MUTINE Nikita Minik

Justin McKenzie <McKenzieJustin1@AEGIS.emerald.pac.net> Lucas Meriwether < MeriwetherLucas1@AEGIS.emerald.pac.net> THE CONTENTS OF THIS EMAIL ARE CLASSIFIED AS RED/Highly Restricted From: Subject: I know it's standard procedure to call up and pass around these reports for briefings when field arents and staff are expected to be working with "assets" from outside their normal jurisdiction I know it's standard procedure to call up and pass around these reports for briefings when field agents and staff are expected to be working with "assets" from outside their normal jurisdiction, but I would like to request to lead the briefing on the Atom Family's arrival to assist in the agents and start are expected to be working with "assets" from outside their normal jurisdi but I would like to request to lead the briefing on the Atom Family's arrival to assist in the investigation following the Starbreed incident I understand why the agency has a jacket on the Atoms, and one on me, or even you for that matter but Lalso think this doesn't have to be an adversarial situation. To be blunt AFGIS have I understand why the agency has a jacket on the Atoms, and one on me, or even you for that matter, but I also think this doesn't have to be an adversarial situation. To be blunt, AEGIS has a track record of alienating superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and disregard due to be a superhuman allies by treating them with superior and due to be a superhuman allies by treating them with superior and due to be a superhuman allies by treating them with superhuman allies by treating them all be also be a superhuman allies by treating them all be also by treating them all be also be a superhuman allies by treating them also be also by treating them also by treati mMTT.Y. matter, but I also think this doesn't have to be an adversarial situation. Io be blunt, AEGIS has a track record of alienating superhuman allies by treating them with suspicion and disregard due to their "unofficial" status. That's narticularly the case with a group like the Atom Family (or the investigation following the Starbreed incident. track record of alienating supernuman allies by treating them with suspicion and disregard due to their "unofficial" status. That's particularly the case with a group like the Atom Family (or the students of the Claremont Academic) due to their relative voluth Take it from me sir some of the to their "unofficial" status. I hat's particularly the case with a group like the Atom Family (or the students of the Claremont Academy) due to their relative youth. Take it from me, sir, some of the Atoms may he "kids" but they've been at this for almost their entire lives. They know what they're students of the Claremont Academy) due to their relative youth. Take it from me, sir, some of the Atoms may be "kids" but they've been at this for almost their entire lives. They know what they're THE We only get once chance to make a first impression, and I intend to reiterate that at the briefing, should you approve my request doing. should you approve my request. Senior Security Analyst/Field Operative Regards, Agent Justin McKenzie A.E.G.I.S. District 5

THREAT REPORT. THE ATOM FAMIL

THE ATOM FAMILY

MEMBERS: Maximus Atom, Tesla Atom, Victoria Atom, Chase Atom, Jack Wolf, Doctor Atom

BASE: The Nucleus, atop the Goodman Building, Freedom City

MOTIVATIONS: Explorers

The current generation of the world-famous Atom Family have been celebrities since the moment they were born. The Family is made up of adventurers and explorers who investigate strange phenomena and fight threats to the safety of Freedom City and the world. The current team consists of the four grandchildren of Doctor Alexander Atom—Max, Tess, Vicky, and Chase—their friend and legal guardian "Uncle" Jack Wolf, and their grandfather's disembodied intellect, maintained within the computers of their headquarters, the Nucleus, atop the Goodman Building in Freedom City.

HISTORY

The history of this most unusual family begins with Doctor Alexander Atom, renowned scientist and adventurer in the 1930s and 1940s. Doctor Atom explored lost and hidden civilizations in various parts of the world. He often found dire threats to humanity—such as his first encounters with the Sub-Terrans and their underground kingdom—or unbelievable wonders like the dinosaurfilled Lost World in South America. On those occasions, Doctor Atom and his allies protected the world from threats it didn't even know existed.

During World War II, Doctor Atom worked with the Liberty League as a scientific advisor. Rumor has it he also worked on the Manhattan Project, although he never discusses the matter. During the war, he met and fell in love with Marie Vaulaire, a daring French resistance fighter. Their affair was a brief, passionate one, but Marie died fighting against the Nazis soon thereafter.

The heartbroken Doctor Atom threw himself into his work, and this decade of furious activity and invention excluded nearly everyone save Anne Banks, a young woman who became his laboratory assistant, then partner, and eventually his wife. Anne said she had to pursue her husband "with relentless determination," but in the end she got the brilliant—but often distracted—Doctor Atom to realize what he had right in front of him.

