



Database Search:

Femme Fatale

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OMNI-Database 1: Femme Fatale



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OMNI-Labs keeps its database of known meta-powered individuals in the middle of the Nevada desert, buried beneath a heavily fortified structure that has more in common with a military base than the research lab that's advertised at its front gate. The information in the database is the most complete and up to date data possible for the powers and background of every super-human known to mankind and alien species alike. Accessed by super-heroes, law enforcement personnel, international governments and even the occasional super-villain, OMNI provides a reliable resource for establishing who you're facing, how their powers work, and what they appear to be after.

Drawing on the vast amount of data stored there, this product details five new super villains for your M&M campaign. All of them are freelance criminals, covering a range of misdeeds from professional data-theft to waging a one-woman war against the meta-human individuals that populate the twenty-first century. Despite their differing backgrounds and power levels, all of these women have one thing in common – they're among the most dangerous women stored on OMNI's records.

How to Use this Product

This book presents five new characters that can be introduced into your M&M campaign. We've done our best to create characters that are easily adaptable into any setting, and while there is the assumption of a shared background when describing the NPCs, details are left vague so a referee can simply substitute the name of an established hero, villain or location from their own campaign rather than use those presented here.

In order to help you quickly familiarize your players with the powers and history of the characters introduced in this product, we've included 5 handouts that can be used to give players a quick overview of who they are fighting. For flavor reasons these handouts have been written as entries in the OMNI-Database that gives the series its name, but there is no reason you can't use them as information from another source relevant to your campaign.

For background information on the OMNI-Database, download the free OMNI-Database Primer from our website: <http://www.clockworkgolem.com>.

AMAZON X

Temporal Renegade

Power Level: 12

Real Name: Lee Xan

Other Aliases: Queen of the Ring

Affiliation: Loyal Citizen of the Kallari Empire

Nationality: Kallari Gene-Pure

Age: 22

Height: 5'9"

Weight: 123 lbs

Eyes: Blue

Hair: Pink or Red (Originally Blond)



“Don’t feel too bad about losing, freak. After all, I’m only human.”

Abilities 40 + Skills 23 (92 Ranks)+ Feats 43 + Powers 53 + Combat 48 + Saves 15 – Drawbacks 4 = 218 PP

STR	DEX	CON	INT	WIS	CHA
+5	+9	+4	+1	+3	+2
20	28	18	13	16	14

Toughness	Fortitude	Reflexes	Will
+11/+6	+9	+14	+8

Melee Attack	Ranged Attack	Defense	Initiative
+11	+11	+9/+4	+14
Max. Load	Leap	Grapple	Knockback
800 lb.	10/5/2	+20	-5/-3

Attack	Damage	Special
Unarmed Strike	+5	None
Mono-Katana	+11	Penetrating
Autocannon	+4	Autofire, Penetrating

Skills

Acrobatics 10 (+19), Bluff 6 (+8), Climb 4 (+9), Computers 4 (+5), Craft (Electronic) 4 (+5), Diplomacy 2 (+4), Disable Device 6 (+7), Drive 5 (+14), Escape Artist 10 (+19), Gather Information 4 (+6), Intimidate 8 (+10), Knowledge (Technology) 4 (+5), Medicine 3 (+6), Notice 7 (+10), Sense Motive 5 (+8), Stealth 10 (+19)

Feats

Acrobatic Bluff, All-Out Attack, Ambidexterity, Assessment, Critical Strike, Defensive Attack, Defensive Roll 5, Distract (Intimidate), Elusive Target, Endurance 1, Equipment 1, Evasion, Grappling Finesse, Improved Aim, Improved Block 4, Improved Defense 2, Improved Disarm, Improved Initiative, Improved Sunder, Improved Throw, Improved Trip, Instant Up, Move-By Action, Power Attack, Precise Shot, Prone Fighting, Quick Draw 2, Redirect, Seize Initiative, Stunning Attack, Takedown Attack, Uncanny Dodge, Weapon Bind, Weapon Break

Powers

Deflect 9 (Slow Projectiles; *Extras*: Automatic, Reflection); **Device 5** (Easy to Lose, see *Monofilament Katana* and *Wrist Mounted Autocannon*); **Super-Speed 4** (*Flaws*: Fades, Tiring, Uncontrolled); *Monofilament Katana* (**Strike 6**; *Power Feats*: Mighty; *Extras*: Penetrating); *Wrist-Mounted Autocannon* (**Blast 4**; *Extras*: Autofire, Penetrating)

Equipment

Bodyarmor (Protection 2), Wrist-Mounted Swingline, Video Camera

Drawbacks

Temporal Anomaly (Paralyzed or Slowed for up to 10 rounds, Uncommon, Moderate), Vulnerability (Major Vulnerability to Time-Based attacks; Rare)

Background: Lee Xan was born twenty years after the War of the Capes, a genetically engineered gladiator bred to give hope to the gene-pure humans that had lived in fear of the super-human mutants during the decades long war. Trained since birth in the arts of combat, Xan served as a living weapon that fought and killed hundreds of super-powered mutants for the entertainment of the masses. She served the gene-pure of the Kallari Empire, the living embodiment of humanity's superiority over the meta-human mutant rebels.

Xan was fifteen when she was recognized as the pre-eminent gladiator in the empire. At sixteen she captured the hearts of gene-pure throughout the empire, killing a mutant warrior with steel skin and the strength to move mountains armed with nothing more than a katana and her own resolve. She was eighteen when the mutant rebels first targeted her for assassination, her status marking her as a symbol of humanity's oppression of meta-humankind. It was the first of many. None succeeded.

Her eventual defeat occurred almost by accident, at the hands of a lowly mutant with no political ambition. Jack Friar was a petty thief caught stealing a handful of credits, a crime that would have netted him a few years jail time had a routine scan not uncovered a mutant anomaly in his genetic structure. Despite the absence of any noticeable powers, this was enough to have him sentenced to death in the arena. As Xan stepped into the arena she saw Friar as just another mutant criminal armed with a laser and the possibility of manifesting gills

if his life had taken a different path. It wasn't until she was charging across the arena, dodging the panicked laser fire of her opponent, that the first bubble of energy flowed out of Friar's body.

As she burst through the bubble and slipped a blade into Friar's ribs, Lee Xan heard the potential mutant let loose a scream that seemed to pierce every fiber of her being. In his death-throes John Friar manifested his powers, releasing a temporal burst that momentarily freed Xan from the constraints of space and time.

For the first time ever, Lee Xan lost consciousness in the arena. When she woke up it was 3:34 PM, April 5th, 2001. She was lying in a dumpster.

It didn't take Xan long to find her place in the twenty-first century. The mutants of this time were gaudily clad, seemingly willing to engage in the gladiatorial combat for the primitive media forms of the age. The purebred humans of the age seemed to have too few champions of their own, seemed unconcerned about the inevitable bloodshed and war that would eventually lead to the creation of the Kallari and the subjugation of the mutants. Xan made an immediate decision. If none stood ready to bear the mantle of humanity's superiority, then Xan would take on the role for them.

In her brief time in the twenty-first century, Xan has participated in several public battles with super-human opponents. Her public battles with villains and heroes alike have resulted in her killing several opponents on live television, with only a select few surviving their encounter with the time-lost gladiator. Dubbed Amazon X by the media, she is hunted by both the United States Government and the meta-human underworld.

