national security. They research ways to give agents superhuman abilities and they also recruit and train superhumans. The Department is also responsible for training the members of the Superhuman Presidential Protection Team. Over the years, they have made efforts to secretly become more and more autonomous and now siphon much of their funding from the unaccountable budget of the Pentagon.

Der Übermanner: A group of Nazi superhumans led by Jules Blitzer, the Lord of Lightning. They clashed on several occasion with the Amazing Allies.

The Falconer: Warren Maxwell exploded onto the public scene five years ago after he announced a pharmaceutical method of temporarily draining many superhuman abilities. After founding Maxwell Technologies and having a very successful IPO, he was one of the richest men on the planet. But the man the business world knew and loved was little more than a shell as he is really John Hunter, a veteran agent of C.A.S.T.L.E. who was part of a multinational operation designed to shut-down the Consortium. Instead of dismantling the secret cabal, he and his team became embroiled in a series of seemingly unconnected scandals and accusations that ruined all of their careers. So Hunter and his team went to ground, going rogue from their own agency to go after the Consortium. Plastic surgery and forged identities, as well as some secret C.A.S.T.L.E. technology "appropriated" from their scientific center in Bern, Switzerland, gave Hunter the tools needed to strike back at the those responsible for his and his team's disgrace. But it wouldn't be enough as the Consortium began loosing superhuman mercenaries on the world and selling the technology to create these horrors to the highest bidder. Not being able to directly challenge them with just his C.A.S.T.L.E. training, Maxwell created an advanced battlesuit equipped with some of the latest military technology to confront these superhuman menaces and assumed the superhuman identity of the High-Flying Hunter of Men – *The Falconer*!

F.R.A.M.E.: The Fraternity for Research into Advanced Military Engineering was founded in the early 1970s by a small group of inventors who worked for various American defense contractors. By the middle of the decade, America's defense budget was slashed and many of the men became paranoid, embittered,

and disillusioned about who they were doing their work for. One of the leaders of the group, a physicist by the name of Dr. Miles Dvorak, had introduced his associates to General Alexander Denton, a disgraced former U.S. Army General searching for a cure to his Parkinson's Disease and a means to strike back at those who humiliated him. F.R.A.M.E. gave Denton a means to overcome his illness in exchange for his help in establishing a relationship with his black market connections that trafficked in military technology. Within years of their partnering with Denton, F.R.A.M.E. became the organization that the world's tyrant states and terrorist groups sought out to obtain the military hardware they craved. F.R.A.M.E. experienced some degree of turmoil in recent years, as General Denton took control of a militant splinter arm of the organization. He dubbed this new organization C.A.D.R.E. (Command for Action-Direct Revolution and Espionage) and staged a revolution in the former Yugoslav republic of Macedonia. Denton, now known to the world as the armored megalomaniac Nemesis Rex, has in recent months assumed complete control of F.R.A.M.E. and is using their resources to consolidate his power base.

MK ULTRA: A CIA research program dedicated to various methods of mind control. Known for the experimental use of drugs and electronic signals on unwitting civilians.

Nikola Tesla: A Serbian-American inventor who worked during the late 1800s and early 1900s. Widely regarded as a genius, he contributed to the fields of electromagnetism, ballistics, computer science, engineering, nuclear physics, robotics, and theoretical physics. He is thought to be one of history's most important inventors.

Null Directorate: A sister agency to the Soviet Union's KGB, the Null Directorate was a top secret Soviet Cold War agency – an offshoot of the KGB that was dedicated to the research and application of superscience and superhuman agents. It was founded after KGB agents acquired the extensive journals and papers of the famed inventor Nikola Tesla after his death in 1943. The Directorate was also responsible for the procurement and development of alien technology, much of which was recovered from crash sites around the Soviet Union, the most of important find having already been recovered by the military decades earlier after the Tunguska event of 1908. Dedicated to the security of the USSR, the Null Directorate dealt mainly in research and development, but was also had espionage, counter-intelligence, and

paramilitary branches. They had research facilities, agents (both mundane and superhuman), spy-nests, and underground networks all over the globe, which brought them into conflict with espionage and security agencies of numerous other countries. After the fall of the USSR, the Null Directorate found itself on shaky ground. With its funding cut, the Directorate sought out other sources of income, which involved selling technology, weapons and intelligence secrets of the Cold War. They also became involved in manufacturing weapons and narcotics, using the now unfettered Russian mob to handle the distribution. As the Directorate's networks of agents became more fragmented as they were shut down or suffered huge cuts in their budgets, many departments and cells went rogue and were in some cases absorbed into criminal organizations such as F.R.A.M.E. Despite this, Null Directorate survived and is rebuilding its strength. It now operates as a semi-autonomous shadow agency that acts in supposed concern for the current Russian government and other allied provinces, but in reality is more concerned with self-preservation and the expansion of its power base. Null Directorate programs are responsible for developing Tesla's theories on power broadcasting. A technology that gave rise to the Electroportation Belt and the Lightning Gun, both employed by Null Directorate operative, Agent Zero. Tesla's designs for an atomic robot also formed the basis for the *Snegurochka* project (see *Sons of the Gun* page 36, also from BFG).

ODESSA: An acronym that stands for the German phrase *Organisation der ehemaligen SS-Angehörigen*, which translates as Organization of Former Members of the SS. ODESSA was established at the end of World War II by a group of SS officers to assist fellow Nazis in escaping capture and finding safe haven in South America and other countries.