Their daughter Andrea was born in 1959. She grew up with her mother's beauty and tenacity and her father's brilliance. The Atoms later took in Jack Wolf, the son of one of Alexander's friends, Colonel John Wolf, an astronaut lost on an early orbital mission. Jack was just a few years older than Andrea, and the two of them became close.

In 1972, Anne Atom succumbed to cancer, despite her husband's valiant efforts to save her. Doctor Atom continued to raise his daughter and ward alone but too often buried himself in his research. He began to study robotics and computers more in-depth, building robotic playmates and nannies to help care for Andrea and Jack. She began attending the Hanover Institute of Technology in 1976, and there saw the performance of a "mentalist" named Mentac, who debunked psychic research. When she also discovered Mentac had actual psychic powers, she learned he pretended to be a stage mentalist and debunker as a way for him to find con-artists as well as true paranormals who abused their abilities and bring them to justice. Andrea introduced Mentac to her father and he began a long association with the Atom Family.

For the better part of a decade, the quartet of Doctor Atom, Andrea, Mentac, and Jack Wolf explored strange phenomena and fought hidden menaces. Andrea became more and more attracted to the mysterious and aloof Mentac, while Jack silently carried a torch for the lovely Andrea. Doctor Atom, of course, remained largely unaware of the romantic entanglements of his young protégés.

In 1980, Mentac finally told the Atom Family about his true origins: He was an exiled prince from Farside City, located on the dark side of the Moon. They confronted Mentac's aunt, Lady Lunar, and overthrew her despotic control of the city. An admirer of the ideals of the American system of government on Earth, Mentac abdicated his throne and helped install a democratic government elected by the city's people. In the midst of the celebrations, he also finally admitted his feelings for Andrea, and they married two years later. Jack Wolf left his foster-family, heartbroken over losing Andrea, and spent some time working as a mercenary in various parts of the world.

Andrea and Mentac had their first child, a boy named Maximus, in 1984. Three others followed: Tesla in 1985, Victoria in 1987, and Chase in 1989. Doctor Atom began his own battle with cancer in the late '80s. He kept the extent of his condition a secret, but Andrea eventually discovered the truth.

During the Terminus Invasion, Doctor Atom worked to save Freedom City and close the dimensional breach Omega's forces used as their beachhead, Andrea and Mentac dove into the Terminus to try and keep Omega from emerging. They left the children in the care of the house robots on the lowest and only undamaged floor of their headquarters.

Unfortunately, Andrea and Mentac failed to stop Omega's emergence and appeared to be atomized by the mad god's power. Doctor Atom helped Centurion and other heroes defeat Omega and reseal the dimensional warp. Doctor Atom's health began to rapidly decline thereafter due to exhaustion from battling the invasion from the Terminus, and grief over the loss of his daughter and sonin-law. Refusing to leave his grandchildren alone in the world, he asked Jack Wolf to become their legal guardian.

THREAT REPORT THE ATOM FAMILY



As a final experiment, Alexander Atom transferred his intellect and memories into a holographic computer system as his body finally gave out.

In 1997, when Maximus turned 13, everyone learned the young Atoms were mutants, whether because of their father's unearthly heritage and psychic abilities, their mother's various adventures, or their parents' exposure to so many strange and unusual locales. "Uncle Jack" acted as the kids' legal guardian and teacher, aided by a holographic representation of Doctor Atom and ALEX, a robot "butler" designed by Doctor Atom.

The members of the Atom Family are explorers at heart, with Doctor Atom's keen intellect guiding their travels into the Terminus, to the Moon, into deep space, and to faraway lands and other dimensions and times. If anyone is likely to discover aliens, lost worlds, or similar things, it's the Atom Family. They also run across (or stir up) trouble from time to time.

THE NUCLEUS

The Atom Family lives in the top five floors of the Goodman Building in Midtown Freedom City. Real estate financier Saul Goodman constructed the building and later sold it to Atomic, Inc., the family trust set up by Doctor Atom. Although the Goodman Building has been mortgaged and sold a few times over the years, it's currently owned and managed by the Atom Family trust.