Knowledge check: War of the Capes

A common event described by many time travelers that visit the present age is a global war between super powered individuals that devastates large parts of the United States and threatens the existence of the human race as mutations and super-powers become more common. The exact dates and events that lead to the start of the War of the Capes is in a constant state of flux, usually as a result of changing events in the present, but common themes in all reports are the devastation of several prominent super-human beings, the increased paranoia of humanity in the face of superhuman powers, and the increased advance of technology to allow human kingdoms to compete with the super-human armies. The aftermath of the war is often marked by a proliferation of broken societies and militant dictatorships.

Powers: Xan has spent most of her life training to fight against opponents that possess a wide variety of super-human powers, and exhibits a level of strength, awareness and agility that borders on the super-human. She is a superb hand-to-hand combatant and marksman, mastering several offensive and defensive martial arts styles. She couples her training with a katana crafted in her own time, its blade cut to a monofilament edge, and wrist-mounted fl  chette cannons capable of firing bursts of armor piercing darts.

Xan often wields both weapons simultaneously, using the katana to fend off opponents in melee while bursts of fire from her wrist-cannon distracts mentalists or aerial targets. Her combat skills allow her to trip or deflect the attacks of opponents far stronger and larger than herself, and she will often use her agility and acrobatic training to catch slower targets unaware. Her reflexes are fast enough that she can snatch arrows and thrown weapons out of the air if necessary.

As a result of the temporal burst that threw her back in time, Xan is slightly out of phase with the present. This manifests itself as brief temporal bursts where she exhibits super-speed or slows to the point that she barely seems to be moving. Xan has no control over these temporal bursts, and the stress they put on her system tends to leave her feeling tired.

Tactics: Amazon X is the veteran of a hundred battles, and is one of the most deadly opponents most people will ever face. Her drive to prove her superiority, coupled with her advanced weaponry and enhanced strength and agility, make her more than capable of holding her own against a wide variety of super-powered opponents.

The edge many opponents possess when facing her is the sudden tendency to slip outside the time-stream, although the sudden bursts of super-speed are almost as common as the temporal bursts that leave her moving in slow motion.

When possible Xan will make use of terrain and circumstances to give her an advantage. After her experience with Jack Friar she is careful to research opponents as much as possible before engaging them, and is often well prepared for their usual powers and tactics. She is occasionally betrayed by her desire to win at all costs, often fighting on despite circumstances swinging against her, but is yet to be captured despite her occasional defeats.

Campaign Use: Amazon X is a good villain to use when you need a straightforward slugfest, a warrior whose usual tactic involves attacking a super-powered hero or villain in the most public space she can find. Her skills make her a dangerous combatant, and her sudden manifestation of temporal displacement can quickly change the tone of a fight if necessary.

Although Xan's militant belief that super-human beings exist as second-class citizens is unlikely to gain sympathy from your players, it can become a tool for examining the hero's own relationship with humanity. If a person can lift a tank over their head, transform themselves into an animal or control flames with a thought, are they still as human as they think they are? The human cost of being a hero can be tough, but it's easy to lose sight of what that means and disappear behind the mask.

Discovering Amazon X's origins could become a series of adventures unto itself, and could involve a brief sojourn into the future to deal with the conflicts of the Empire itself. If you choose to send PCs to Xan's own time, feel free to flesh out how the Empire became what it is. An interesting twist could involve the empire

becoming created after a great super-human war, in which heroes and villains nearly wiped out humanity with their powers. Careless battles in which human lives are merely bargaining chips could quickly create this kind of situation, and the trip could be used as a chance to remind heroes who have been a little careless with innocent bystanders and property damage exactly where their behavior could lead.

Although she isn't inclined to work with other villains, Amazon X could be lured into working with normal human hate-groups that show some support for her gene-pure philosophy. For all her hatred of super-powered villains Xan is unlikely to understand hate-groups that foster violence against other members of gene-pure humanity, and may become a staunch opponent of groups she sees as weakening the cause of a humanity unified against the super-human mutants.

Xan's presence in the campaign as a woman out of phase with the time stream may attract the attention of heroes and villains with time related powers. The lack of control over these time-slips frustrates her, and she may be willing to work for such characters if they can help her control the time-slips or learn to master them and use them as yet another weapon in her arsenal.

Personality: Xan herself is a driven, emotionless woman. Although she has done her best to adapt to the demands of life in her new time period, she remains ill at ease dealing with day-to-day life. Her desire for conflict is driven by her need for familiarity as much as her personal beliefs, and she trains with a single-minded mania that is frightening to behold. Her attempts to serve as an icon for the humans of this time have met with little success, and the lack of support is slowly eroding her beliefs bit by bit. It is possible that she may soon turn towards battle simply for the sake of doing battle, becoming a cold-blooded killer with little remorse.

Appearance: Amazon X wears a black skintight costume with red trim that matches the streaks in her hair. Out of costume she appears to be a slim, young woman who spends a great deal of time working out. A lifetime of battle has left her arms and legs crossed with scars.

BINARY**Holographic Computer Hacker****Power Level:** 7 (142)**Name:** Flynn Foxlighter**Other Aliases:** None**Base of Operations:** Mobile**Affiliation:** Former Employee of Centron International**Nationality:** American**Age:** 24**Height:** 5' 4"**Weight:** N/A**Eyes:** Silver (No pupils)**Hair:** Silver

“Hey, loser, my eyes are up here.”

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+8	+2	+2
10	12	10	26	14	14

Toughness	Fortitude	Reflexes	Will
+3/+0	+0	+1	+2

Melee Attack	Ranged Attack	Defense	Initiative
+4	+4	+4/+2	+1
Max. Load	Leap	Grapple	Knockback
200 lb.	5/2/1	+4	-1/-0

Attack	Damage	Special
Unarmed Strike	+0	Insubstantial
Electrical Discharge	+10	Aura

Skills

Bluff 5 (+7), Computers 10 (+18), Concentration 5 (+13), Craft (Electronics) 12 (+20), Diplomacy 2 (+4), Disable Device 14 (+22), Intimidate 2 (+4), Knowledge (Popular Culture) 10 (+18), Knowledge (Technology) 12 (+20)

Feats

Attractive 1, Defensive Roll 3, Eidetic Memory, Ultimate Effort 1 (Computers), Well Informed

Powers

Comprehend 4 (Languages, Machines), **Datalink** 5, **Flight** 4, **Immunity** 19 (Aging, critical hits, electricity, fatigue, life support, light), **Insubstantial** 3 (*Flaw*: Permanent), **Strike** 10 (Electricity; *Extra*: Affects Corporeal, Aura), **Super-Senses** 3 (Sense Electricity, Ranged Detection), **Teleportation** 10 (*Power Feats*: Easy; *Extras*: Accurate; *Flaw*: Medium: electrical wiring)

Skills 18 + **Feats** 7 + **Powers** 101 + **Combat** 16 + **Saves** 0 = 142 PP

Background: For five years Flynn Foxlighter was hailed as one as the greatest up-and-comers in the computer game industry. A programmer with a natural gift for coding and game design, he was responsible for a sting of innovative freeware games during his teens and was at the heart of a small bidding war by several major game companies within a few weeks of graduating high school.

Few people were surprised when Flynn took a position at Centron International's game design studios, the home of an innovative holographic interface that was destined to change the nature of computer games forever. They were surprised at how cheap the technology giant got him for, right up until the day Flynn's first project was announced.

Flynn's first job at Centron was to design the flagship game to be released with the holographic interface, an immersive roleplaying world dubbed Chronicle that would allow players to act and interact in the game as naturally as they could in the real world. He threw himself into it whole-heartedly, spending days programming code and working on the design for rooms and characters within the story. Few of the other programmers working on the project could keep up with him, or even understand the complex codes he used to keep the program running. When asked how he came up with his code, Flynn simply shrugged and said it came naturally.