Superhuman Presidential Protection Team: A team of anonymous superhumans tasked with protecting the President of the United States from any and all threats. When not undercover, they dress just like any other Secret Service agents on the President's detail, and in fact no one has been able to determine which members of that detail are superhuman and which, if any, are not. In general, their powers seem to lack visual side effects, and no person outside the team seems to know what those powers might be.

NEW FEAT



Built-In Tools (Skill, Ranked): You have tools or tool-like appendages that are a part of you. You never suffer the -4 penalty for not having the proper tools for skill checks. One rank in this feat grants normal tools, at two ranks your built-in tools are considered masterwork.

ORIGINS BORN IN LIGHTNING

Electricity-based powers imply a wide array of origins; here are a few heroic origins for your campaign.

**Kuan Fa Nah Dum Desendant, Template**

You are a descendant of the Laotian/Thai folklore hero Kuan Fa Nah Dum, which translates as Heavenly Axe Wielder With A Black Face. You were born with a telltale black mark across your face and possess superhuman abilities. More importantly, you inherited the mighty Kuan Fa, the Heavenly Axe that your famous ancestor was born with (that's right, born with); the powerful battle axe which slew giants and demons with its powerful blasts of lightning in the distant ages of legend. It has been passed down in your family for countless generations awaiting the birth of a new hero. You are that hero.

Abilities: Str +10, Dex +10, Con +10

Feats: All-out Attack, Diehard, Endurance 3, Fearless, Improved Initiative 2, Improved Sunder, Weapon Break

Powers: **Device 6** ("Kuan Fa", easy to lose; *Power Feats:* Restricted 2; **Strike 10**, **Blast 10** [electricity]), **Protection 5**, **Regeneration 10**, **Super-Strength 2**

Cost: 87 PP

**Cyborg, Template**

You are a cyborg, a union of man and machine with enhanced physical abilities and senses. An effect of the blending of your nervous system with computer systems is your ability to commune with computerized devices because, in many ways, you are one of them. Furthermore, you can use your own power source to emit powerful blasts of electricity and to dramatically increase your strength (but the latter gets tiring after a while). Perhaps a mad scientist, a government program or an alien race created you but, in any case, you have joined the ranks of super-humans.

Powers: **Communication 6** (radio; *Power Feats:* Selective, Subtle; *Extras:* Area), **Electrical Control 10**, **Enhanced Strength 15**, **Immunity 9** (life support), **Leaping 4**, **Protection 8** (*Extras:* Impervious), **Strike 3** (*Power Feats:* Mighty), **Super-Senses 12** (extended vision 2, darkvision, direction sense, distance sense, infravision, microscopic vision 2, radio, time sense, ultra-hearing)

Drawbacks: **Noticeable** (Protection – armor plating)

Cost: 93 PP

**Electric Eidolon, Template**

When you died in a bizarre electrical accident, you became a phantom. Maybe you were a scientist who was breaching dimensional barriers, were struck by

lightning during a mystic ritual, or perhaps you were resurrected by a lightning-god cult. Whatever your origin you have powers that allow you to do thing no mortal could ever dream of.

Abilities: Str - Con -

Powers: Alternate Form 14 (ghost; **Power Feats:** Innate; **Flaws:** Permanent; **Concealment 5** [all visual sense, normal hearing; **Power Feats:** Close Range], **Flight 4**, **Immunity 30** [fortitude saves], **Insubstantial 4** [blessed]), **Cold Control 1** (**Extras:** Affects Corporeal; **Flaws:** Range - Touch, Uncontrolled), **Electrical Control 10** (**Power Feats:** Affects Insubstantial 2, Indirect 3, Innate, Split Attack, Dynamic Alternate Powers: **Stun, Strike** [electrical; **Extras:** Aura]; **Extras:** Affects Corporeal)

Cost: 76 PP



Cleric Of The Thunderer , Template

You are a practitioner of an ancient, pagan religion and one of the last priests of this faith left alive. You worship one or more of the lightning or thunder gods that can be found in almost every culture (such as Aktzin, Azaka-Tonnerre, Cocijo, Hadad, Hinu, Ipilya, Ilyap'a, Jakuta, Lei-Zi, Min, Orko, Oshe, Ouxouiga, Parjanya, Perkunas, Raijin, Seth, Taranis, Tawhiki, Thor, Thunderbird, Tuireann, Ukko, or Zeus). You act as a conduit for your deity's power here on Earth. You may be trying to instill faith in your god by doing good deeds; maybe the deity spoke to you in a dream and commanded you to fight for justice. In any case, you possess the power of the Thunderer!

Skills: Concentration 8, Knowledge (arcane lore) 8, Knowledge (theology and philosophy) 8

Feats: Connected, Fearsome Presence, Inspire 2, Luck 4, Ritualist, Seize Initiative, Trance

Powers: Magic 10 (Electrical Control 10; Power Feats: choose 5 other Alternate Powers such as Flight, Healing, Stun, or Weather Control), **Protection 10**

Drawbacks: Power Loss (must gesture and speak to use magic, Uncommon)

Cost: 51 PP

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author: Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

Adepts of the Arcane Copyright 2006, Michael Todd; Authors: John Polojac, David Solon Phillips, Jeremy Forbing, and Johnathan Wright.

Lords of Lightning Copyright 2008, David Solon Phillips; Authors: David Solon Phillips, Jim Mason, and Johnathan Wright.