The top floors of the building are in the very spot where Centurion's life-pod entered Earth's dimension from the

HEADQUARTERS: THE NUCLEUS

Size: Large Toughness: 12 Features: Communications, Computer, Defense System, Dimensional Portal, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop

20 POINTS

Terminus. Doctor Atom discovered lingering dimensional energies in the upper floors of the building, and constructed a special containment unit to ensure they would not spill over into Earth again (although they have anyway on a few occasions). Later experimentation channeled the contained energies into the Infinite Fractal Gateway of "IF Gate" – a portal into other dimensions and timelines.

The Nucleus contains living space for the Atom Family, extensive laboratories where Doctor Atom and Tesla conduct research, workshops for constructing various technological devices, and the extensive computer system housing Doctor Atom's intellect. ALEX takes care of most of the Nucleus' upkeep—aided by various servo robots—and Doctor Atom's patents and the Atomic, Inc. trust pay for it all.

The Goodman Building is fairly unremarkable, a skyscraper of steel and concrete with mirror-finish windows. The floor immediately below the Nucleus remains empty as a "buffer zone" between the headquarters and the rest of the building. This floor contains some backup and support machinery for the Nucleus.

THE "ATOMOBILE"

The Atom Family uses a "sky-car" a swift anti-gravity vehicle, for getting around Freedom City and for short trips elsewhere. Chase Atom nicknamed the sky-car the "Atomobile" some years ago. Jack Wolf usually pilots, although all members of the family know how to fly it.

VEHICLE: SKY-CAR (THE "ATOMOBILE") 20 POINTS

Size: Huge STR 8 Spd 7 (air, 250 MPH) Def –2, Tou 9 Features: Navigation System, Remote Control

MORPHIC MOLECULES

Doctor Atom invented morphic molecules in the 1950s to serve the needs of the growing superhuman population. They provided the basis for an adaptive fabric, able to stand up to a wearer's superpowers. The patent on morphic molecules has earned Doctor Atom a fortune, as has manufacturing custom-designed costumes from the material. Most superhero costumes are made from morphic molecules. This alone costs no equipment points: it's just an assumed capability of costumes in the setting.

Members of the Atom Family each have their own morphic molecule bodysuits. Max's suits are blue, Tesla wears red, Vicky's suits are green; and Chase's are purple. The suits can be programmed to reshape themselves into any set of clothing desired by the wearer. There are also receiver circuits embedded in the suits, allowing them to use any part of a suit's surface (usually the forearm sleeve) as a display screen for two-way communication or even a keyboard or touch-screen for data-entry.

HOOKS

The following are some adventure hooks for involving the Atom Family in your MUTANTS & MASTERMINDS series.

Adventures in Atom-Sitting: A time- or dimensiontraveling villain (like Professor Zed from Threat Report #46) is tinkering with the past, in an effort to become the Atom Family's "mentor" in place of Doctor Atom and Jack Wolf, raising the Atom kids as his super-powered minions instead. The heroes have to take the role of time-hopping "baby sitters" appearing at different points in the Atoms' young lives to act as guardian angels and help them make the right choices so they grow up into the responsible young heroes they should. This is one way for relatively new heroes who have just met the Atom Family to quickly become "old friends" who have effectively known the Atoms their entire lives! If the heroes don't have timeor dimension-travel powers of their own, then a cosmic being like the Norn (described in Time of Crisis) may intervene to maintain the "universal balance" by providing them with the means.

Meet the Meta Family: Like everyone on Earth-Prime, the Atoms have their analogues on the so-called "Anti-Earth" where good and evil are reversed. The "Meta Family" are little more than scientific experiments of their sinister grandfather, Professor Meta, who cheated death by digitizing his mind and storing it in a computer system, allowing him to continue his eugenic experiments. He and his right-hand man—eye-patch-wearing mercenary Jack Hawke—have trained the four Meta siblings since birth to be perfect criminals. The Metas have the same first names and traits as their Earth-Prime analogues, but are ruthless young sociopaths. The Atom Family has crossed paths with their evil twins in the past, and the Meta Family might try and pull off a scheme like replacing the Atoms, either kidnapping them or waiting until they are off exploring deep space or another universe before showing up on Earth-Prime.

Maximus atom

NAME: Maximus "Max" Atom OCCUPATION: Adventurer BASE: The Nucleus, Freedom City

Maximus is the oldest of the Atom children, born in 1984. From his earliest childhood, he took more after his "uncle" Jack Wolf, physically active and daring. He quickly learned responsibility for his younger siblings and helped look after them. Already famous as the grandchild of



Doctor Atom, Maximus quickly became known for his own accomplishments. He became the *de-facto* leader of his siblings in more ways than one, helping to train them as he learned to understand and control his own superhuman abilities.