Flynn and his team worked faster than expected, outpacing the development of the interface within the first year of development. They developed the game to work with early prototypes, spending hours tweaking minor personas within the game while they waited for their first chance to field test the game in the completed interface. Throughout it all, the word from the higher-ups remained the same. *Just a few weeks longer, we're working out the bugs in the interface.*

Flynn was less than happy with the delays, but bore them with stern grace. By day he would spend his days adding more detail to Chronicle, refining the code and carefully layering more detail onto the complex

characters within. After hours he would spend time with the prototype interfaces, using his carefully concealed mutant ability to communicate with computers to reprogram the device and speed its development. He cared little for the technology; all that mattered to him was getting the game released to the outside world. The schedule for the interface was slowly moved up, the subtle changes Flynn made to the code cutting the development time by a third.

Tragedy struck three weeks before Chronicle was scheduled for Beta. Flynn was doing a final test of the interface for one of the game's characters when the projection unit overloaded. Flynn caught a faint whiff of ozone and heard the crackle of energy, then screamed in pain as the metal chamber used to house the unit was washed with blue energy. He felt a few moments of searing pain, then the projection unit exploded.

When he recovered from the explosion, Flynn found himself feeling strangely weightless. As he pulled himself to his feet and looked around, the first thing he saw was the charred remains of his own body laying at his feet. It only took a few minutes for him to work out that his physical form was dead, but the realization that he'd transferred his consciousness into one of the holographic figures from the game rather than dying took slightly longer to sink in. Especially once he realized that form was that of a woman, the evil Lady Solace that dominated the world of Chronicle.

Being trapped in a light-based female form took some getting used to, but Flynn learned to look on the upside. He could will the hologram to fly, he was surrounded by a field of static electricity that made him nearly untouchable, and could even convert himself back into the series of 1 and 0's that gave his form shape and let his consciousness travel through computer systems. All he had to do was avoid strong magnetic fields, and he was destined for wealth and immortality.

Ever since, Binary has been a freelance criminal and computer hacker, working his own scams or hiring on as a henchman for other villains. His skills with the computer make him a valuable asset, while the powers of his holographic form make him a valuable spy and combatant if necessary. He specializes in corporate espionage, finding the complex machinations of big business a new game to play and understand.

Powers: Binary is a holographic entity composed of lights and electrical impulses. How he remains composed is something of a mystery, although the hacker-hero Broadband theorizes that Flynn's mutant talent for communicating with machines in binary impulses may also be responsible for maintaining his current form.

Soundbite: Virtual Skin

"You see the debates on forums all the time – which cyber-meta is the greatest threat? Who has the best chance of cracking N.S.A security? Would Download's computer virus be strong enough to overload Broadband's computer system? Supers have fanboys in the virtual world, just like everyone else, and Binary has more of them than most.

Nine times out of ten, you see a discussion about meta-human hackers, someone will mention her name within ten posts. The babe gets some serious respect, know what I'm saying? Most folks think it's because she's incredibly hot, but that's just newbie logic. If you know what to look for, there are good reasons behind the respect most hackers have for the holographic mistress.

Think about this – Binary is probably one of the hottest super-villains in the world today, the idol of computer freaks worldwide, and there hasn't been a single nude picture posted of her on the internet that's lasted for longer than fifteen minutes. Most slash-fic writers have their systems burned within an hour of posting stories that star her as a character."

-Lord Micron, well-known computer hacker

In addition to being intangible and lighter than air, Binary is capable of delivering an electric charge on contact and transforming himself into a series of electronic impulses that can travel along phone lines and computer parts. He is immune to most forms of physical and mental attack, but is still vulnerable to attacks that affect computer codes or strong magnetic fields.

Tactics: Binary isn't big on tangling with super-heroes, and does his best to avoid engaging in combat. His incorporeal nature and ability to quickly transport along power lines makes it difficult to pin him down, and he is quick to use his ability to walk through walls in order to evade pursuit. If forced into a situation where he has to fight, he will make the best use of his electrical field to stun his opponents before trying to flee.

Campaign Use: While Binary may not be much of a physical threat, his stealth and infiltration abilities make him a nearly perfect spy and hacker. The ability to walk through walls, leap across phone lines, walk through security guards and destroy computers with an electrical burst make him difficult to stop, and few standard defenses against computer crime have any effect on his abilities.

Binary is a perfect opportunity to place heroes who use brains, rather than brawn, in the spotlight. Super-Intelligent heroes and those with datalink may find themselves working for corporate concerns that have fallen prey to the holographic hacker, trying to find some defense for a computer network that holds secrets worth billions. Heroes with a hacker bent may find themselves engaging in a kind of rivalry with the living hologram, each trying to find a way to out-do the other.

Binary doesn't think of himself as a team player, but he's liable to hire himself out to other villains if they propose a particularly interesting job. Money is less important to him than the challenge of what he's doing, and the opportunity to hack into a team's super-computer or bring down the defenses of a NASA satellite could be too tempting to pass up. Money and prestige aren't important to him in and of themselves, they're just a good way of keeping score so he can see how far ahead of the game he is.

Personality: Despite his keen intellect and age, Binary still tends to think of himself as a teenager. He still considers becoming a hologram one of the best things that's ever happened to him, if only because it means he has enough cash to do what he wants, when he wants, without anyone telling him to stop. The only downside is getting used to the attention now he's changed gender.

While he once wanted to be known as the best game designer in the world, he now approaches crime with the same mindset. Just as he relied on his natural talent while programming, he relies on his new powers to carry him through his new career. While he thinks on his feet in familiar situations, he can be thrown by unfamiliar situations where he doesn't feel like he knows the rules.

Appearance: Binary is trapped in the holographic body of a computer game femme fatale, complete with blue steel body plating and a red leather costume. Her hair is purple and streams behind her, often at odds with wind and weather conditions.

INFINITY

Sorceress of the Infinity Spheres

Power Level: 10 (150 points)

Name: Tabitha Troy

Other Aliases: Lady Shade

Base of Operations: Mobile

Affiliation: Freelance

Nationality: American

Age: 93

Height: 5' 7"

Weight: 122 lbs

Eyes: Red

Hair: White



“You cannot stop me. One who has touched infinity cannot be stopped by lesser mortals.”

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	+4	+2
11	14	11	15	18	15

Toughness	Fortitude	Reflexes	Will
+0	+4	+6	+14

Melee Attack	Ranged Attack	Defense	Initiative
+5	+10	+5/+2	+2
Max. Load	Leap	Grapple	Knockback
230 lb.	5/2/1	+5	-0

Attack	Damage	Special
Unarmed Strike	+0	None
Magic Blast	+8	None
Infinity Orb Blast	up to +10	Absorbed energy only

Skills

Concentration 8 (+12), Knowledge (Arcane Lore) 8 (+10), Slight of Hand 4 (+6)

Feats

Artificer, Attack Focus (Ranged) 5, Ritualist, Second Chance (Mind Control), Trance

Powers

Device 8 (Easy to Lose, *Infinity Orbs*), **Device 3** (Hard to Remove, *Cloak of Shadows*), **Device 10** (Easy to Lose, *Arcane Arsenal*), **Magic 8** (Fatigue; Dynamic Magic Array – Mind Control 8, Nullify Powers 8, Telepathy 8, Transform (Humans into Animals) 4), **Super-Senses 4** (Danger Sense, Darkvision, Detect Magic);

Devices

Infinity Orbs: **Deflection 10** (All Attacks, Extra: Automatic, Reaction), **Absorption 10** (Energy, Boosts Blast; *Extras*: Energy Storage; *Flaw*: Limited: Blast negates the orbs other powers for one round), *Cloak of Shadows*: **Concealment 10** (All Senses; *Flaw*: Limited: Only while standing in shadows), **Super-Movement 3** (Air-Walking, Permeate, Trackless). *Arcane Arsenal* (Give Infinity up to 50 PP of Devices to represent her vast supply of occult and arcane items. For a list of sample items, see the sidebar on page 9)

Abilities 24 + Skills 5 (20 Skill points) + Feats 9 + Powers 94 + Saves 18 = 150 PP

Background: When the first mystery men appeared in the late 1930's, one of their most persistent foes was the dark witch known only as Lady Shade. Trained in the arts of magic and possessing a mystic cloak of shadows, the mysterious Lady stole dozens of priceless artifacts and occult tomes.