Maximus is close to his Uncle Jack and he admires him greatly. He's boisterous and athletic, outgoing and friendly. He's a bit overawed by his younger siblings' intellect, and makes light of his own, even though he is smart in his own right. He takes responsibility for his sisters and brother and for Jack Wolf too, even though Jack supposedly looks out for them. He chose to study business management, although his first love is mechanics. Maximus is President of Atomic, Inc. and manages the family business, spending some off-hours playing grease-monkey in the Nucleus' garage hangar.

Initially shy around girls, Max struggled with an on-again, off-again attraction to Empath of the Psions (a family of criminal psychics). He eventually met and fell in love with Vanessa Hudson and the two of them married in 2010. Vanessa teaches fourth-grade elementary school in Freedom City and parents are assured it is the "safest school on Earth" thanks to some Atomic, Inc. security upgrades.

POWERS & ABILITIES

Maximus can control his body's atomic structure to a limited degree. He can grow to tremendous size, shrink down to less than an inch tall, and shift his molecular valance out of phase with other matter, letting him pass through it. In his giant form he's also very tough; few weapons can pierce his skin.

Maximus typically grows in response to danger, allowing him to oversee the situation and protect his family. He doesn't hesitate to jump in front of attacks to shield others, and he uses his great size and reach to deal with opponents. He'll often carry others, like Vicky and Chase, in his giant form.

In situations where stealth is called for, Maximus shrinks down or "ghosts" through solid obstacles. He's been known to hitch a ride with Victoria in his miniature form, and the two of them make a great infiltration team (especially in silent telepathic contact with Chase).

MAXIMUS ATOM

PL11 · 144 POINTS

STR 3/15*/-1** STA 3/15* AGL 1 DEX 1 FGT 6 INT 4 AWE 2 PRE 3

Powers: Body Control (Array: Growth 12 (Continuous, Quirk: -1 attack modifier per 4 ranks active), **AE:** Insubstantial 4 (Insubstantial), **AE:** Shrinking 16); **Commlink** (Senses 1 (Communication Link with Doctor Atom)); **Tough Skin** (Impervious Toughness 12, Limited to ranks of Growth active)

Advantages: All-out Attack, Defensive Attack, Equipment 2 (HQ & vehicle), Improved Grab, Improved Hold, Interpose, Leadership, Power Attack, Teamwork

Skills: Athletics 4 (+7/19*), Close Combat: Unarmed 4 (+10), Expertise: Current Events 4 (+8), Insight 4 (+6), Intimidation 2 (+5/+11*), Perception 6 (+8), Persuasion 3 (+6), Ranged Combat: Throwing 7 (+8), Stealth 3 (+4/-8*/+20), Technology 6 (+10), Vehicles 9 (+10)

Offense: Initiative +1, Unarmed +10/+7 (Close, Damage 3/15*)

Defense: Dodge 11/5*/19**, Parry 11/5*/19**, Fortitude 3/15*, Toughness 3/15*, Will 7 *With Growth modifiers. **With Shrinking modifiers.

Totals: Abilities 46 + Powers 42 + Advantages 10 + Skills 26 + Defenses 20 = Total 144

Complications: Motivation-Responsibility: To his family and society. Relationship: Vanessa Hudson-Atom, wife.

TESLA ATOM

NAME: Tesla "Tess" Atom OCCUPATION: Adventurer BASE: The Nucleus, Freedom City

Although Maximus is the leader of the siblings, Tesla, just a year younger, is definitely the brains of the outfit. She has her mother's sharp intellect, and her father's biting wit to go with it. She learns more all the time and spends much of her off time researching and experimenting with



PL11 · 164 POINTS

her grandfather's assistance. She holds advanced degrees from the Hanover Institute of Technology in physics and electrical engineering.

"Tess" tends to let Maximus take the lead while she advises him and figures things out. She's always thinking, looking for new things to study and new opportunities to learn. Even in her spare time, she enjoys puzzles and intellectual games like chess (which she plays with Chase and her grandfather). She's excited by new experiments or something new to study. She sees the threats the Atom Family deals with as puzzles to solve, although if a member of her family is threatened, Tesla doesn't play around.

Tesla's primary challenge is social: she would spend all of her time shut up in a lab or pouring over a book or data file rather than having any human contact if it weren't for her siblings and a handful of college friends. They

TESLA ATOM

STR 0 STA 3 AGL 2 DEX 3 FGT 5 INT 7 AWE 2 PRE 2

Powers: Commlink (Senses 1 (Communication Link with Doctor Atom)); Nucleonic Energy Projection (Array: Nucleonic Blast (Ranged Damage 11), AE: Molecular Disruption (Weaken Toughness 11, Affects Only Objects), AE: Nucleonic Dampening (Burst Area Nullify Radiation 11), AE: Nucleonic Solidification (Create 11(force objects), AE: Photonic Beam (Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Fortitude; Vision Impaired, Vision Disabled, Visually Unaware)); Nucleonic Field (Impervious Protection 8, Sustained); Nucleonic Propulsion (Flight 7 (250 MPH))

Advantages: Accurate Attack, Defensive Attack, Equipment 2 (HQ & Vehicle), Inventor, Precise Attack (Ranged, Cover), Teamwork

Skills: Acrobatics 4 (+6), Close Combat: Unarmed 3 (+8), Expertise: Science 10 (+17), Insight 6 (+8), Investigation 4 (+11), Perception 6 (+8), Ranged Combat: Energy Projection 8 (+11), Technology 8 (+15), Vehicles 3 (+6)

Offense: Initiative +2, Nucleonic Blast 11 (Ranged, Damage 11), Unarmed +8 (Close, Damage 0)

Defense: Dodge 11, Parry 9, Fortitude 8, Toughness 11, Will 10

Totals: Abilities 48 + Powers 57 + Advantages 7 + Skills 26 + Defenses 26 = Total 164

Complications: Motivation–Scientific Curiosity. Quirk: Science geek.

and Doctor Atom all encourage Tess to get out and enjoy other aspects of life. Her dating experiences have left her wondering if she'll ever meet anyone suitable, given that her intellect and accomplishments tend to scare off many guys, while attracting only star-struck hopefuls.

POWERS & ABILITIES

Tesla can generate and control nucleonic energy fields, surround herself with a glowing force field, and fly through the air. She can generate bursts of energy, ranging from blinding light to a force that dissolves molecular bonds, although she never uses that against living opponents. She can even create fields of force away from her body, shaping them into walls or a platform. Tess is in excellent physical condition, and trains regularly in the use of her powers.

Tesla's abilities make her the aerial and artillery support in the Atom Family, since she can attack opponents at range while flying up out of reach. She frequently carries one or more of her siblings with her into the air (particularly if Maximus shrinks down to an easily portable size), and she's the one who catches them if they fall. She tends to hang back, peppering opponents with ranged attacks, while looking for weaknesses and advising Maximus on tactics via Chase's telepathic link.

VICTORIA ATOM

NAME: Victoria "Vicky" Atom OCCUPATION: Adventurer BASE: The Nucleus, Freedom City

Victoria is quieter than her older siblings. She tends to blend into the background both figuratively and literally, since Victoria can transform herself into almost anything. She's very intelligent but more bookish and artistic than Tesla. She loves to read anything from fiction to science,

VICTORIA ATOM

PL11 · 168 POINTS

STR 1/5* STA 2/6* AGL 4 DEX 3 FGT 5 INT 4 AWE 1 PRE 3

Powers: Commlink (Senses 1 (Communication Link with Doctor Atom)); **Pliable Form** (Elongation 9 (1/2 mile), Growth 4, Insubstantial 1 (Fluid), Morph 4 (Any Shape), Protection 6)

Advantages: Beginner's Luck, Close Attack 5, Eidetic Memory, Equipment 2 (HQ & Vehicle), Grabbing Finesse, Improved Disarm, Improve Grab, Improved Hold, Teamwork, Wellinformed

Skills: Deception 8 (+11), Expertise: Writing 6 (+10), Insight 6 (+7), Investigation 2 (+6), Perception 8 (+9), Persuasion 4 (+7), Ranged Combat 5 (+8), Sleight of Hand 6 (+9), Stealth 4 (+8), Technology 2 (+6), Vehicles 4 (+7)

Offense: Initiative +4, Unarmed +10 (Close, Damage 1/5*)

Defense: Dodge 12/10*, Parry 12/10*, Fortitude 7/11*, Toughness 8/12*, Will 10 *With Growth modifiers.