While her plans were routinely thwarted by heroes such as the masked mystic Dr. Midnight and the grim detective known only as The Claw, she managed to evade capture through most of the 40's and 50's. Occasionally she even worked alongside the heroes, assisting them in raiding the bases of Nazi occultists that were planning on using magic to disrupt the war effort. Such alliances were always short-lived, and usually ended when Lady Shade attempted to betray her companions and make off with the spoils of the Reich's occult research.

Lady Shade disappeared for a few years following the end of the war, but made a brief re-appearance in 1962 when she was attempting to use her occult powers to control the minds of a small horde of teenagers in Southern California. Her plans were once again foiled by Dr. Midnight, and on a rainy night on the California Coast she was finally captured by the Doctor's magic.

Reasoning that no prison could ever hold a sorceress of her power, Doctor Midnight took to extreme measures in order to prevent Lady Shade's evil from returning. Using an ancient spell taught to him by his master, he

wiped her memory of all magic and hypnotized her into believing she was a simple legal secretary named Tabitha Troy. Her cloak was removed and added to the Doctor's collection of occult artifacts, and for the next forty years Tabitha lived a happy life in San Francisco.

The woman known as Infinity was born in 1997, when Doctor Midnight died of cancer in a New York hospital. The spell that was used to wipe Lady Shade's memory was broken in as he breathed his last breath, and Tabitha Troy became aware of her true identity and power within the space of a few seconds. The elderly witch was furious, and as the power of her newly restored magic flowed through her she broke the wards on the dead Doctor's estate. She killed his elderly wife and youngest son without a second thought, and proceeded to plunder his extensive collection of occult artifacts for her own use. After recovering her cape, a trio of powerful arcane spheres known as the Infinity Orbs, and other magic trinkets, she fled into the darkness of the night.

The next few days were a whirl of spells and schemes as Lady Shade readied herself to face the twenty-first century. Spells were used to restore her youth, in order to relive the years that Doctor Midnight stole from her. She mastered the use of the Infinity Orbs and the other items procured from the Doctor's estate, and renamed herself Infinity, Dread Sorceress of a New Age. Lady Shade may have been a minor witch with a talent for crime, but Infinity would be the terror of the occult world. Creating a secret haven for herself in the city of Boston, she is in the process of carving out an occult empire the likes of which hasn't been seen since ancient times.

Sample Arcane Devices

Infinity has access to a nearly limitless supply of arcane artifacts, and can conceivably lay her hands on a equipment capable of mimicking any known power. The list that follows offers an array of items that are in keeping with Infinity's methods and campaign role, but if other items are needed simply purchase them with her equipment or allow her to possess them as a GM Fiat.

The Crimson Bands of Zeurthas (Snare 10; 20 PP): A trio of red-steel bands that are capable of binding and holding any creature they are thrown at.

The Phoenix Wand (Blast 5; Extra: Autofire; 15 PP): A golden wand that fires a thousand shards of burning energy on command.

The Golden Candles of Ra (Environment Control 2; 4 PP): The arcane light of these candles is bright enough to cut through any darkness.

Sigma's Stone (Mind Reading 5; 5 PP): A small stone that allows the user to read another's thoughts when it is worn on the forehead.

Crystal Ball (ESP 10; *Power Feats*: Dimensional, Subtle; 32 PP): Using the crystal, Infinity can see and hear events up to 200,000 miles distant, and may even pierce the barriers between the dimensions.

Halgo's Band (Mental Blast 5; 20 PP): This thin metal band allows Infinity to project a blast of psionic static powerful enough to disrupt the mind of Infinity's opponents.

Powers: Between her magic and the vast array of occult items stolen from Doctor Midnight's estate, Infinity is capable of manifesting nearly any kind of power at a moment's notice. She tends to favor spells that allow her to neutralize or control opponents rather than direct attacks, relying on the powers of the Infinity Orbs or wands capable of producing blasts of flame and frost.

While wearing the cloak of shadows, Infinity is capable of disappearing completely while standing in shadows. The cloak's magic has proven effective against a wide variety of sensory paraphernalia, one of the key factors in Lady Shade's ability to evade capture. The cloak also provides her with the ability to fly as fast as she can walk.

The Infinity Orbs are the most dangerous weapon in Infinity's arsenal. A trio of glass spheres that float in a swift orbit around the sorceress, they are capable of both moving into position to deflect physical attacks and absorb energy blasts before they touch the user. While the powers of the orbs are primarily defensive, Infinity

can focus all three together in a small triangle and unleash a blast of stored energy. The focused formation needed to generate the blast negates the Orb's defensive properties, and requires Infinity's mental concentration to keep them focused for any length of time.

Tactics: Infinity's magic and occult artifacts give her a wide range of tactics, and she is smart enough to make use of every advantage provided to her. She is a careful planner, using magic and lackeys to scout out potential targets before striking.

In combat Infinity relies on her magic and occult devices in equal measure. She will try to dominate the weak willed, neutralize the powers of particularly powerful opponents, and use energy absorbed by the Infinity Orbs to blast opponents from the air. She is canny enough to realize when a fight isn't going her way, and not afraid to use the Cloak of Shadows or some other device to flee the scene.

Campaign Use: Infinity is after raw arcane power, a villain that tries to dominate important arcane sites, decimate the ranks of arcane societies, and generally seeks to either control or destroy every source of magical power she is aware of. While her lust for power was once motivated by the possibilities of wealth, it is now driven by the desire to ensure her own personality will never be tampered with again. She can become a quick foil for any mystic hero, who could potentially find the same spell that once wiped her memory and stole 35 years of her life, or may maintain a general vendetta against heroes in general.

Her status as a villain from an earlier age makes Infinity a link for characters who are being mentored by older heroes or are carrying on a legacy. The connections between Lady Shade and the witch on the scene may not be immediately apparent, but once it is made it can become a point that binds two generations of heroes

together. She may also come searching for old heroes and their descendents, trying to kill them off in order to ensure that she never has her memory wiped again.

Characters with a connection to Doctor Midnight may even have access to the spell originally used to wipe Lady Shade's memory and rewrite her personality, putting them in a quandary when they eventually capture her and find themselves facing the same question that led the Doctor to making his decision. Of course, now that Infinity has broken the effects of the spell once, it is unlikely to have the same effect on her if it's cast again.

While she is a powerful mystic opponent, capable of concocting elaborate schemes in her quest for power, Infinity also serves as an object lesson for lazy heroes. She is a warning against the use of powers like mind control or magic to fundamentally alter villains, a lingering reminder that taking the easy path will always have consequences. While she was once a mere minor menace, interested in the occult but unlikely to hurt anyone in her crimes, she has now become a cold-blooded witch willing to destroy anyone or anything in order to accomplish her goals. Being a hero is all about making hard choices, and characters should be reminded of that after encountering Infinity and learning something of her back-story.