Totals: Abilities 46 + Powers 50 + Advantages 15 + Skills 28 + Defenses 29 = Total 168

Complications: Motivation–Doing Good. Quirk: Likes to fit in. **Quirk:** Tries to see the best in people.

history, current events, and journalism. She can pull obscure facts and figures out at various times, and is a master of trivia, having an excellent memory for everything she's read.



Vicky is very much the peacemaker of the family, and does

her best to keep everyone happy and together. She's very curious and interested in new ideas and new experiences and quite open-minded. She doesn't judge by appearances and has the ability to see things from other points of view fairly easily, which may come from her ability to literally put herself in others' places. Her willingness to believe there's some good in everyone can get her into trouble sometimes, especially when coupled with her curiosity. She's closest to her younger brother Chase and particularly protective of him.

In recent years, Victoria has tried her hand at writing as well as reading voluminously. Her blog, "Transformations," regularly gets millions of hits and collections of her stories, travelogues, and essays have been published electronically to further support Atomic, Inc. Her wry observations about her family's adventures and dynamics have garnered Vicky legions of followers on various social networks as well, and "V-spotting" is a popular game for fans who know (or think) Ms. Atom might be in their area, perhaps in disguise.

POWERS & ABILITIES

Victoria can control her body's molecules somewhat like Maximus can, but does so with more precision. She can transform into virtually any shape she can imagine. She can stretch out to great lengths or assume a semisolid form that allows her to flow like water through small cracks and openings. Her body is also naturally resilient, making her resistant to physical harm.

Victoria is the Atom Family's infiltration expert, able to go almost anywhere. She's also been known to use her shapechanging to sow confusion among opponents by mimicking one of them. In a fight, she tends to grab opponents and tangle them up in her stretchy form, holding them just long enough for Max or Tess to hit them hard.

CHASE ATOM

NAME: Chase Atom OCCUPATION: Adventurer BASE: The Nucleus, Freedom City

The youngest of the Atom siblings, Chase is the most like their father Mentac. Chase's mental powers emerged early, starting when he was only seven years old, so he's had almost as much time to learn to control and use them as his older brother and sister.

There appears to be a special connection between Chase and the Moonstone, the alien artifact that is the power-

THREAT REPORT THE ATOM FAMILY

source of the Farsider civilization. With the power of the Moonstone, Chase's abilities can be magnified tremendously. While on a visit to Farside City, Chase acquired a local "moon monkey" as a pet he named Cosmo.



Chase has led a strange life, to

say the least. Although he's seen alien worlds and fought cosmic beings, he has little experience in the mundane environments of people his age. A plan to send Chase to public school rather than tutoring him at the Nucleus worked out poorly. Chase's closest friends have been his "imaginary friend" Ironscale, the Clockwork Dragon (actually one of Dollface's guises, see *Threat Report #49*) and Ray Gardener, Jr., alias Thunderbolt, Captain Thunder's son and junior member of the Freedom League. Thunderbolt has been lobbying for Chase to join the League but Chase is reluctant to leave his family, even though he longs for a place where he's not the "little brother".

POWERS & ABILITIES

Chase Atom has formidable telepathic abilities. He can read minds and project mental illusions. He can also project powerful mental blasts to stun or incapacitate. He has learned to shield his own thoughts and he can link the minds of his siblings together, allowing them to communicate instantly and silently. On Jack Wolf's suggestion, Chase developed a trick of monitoring the surface thoughts of those around him at a low-level in combat, enough to give him a split-second warning so he can often avoid an attack before it comes.

Chase is very serious-minded when it comes to his responsibilities, something drilled into him since childhood. He never uses his powers carelessly or thoughtlessly and makes it a point never to read other people's thoughts without good reason. Chase has the potential to control other people's minds, but the idea is so repugnant to him that he virtually never does it. He literally knows where that road leads, having met not one but two alternate future versions of himself who abused their powers. One, Lunatik, fell victim to madness from the Moonstone and became an infamous puppet-master while the other, calling himself Mastermind, claimed he usurped the power and memories of the long-lived villain of that name (see Threat Report #36) becoming a megalomaniac in his own right. The two villains fought when they both arrived in the past to attempt to ensure theirs was the "true" future. It remains unseen if either still exists, but Chase intends to ensure neither ever does.