Personality: Although Lady Shade was primarily concerned with theft and enhancing her own burgeoning talents for sorcery, Infinity is an arcane angel of vengeance and terror. While she once hunted occult artifacts to supplement her own power, she now seeks power to ensure her own safety. She's lost her mind and personality to heroes once before, and she's going to make sure it never happens again.

Appearance: Infinity's costume is midnight black with blue trim. She appears to be a pale young woman, but her eyes carry the weight of nearly eighty years of life.

KILLER FROST

Frozen Femme Fatale

Power Level: 9 (164 points)

Name: Nora Isley

Other Aliases: None

Base of Operations: Mobile

Affiliation: Freelance

Nationality: American

Age: 24

Height: 5' 11"

Weight: 132 lbs

Eyes: Blue

Hair: White



“Just one kiss, then the cold is nothing by a memory.”

STR	DEX	CON	INT	WIS	CHA
+0	+4	+2	+2	+1	+4
11	18	15	15	13	19

Toughness	Fortitude	Reflexes	Will
+6/+2	+6	+8	+5

Melee Attack	Ranged Attack	Defense	Initiative
+7	+5	+8/+2	+8
Max. Load	Leap	Grapple	Knockback
230 lb.	5/2/1	+11	-3

Attack	Damage	Special
Unarmed Strike	+0	None
Steel Manicure	+2	19-20 Critical, Subtle
Frost Touch	+8	Aura

Skills

Bluff 5 (+9), Diplomacy 9 (+13), Intimidate 8 (+12), Knowledge (Current Events) 6 (+8)

Feats

Accurate Attack, Attack Focus (Melee) 2, Attractive 2, Blind-Fight, Defensive Roll 4, Dodge Focus 3, Environmental Adaptation (Cold), Equipment 1, Favored Environment (Cold), Grappling Finesse, Improved Block 1, Improved Initiative, Minions 4 (Fanatical), Minions 8, Taunt

Powers

Environmental Control 6 (Cold, Distraction, Hamper Movement; *Extras:* Extended Range), **Immunity 5** (Cold), **Strike 8** (Frost Touch; *Extra:* Aura; *Flaw:* Permanent), **Winter's Kiss** (Drain 8; *Power Feats:* Slow Fade 4, *Extra:* All Physical Traits, Linked Power: Paralysis 8; *Flaws:* Limited: Can only be used on grappled targets)

Equipment

Steel Manicure (+2 Damage, 19-20 Critical, Subtle)

Drawbacks

Weakness (24 hours without draining lifeforce; Very Common, Major)

Abilities 31 + Skills 7 (28 skill points) + Feats 36 + Powers 73 + Combat 20 + Saves 12 – Drawbacks 5 = 174 PP

Background: When super-model Nora Isley disappeared during a skiing holiday in 1999, she had a modeling contract worth millions, a film role in Woody Allen's newest feature, and a regular spot on *What?* magazine's "Ten Sexiest Women Alive." Searchers combed the mountains for a month, trying to uncover some clue

regarding her disappearance. The best they could find was an abandoned pair of skis not far from the ski trail, and a public statement from her family regarding the young woman's hatred of modeling and life in the public spotlight. She was planning to disappear from public life by faking her own death while skiing, but had failed to meet her collaborators.

As the search waned, public debate about what actually happened raged. Most people assumed she had followed a second plan, not telling her family of her new location. Others stated that she had met with difficulties while hiking over the mountains, and was trapped in the wilderness. Others even stated that a crazed fan perpetrated the entire thing. The truth was that Nora Isley met with an avalanche while trying to reach the rendezvous point, and lay dead not half a mile from where her skis were found.

After the official search was called off, a few dedicated fans continued to scour the mountain. As weeks turned into months, even the most dedicated returned home to mourn when they could unearth no further clues about her location.

Among the few fans that refused to give up was Stephen Tunes, a brilliant young geneticist and chemist

with an obsessive disorder that led him to stalk the young model while she was still alive. Although he had managed to evade prosecution through a combination of luck and family money, he saw in her disappearance a chance to prove his love to her. He continued to search throughout the winter, and as the spring thaw began he found Nora's body still preserved by the cold.

Rather than turn her into the authorities, he had it transferred to his lab and cryogenically frozen, working for the better part of a year to uncover some method of returning her from the dead. When his tests finally succeeded in reviving frozen rats and monkeys, he immersed Nora in a warm chemical bath and proceeded to apply a series of electrical charges.

Nora Isley awoke to find herself surrounded by a burning liquid, her last memories of being lost in the snow. As she struggled to the surface the cold chill settled over her bones, and she felt a frigid gust of wind blow through the laboratory. With the space of a few seconds the walls were covered in ice, the chemical bath a block of ice. Nora Isley reached out and embraced the one source of warmth she could find – Stephen Tunes. Within the space of a few seconds she had drained his life force to fuel her own needs, leaving him a frozen corpse.

After adapting to her second chance at life and mastering her new powers, Nora became Killer Frost. A cold-hearted femme fatale that needs to steal the warmth of living beings to survive, she seeks to avenge herself against the culture of fame and celebrity that drove her to her death and find a way to return her life to normal.

Powers: Killer Frost is capable of creating a localized blizzard that covers an area in a twenty-mile radius around her. The blizzard plunges the temperature down into extreme cold conditions, creates a snow-storm that reduces the movement of those caught within to one-quarter their normal rate and causes driving wind and snow that distracts anyone attempting to focus unless they make a Concentration check (DC 10).

More dangerous than the frigid winds that surround her is the cold blood that runs through her veins. Touching Killer Frost is enough to freeze most objects solid, and her kiss is capable of draining the life force and leaving the target limp and barely able to move.

In addition to her cold powers, Killer Frost maintains a series of steel-bladed manicures that allows her to strike with deadly effect.

Tactics: Where possible, Killer Frost relies on minions and proxies to do her dirty work. A skilled manipulator, she is often served by a range of eager young men who are willing to do her bidding. She stays behind the

Quick Stats: Killer Frost's Blizzard

Characters caught in the snow-storm generated by Killer Frost's powers suffer the following penalties:

Slow Movement: Unless they are equipped for moving through heavy snow, all characters have their movement reduced to one-quarter of their ordinary speed.

Distraction: The howling winds and driving snow make it difficult to focus while in the midst of Killer Frost's blizzard. Characters must make a Concentration check (DC 10) to perform any action that requires their complete attention.

Freezing Cold: The exposure to the elements and sudden drop in temperature can be potentially deadly to those caught unawares. Characters in the extreme cold of Killer Frost's blizzard must make a Fortitude save (DC 10, +1 per previous check) every minute or suffer 1 point of temporary Constitution damage. Characters that lose a Constitution point are Fatigued, those that lose more than half their Constitution are Exhausted, and those with a Con score of less than 3 are unconscious. Characters with a Constitution score of 0 are dying.

Heavy clothing gives a +4 bonus on saves against the extreme cold, and characters with the Survival skill may make skill checks for further bonuses.

combat line, using her taunt ability and powerful storms to keep opponents off-balance.

Although she had basic training in martial arts, Killer Frost is far from being an effective combatant. She relies on the small blizzard that follows her to weaken her foes, and uses her kiss, her frigid aura and her steel fingernails to take on opponents in melee. Years of experience have taught her how to use the frigid conditions generated by her powers to her advantage, giving her a slight edge over combatants hindered by the snow and powerful winds.

Campaign Use: Killer Frost is designed to serve as a straight femme fatale, trading on her beauty and sexuality in order to manipulate men to their doom. While she needs to drain life-force from others in order to continue her own life, she chooses to target the rich, the famous, and the media in an effort to break the culture of celebrity that led to her own death. She has a particular dislike of men as a result of her experiences as both a model and a super-villain, and prefers schemes that allow her to manipulate or humiliate male opponents. Her targets are often high-profile celebrities, particularly those that are associated with the fashion world.

Using Killer Frost as a melee villain is doomed to failure, although she is more than capable of manipulating others to do her dirty work in that regard. She is keenly intelligent and charismatic, and will often try to seduce male heroes, manipulating them into situations where she can kiss them and steal their warmth.

Behind her hatred and cool demeanor, Killer Frost is actually jealous of heroes and villains that can live a normal life. Her powers reduce her ability to operate within normal society, and she is constantly searching for a way to return to the life she had before becoming a living blizzard. She makes a great foil for male super-scientists or heroes that may be able to find a cure, possibly even a tragic romantic foil should you wish to focus on the less fortunate aspects of her powers. Just keep in mind that even a besotted Killer Frost has trouble trusting men, and her history of manipulation and constant hunger make her a dangerous date at the best of times.

Personality: If Killer Frost can be said to feel anything, it would be hunger. Beyond that, her emotions are as cool as her exterior. While she is angry about what happened to her, it is more of a cold rage than a fiery passion.

While Nora Isley was an intelligent woman trapped in an unhappy lifestyle, Killer Frost is an intelligent woman bent on logical revenge. She manipulates people's emotions to her own advantage, often maintaining a

small stable of hopelessly devoted minions who love her, but rarely feels anything herself.

Appearance: Killer Frost is a pale, beautiful woman with the grace and bearing of a super-model. She often wears a pair of pale jeans and a blue and white crop-top bearing ice motifs, and both her skin and hair are pale white.

Killer Frost's Minions

Killer Frost always works with a team of young, good-looking males that are willing to do her every bidding. They are often strong, heavily armed and well-equipped to deal with the sub-arctic temperature that follows their mistress.

There are normally 6 minions in Killer Frost's retinue, 2 of whom are fanatically loyal to the young villain.

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+0	+0	-1
14	12	15	10	10	9

Toughness	Fortitude	Reflexes	Will
+3	+4	+1	+0

Melee Attack	Ranged Attack	Defense	Initiative
+2	+2	+2/+1	+3
Max. Load	Leap	Grapple	Knockback
350 lb.	7/3/1	+4	-1

Attack	Damage	Special
Unarmed Strike	+2	None
Light Pistol	+3	None

Skills

Craft (Mechanical) 4 (+4), Drive 4 (+4), Intimidate 4 (+3), Knowledge (Popular Culture) 2 (+2), Knowledge (Streetwise) 4 (+4), Profession 4 (+4), Survival 2 (+2)

Feats

Attractive 1, Equipment 3

Equipment

Insulated suit (+1 Toughness, Cold Immunity), light pistol, Snowshoes/Skis (Super-Movement 2: Sure-footed, Water-Walking; *Flaw*: Limited: Snow only), cell phone

Abilities 10 + Skills 6 (24 skill points) + Feats 4 + Combat 8 + Saves 2 = 30 PP

SOULFIRE

Pyrokinetic Feminist Firebrand

Power Level: 12 (173 points)

Name: Jennifer Ryder

Other Aliases: None

Base of Operations: Mobile

Affiliation: Freelance

Nationality: American

Age: 25

Height: 5' 8" (Jennifer Ryder), 6'2" (Soulfire)

Weight: 115 lbs (Jennifer Ryder), 450 lbs (Soulfire)

Eyes: Brown

Hair: Black



“Can’t hit a lady, huh? I’m sure we
can change your mind...”

STR	DEX	CON	INT	WIS	CHA
+9	+3	+6	+1	+3	+2
28	16	22	13	16	15

Toughness	Fortitude	Reflexes	Will
+13/+11	+11	+8	+8

Melee Attack	Ranged Attack	Defense	Initiative
+12	+7	+8/+4	+3
Max. Load	Leap	Grapple	Knockback
80 tons	70/35/17	+27	-6/-5

Attack	Damage	Special
Unarmed Strike	+9	Improved Grab
Psychic Flames	+5	Will Save, Aura

Skills
Climb 5 (+14), Intimidate 7 (+9), Profession (Journalist) 4 (+7)
Feats
All-Out Attack, Attack Focus (Melee) 5, Chokehold, Defensive Roll 2, Improved Grab, Improved Grapple, Improved Pin, Power Attack, Rage 2 (10 rounds), Takedown Attack
Powers
Immunity 11 (Fatigue, Fire, Heat), Leaping 3, Protection 5, Strike 10 (Psychic Flames; <i>Extras:</i> Affects Incorporeal, Alternate Save: Will, Aura; <i>Flaw:</i> Limited: half power unless raging), Super-Senses 2 (Darkvision), Super-Strength 6
Abilities 50 + Skills 4 (16 skill points) + Feats 16 + Powers 58 + Combat 30 + Saves 15 = 173 points

Background: Jennifer Ryder grew up with a highly refined sense of social and ecological justice. Both her parents were active members of Greenpeace before she was born, and she grew up in a whirlwind of protests and political campaigns trying to make the world a better place. Always a smart child, she quickly developed an understanding of what her parents were fighting against and had joined the good fight by the time she was ten.

By the time she was fifteen Jennifer was involved with a local radical environmentalist group, concreting the drainpipes of local chemical plants to prevent them from spilling waste into nearby swamps. At the same time she was leading protests out the front of her high school, arguing against the treatment of female students by the school principal. Despite it all, she couldn’t help but feel helpless. No matter how much she did, there was still so much more to correct in the world.

The voice in her head started when she was sixteen, telling her that there was a better way to change the world. If things made her angry, all she had to do was give in to the rage and let anger fix things for her. She resisted the voice for a long time, but when she hit college and was faced with her fifth D- after clashing against the misogynist prejudices of her tenured political science professor, she finally let the anger bubble over.

Manifesting a latent psychic talent, Jennifer Ryder disappeared. Instead she was replaced by a Soulfire, a pyrokinetic alter-ego with the strength and the fury to fight for what Jennifer thought was right. Soulfire rampaged through the university, wrecking the professor's office and putting him into a coma before being chased off by university security and the college-based heroes known as the C.R.U.

As the anger that fueled Soulfire started to fade, she transformed back into Jennifer Ryder in both body and mind. Although the young student was aware that something had happened, it wasn't until she saw the story in the newspaper the following day that she discovered exactly who she'd become and what she had done.

Jennifer struggled to control her anger and contain Soulfire for much of her college years, letting her anger overcome her only a few times when the world's sense of right and wrong clashed with her own beliefs. After graduating she became a journalist, traveling the world as

an investigative reporter uncovering the truth about industrial pollution, racist and sexist government policies, and the destruction of the environment. The more she saw of the world, the more she found herself feeling helpless, and the more often Soulfire started coming to the surface.

Today Soulfire has started taking over more and more, and Jennifer is left with a feeling of helplessness. After a brutal public battle with the patriot hero Paladin following his opinions regarding the War on Terror, she has put herself into therapy and given up her traveling lifestyle. The tactics have had some effect, but even so Soulfire is escaping more often than Jennifer would like. She alternates between searching for ways to halt the transformations forever and a secret delight in her ability to covertly fight back against the powers that be.

Powers: Soulfire's powers are based on her own emotions. She gets stronger and burns hotter the more powerful the emotions that run through her, allowing her to becoming a towering inferno of power in the event that she's involved in a fight.

Upon transforming, Soulfire projects a psychic energy field of luminous blue flames. The flames have no effect on inanimate objects, but cause searing mental pain to living creatures that come in contact with them by overloading the target's mental impulses. These psychic flames have been known to harm astral and intangible forms, and OMNI has determined that they are somehow related to Soulfire's super-human force of will.

Her pyrokinetic form also gives Soulfire enhanced strength, as well as providing her with super-dense skin that is resistant to bullets, sword blades and other forms of physical attacks.

Soulfire may have the potential to get stronger as her powers develop, as well as developing the ability to project her flames as she learns to master her powers.

Tactics: Soulfire is a straight brawler, preferring to wade into combat and pound opponents with the combined physical and mental assault of her burning fists. Against weaker opponents she may use grapples and pins, using leverage to ensure the target can't escape while her flames cause him mental anguish.

While she possesses some sense of tactics at the beginning of a fight, Soulfire is likely to lapse into a berserker rage if the combat continues for any length of time. While in a rage, she simply pounds on the nearest target until it stops moving, then moves onto the closest opponent.

Quick Stats: Rage

Soulfire can maintain her rage for a total of 10 rounds. While Soulfire is raging, make the following changes to her stat block.

STR	DEX	CON	INT	WIS	CHA
+11	+3	+6	+1	+3	+2
32	16	22	13	16	15

Toughness	Fortitude	Reflexes	Will
+13/+11	+13	+8	+10

Melee Attack	Ranged Attack	Defense	Initiative
+12	+7	+6/+3	+3
Max. Load	Leap	Grapple	Knockback
140 ton	80/40/20	+29	-6/-5

Attack	Damage	Special
Unarmed Strike	+11	Improved Grab
Psychic Flames	+10	Will Save, Aura

Campaign Use: Soulfire is the kind of villain that is usually fighting for a good cause in the worst possible way. Triggered by Jennifer's feelings of anger or helplessness, Soulfire tries to correct problems by the simple expedient of beating it into submission. Given Jennifer's keen sense of social justice, this means Soulfire can be making an assault on everything from a church to a hero who is prone to making politically incorrect statements in the media.

There are times when Soulfire may even be fighting on the side of the heroes, particularly if Jennifer has witnessed a crime or uncovered a particularly heinous abuse of human rights. Assuming that her victims aren't

in the wrong isn't always a safe response when facing Soulfire, although her predilection for extreme violence may seem like a particularly ineffective way of dealing with the situation.

Soulfire can make an interesting opponent for particularly rich or sexist heroes, who may find themselves facing off against her over off-hand public statements or proposed industrial projects with a questionable environmental impact. If a hero maintains a public identity as a reporter or psychiatrist, he may even work alongside Jennifer or treat her for her issues with anger.

Heroes that get to know Jennifer and discover her secret may search out a way of controlling her changes. This can be a long and difficult task, and although Jennifer says she wants to control the rage there is part of her that revels in the fact that Soulfire can get the results that Jennifer Ryder cannot. Delving into the divide between the two women could make for an interesting subplot, as can determining exactly how much of Jennifer's consciousness is in control whenever Soulfire goes on a rampage.

Personality: Jennifer is a crusading journalist with a passion for uncovering the truth and a keenly developed sense of what is morally right and wrong. She is friendly and professional, but always touched by a sense of rigid control that seems at odds with her passionate nature.

Soulfire is a creature fueled by anger and righteousness, and is nearly impossible to convince that she is doing something wrong. Her approach to correcting the problems of the world is relatively simple, and almost always involves violence.

Appearance: Soulfire is a tall, powerfully built woman wreathed in black flames. As Jennifer Ryder she appears to be a slight, short-haired woman often dressed in blue jeans and t-shirts emblazoned with her political beliefs.

Jennifer Ryder					
Concept: Crusading Journalist					
Power Level: 1 (24 PP)					
STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+1	+2	+0
11	10	10	12	14	11
Toughness		Fortitude		Reflexes	
+0		+1		+0	
Melee Attack		Ranged Attack		Defense	
+1		+1		+1/+0	
Max. Load		Leap		Grapple	
230 lb.		5/2/1		+1	
Attack		Damage		Special	
Unarmed Strike		+0		None	
Skills					
Bluff 4 (+4), Craft (Writing) 5 (+6), Diplomacy 5 (+5), Gather Information 6 (+6), Investigate 4 (+5), Knowledge (Current Events) 6 (+7), Knowledge (Civics) 1 (+2), Knowledge (Life Sciences) 2 (+3), Knowledge (Physical Sciences) 2 (+3), Notice 4 (+6), Profession (Reporter) 5 (+6), Search 5 (+6), Sense Motive 5 (+7)					
Feats					
Equipment 1					
Equipment					
Digital Recorder, Camera					
Drawbacks					
Involuntary Transformation (Common, Major)					
Abilities 9 + Skills 14 (56 skill points) + Feats 1 + Combat 4 + Saves 2 – Drawbacks 5= 24 PP					

Amazon X

Ascendant-Class Human

Real Name: Lee Xan

Other Aliases: None

Team Affiliation: None

**WANTED FOR MURDER; CONSPIRACY TO
COMMIT MURDER:**

Known Powers

Amazon X is a superb hand-to-hand combatant who has exhibited super-human levels of strength, agility and awareness. She has received training in a wide range of personal combat techniques and proven skilled in the use of a wide range of archaic and modern weaponry. Her fighting style is flashy and designed to impress spectators, but is also highly effective.

Amazon X wields a sword composed of an alloy of unknown manufacture that has proven capable of cutting through high-density steel. Her costume is layered with a synthetic weave similar to Kevlar, and contains a wrist-mounted cannon capable of firing fl  chette rounds. These were originally composed of the same alloy used in her sword, but she has recently changed to using depleted uranium. The cannon has a rate of fire equal to 20 rounds per second, and bursts have been known to penetrate up to six inches of steel.

There are reports that Amazon X is capable of producing bursts of super-human speed, but these remain unsubstantiated and suggest a possible lack of control over her abilities. Current research theorizes that this may be a latent super-human ability in the process of manifesting itself.

Remarks

Amazon X is obsessed with the purity of the human gene pool, and devotes herself to the hunting of super-humans of all kinds. There are no instances of her harming a non-powered human on public record.

Recorded comments made in her public appearances place Amazon X as a native of the Kallari Empire, a government unknown to Earth and its nearest galactic neighbors. She registers as human on all scans performed on her in the past, although the possibility of genetic augmentation has been suggested.

**CAUTION
AMAZON X IS WANTED FOR THE MURDER OF
OVER A DOZEN SUPER-HUMANS. SHE
SHOULD BE CONSIDERED ARMED AND
EXTREMELY DANGEROUS.**



OMNI Database #394321

Physical Description	
Date of Birth:	Unknown
Place of Birth:	Kallari Empire
Nationality:	Kallari Gene-Pure
Race:	Caucasian
Sex:	Female
Complexion:	Tan
Eyes:	Blue
Hair:	Pink or Red, (Originally Blond)
Height:	5' 9"
Weight:	123 lb
Build:	Medium
Known Occupations:	Gladiator

Binary

Icon-Class Synthetic Life Form

Real Name: Flynn Foxlighter

Other Aliases: None

Team Affiliation: None

**WANTED FOR INDUSTRIAL ESPIONAGE,
THEFT, AND CRIMES AGAINST PROPERTY**

Known Powers

Binary is an entity composed of cohesive light and electrical energy. She is naturally intangible and immune to many forms of physical incapacitation. Her electronic form allows her to fly and high speeds, transport herself along conductive surfaces at high speeds, and the ability to communicate with computers and other electronic devices through the manipulation of electrons.

Although intangible, Binary's electronic form contains a strong electronic charge that can be used to interact with physical objects. This energy field is strong enough to disrupt the nervous system of living beings.

Binary remains immune to all forms of electronic and light-based attacks.

Known Weaknesses

Binary's holographic form is easily disrupted by strong magnetic fields.

Remarks

Binary's physical appearance is drawn from production stills of a computer game called Chronicle, originally due for release in 1998. The company responsible for the game, Centron International, denies all connection with Binary and has been the target of several attacks.

Binary claims to be powered by the psyche of Flynn Foxlighter, a male game designer who was working on Chronicle. While Foxlighter's physical body was recovered following an industrial accident in Centron's Game-Tech division, Binary's proven knowledge of Foxlighter's personal details are taken as confirmation of her claim.

Binary is a hacker of great skills, and has been known to invade and corrupt the systems of heroes and law enforcement agencies for her own amusement.

**CAUTION
BINARY HAS ESCAPED INCARCERATION
SEVERAL TIMES, AND SHOULD BE
CONSIDERED DANGEROUS.**



OMNI Database #098731

Physical Description	
Date of Birth:	04/19/1981
Place of Birth:	Los Angeles, California
Nationality:	American
Race:	Digital Entity
Sex:	Female
Complexion:	Pale Blue
Eyes:	Silver
Hair:	Silver
Height:	5' 4"
Weight:	N/A
Build:	Medium
Known Occupations:	Computer Programmer, Game Designer, Industrial Spy

Infinity

Icon-Class Mystic

Real Name: Tabitha Troy

Other Aliases: Lady Shade

Team Affiliation: None

**WANTED FOR MURDER; THEFT;
DESTRUCTION OF PROPERTY; CONSPIRACY
TO COMMIT MURDER: ATTACKS ON
PROPERTY RESULTING IN DEATH**

Known Powers

Infinity is a sorceress of considerable power. She has exhibited a strong fondness for spells that control or neutralize opponents, and is known to have mastered several spells that allow her to alter her physical form.

Infinity utilizes artifacts known as the Infinity Orbs which possess the power to absorb and redirect incoming attacks. In addition to their defensive properties, the Infinity Orbs are capable of releasing stored energy in a devastating blast.

Utilizing a magic cloak, infinity is known to possess the ability to fly and merge with shadows.

Infinity has access to a wide range of arcane artifacts.

Remarks

Infinity is a mystic terrorist, focused on creating havoc among the supernatural community and using her magic to eliminate potential competitors for the title of sorcerer. Many of the artifacts wielded by Infinity were last seen in the collection of the occult hero known as Dr. Midnight (OMNI Database #003132), although she is accumulating additional artifacts as a result of her campaign of terror.

Infinity is the reincarnation of the masked criminal Lady Shade who was active in the 1940's and 50's. She wears a modified version of her former costume, although she doesn't appear to have aged and wields considerably more power in her current identity. Lady Shade became inactive in 1962. Infinity's first public appearance was in late 1992, when she used her magic to destroy a large part of the occult library kept in the University of Boston.

Infinity has clashed with the occult bounty hunter Noir (OMNI Database #129845) on several occasions.

**CAUTION
INFINITY IS KNOWN TO HAVE KILLED
SEVERAL SUPER-HUMANS. SHE SHOULD BE
CONSIDERED ARMED AND EXTREMELY
DANGEROUS.**



OMNI Database #029312

Physical Description	
Date of Birth:	11/10/1915
Place of Birth:	Boston, Massachusetts
Nationality:	American
Race:	Caucasian
Sex:	Female
Complexion:	Pale
Eyes:	Red
Hair:	White
Height:	5' 7"
Weight:	122 lbs
Build:	Medium
Known Occupations:	Secretary, Fortune Teller, Witch

Killer Frost

Icon-Class Mutant

Real Name: Nora Isley

Other Aliases: None

Team Affiliation: None

**WANTED FOR MURDER; ATTACKS ON
PROPERTY RESULTING IN DEATH;**

Known Powers

Killer Frost is capable of creating a blizzard that blankets the immediate area, reducing visibility and dropping air-temperature into sub-zero ranges. Her body-temperature remains at a similar level, generating an aura of cold that makes engaging her in hand-to-hand difficult.

By kissing an opponent, Killer Frost is capable of dropping their body-temperature and drawing out their life energy. Targets are physically weakened and rendered unable to move, and could potentially be drained to the point of death.

Killer Frost's costume includes a set of sharp, razor-tipped claws that can be used for slashing at opponents. She is a competent combatant, and often uses physical attacks and blizzard conditions to tire characters before attempting to kiss them.

Known Weaknesses

Killer Frost feeds on the life force of living beings. If unable to drain the life force from at least one living being every day, she starts to weaken to the point of death.

Remarks

Nora Isley is a former super-model, and many fans remain enamored of her despite her criminal status. She is routinely served by attendants or allies that do her bidding, and is served almost constantly by a male fan that answers only to "Spud." Killer Frost's followers are rarely super-powered individuals, although they are often well equipped to handle the extreme cold generated by their leader.

**CAUTION
KILLER FROST SHOULD BE CONSIDERED
ARMED AND EXTREMELY DANGEROUS.**



OMNI Database #765123

Physical Description	
Date of Birth:	01/29/1981
Place of Birth:	Portland, Oregon
Nationality:	American
Race:	Caucasian
Sex:	Female
Complexion:	Pale
Eyes:	Blue
Hair:	White
Height:	5' 11"
Weight:	132 lb
Build:	Medium
Known Occupations:	Actress, Super-Model

Soulfire

Icon-Class Mutant

Real Name: Unknown

Other Aliases: None

Team Affiliation: Unknown

**WANTED FOR ASSAULT; AGGRAVATED
STALKING: ARSON OF AN UNOCCUPIED
STRUCTURE: WILLFUL DESTRUCTION OF
PROPERTY**

Known Powers

Soulfire is surrounded by a field of blue flames that exist on both the physical and the psychic plane. The burning has no effect on inanimate objects, but coming into contact with them causes serious mental trauma in living beings. Soulfire's flames extend onto the spiritual and astral planes in addition to the physical, allowing her to harm beings normally impervious to physical attacks. The burning aura appears to have a strong emotional link, burning hotter and brighter when Soulfire is in strong emotional states.

Soulfire possesses super-human strength and endurance, and has proven to be a competent hand-to-hand combatant. She relies heavily on rage and grappling attacks, holding opponents down while her burning aura causes enough mental feedback to knock them unconscious.

Known Weaknesses

Soulfire's powers rely strongly on emotion. Neutralizing bouts of rage or anger can weaken her powers and potentially knock her unconscious.

Remarks

Soulfire has suspected links with a number of ecoterrorist and radical political groups, although she rarely seems to work in concert with others. Current research suggests that Soulfire's powers feed directly from strong emotions, particularly anger, which accounts for her lack of stability when engaged in conflict.

Soulfire appears to be a psychic entity, perhaps an astral projection of another being's subconscious. She has thus far eluded all attempts to capture her, often disappearing completely when fleeing from a crime scene.

**CAUTION
SOULFIRE IS WANTED FOR THE ASSAULT OF
SEVERAL SUPER-HUMANS AND POLITICAL
FIGURES. SHE SHOULD BE CONSIDERED
EXTREMELY DANGEROUS.**



OMNI Database #875312

Physical Description	
Date of Birth:	Unknown
Place of Birth:	Unknown
Nationality:	Unknown
Race:	Unknown
Sex:	Female
Complexion:	Red
Eyes:	Brown
Hair:	Black
Height:	6' 2"
Weight:	230 lb
Build:	Heavy
Known Occupations:	Ecoterrorist

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