COSMO THE MOON MONKEY

Chase's pet Cosmo is a mutant monkey from Farside City. Cosmo looks much like an Earth spider monkey with pale blue fur. He's more intelligent than an Earth-monkey, able to understand almost any simple command and even communicate to a limited degree using sign language (or

CHASE ATOM

PL12 · 177 POINTS

STR 0 STA 1 AGL 2 DEX 2 FGT 3 INT 3 AWE 4 PRE 1

Powers: Mind Shield (Impervious Will 14, Limited to mental powers); Psychic Evasion (Enhanced Defenses 6 (Dodge 2, Parry 4), Sustained, Quirk: Not against foes immune to mental powers); Psychic Senses (Senses 4 (Acute Mental Awareness, Mental Communication Link with Cosmo and Doctor Atom)); Telepathic Translation (Comprehend 2 (Understand and Understood in all languages)); Telepathy (Array: Mental Blast (Perception Range Damage 8, Alternate Resistance: Will, Dynamic), AE: Mental Communication (Mental Communication 5, Dynamic), AE: Mental Illusion (Illusion 5, all senses, Illusion Area 1, Selective, Resistible: Will, Dynamic), AE: Mind Reading 12, Dynamic), AE: Mind Wipe (Cumulative Affliction 8 (Resisted by Will; Entranced, Compelled, Transformed), Dynamic))

Advantages: Defensive Roll 4, Evasion, Extraordinary Effort, Improved Initiative, Second Chance (Will checks against mental powers), Set-up, Sidekick 23 (Cosmo), Taunt, Teamwork, Uncanny Dodge

Skills: Close Combat: Unarmed 3 (+6), Deception 4 (+5), Expertise: Psychic Powers 8 (+11), Investigation 2 (+5), Perception 6 (+10), Persuasion 6 (+7), Stealth 5 (+7), Technology 2 (+5), Treatment 2 (+5), Vehicles 4 (+6)

Offense: Initiative +6, Unarmed +6 (Close, Damage 0)

Defense: Dodge 12, Parry 12, Fortitude 7, Toughness 5/1*, Will 14 *Without Defense Roll.

Totals: Abilities 32 + Powers 60 + Advantages 35 + Skills 21 + Defenses 29 = Total 177

Complications: Honor: Doesn't use his mental powers to violate others' privacy or rights. **Motivation-Responsibility. Quirk:** Very little experience with mundane life.

COSMO THE MOON MONKEY PL5 · 177 POINTS

STR -4 STA 0 AGL 3 DEX 0 FGT 0 INT -2 AWE 2 PRE 0

Powers: Mental Link (Senses 1 (Mental Communication Link with Chase)); **Prehensile Tail** (Extra Limbs 1); **Teleport** (Teleport 13 (30 miles), Accurate, Change Velocity, Easy, Extended (8,000 miles), Increased Mass 2 (200 lbs.), Turnabout; Space Travel 1); **Tiny** (Shrinking 8, Permanent, Innate)

Advantages: Evasion 2, Improved Initiative, Improved Grab

Skills: Acrobatics 6 (+9), Close Combat: Unarmed 4 (+4), Perception 4 (+6), Sleight of Hand 4 (+4), Stealth 4 (+15)

Offense: Initiative +7, Unarmed +4 (Close, Damage -4)

Defense: Dodge 9, Parry 6, Fortitude 3, Toughness 0, Will 4

Totals: Abilities 2 + Powers 90 + Advantages 3 + Skills 11 + Defenses 9 = Total 115

Complications: Loyalty: Cosmo is loyal to Chase Atom above anyone else. **Monkey:** Cosmo is still just an animal, albeit a smart one.

telepathy with Chase). Cosmo also has the ability to teleport himself and one person touching him. This has allowed him to 'port his friend Chase out of trouble from time to time. However, it also allows Cosmo to get into a great deal of trouble, since it's impossible to keep him inside (or any-



where else he doesn't want to be) for any length of time.

JACK WOLF

NAME: Jackson Connor Wolf OCCUPATION: Adventurer BASE: The Nucleus, Freedom City

Jack Wolf was the legal guardian of the Atom children after the disappearance of their parents, a parental position he never expected. Doctor Atom took young Jack Wolf in as a ward when his father, Lt. Col. John Wolf, was lost on a space mission. Jack had a stormy relationship with his adoptive "sister" Andrea for a time, which eventually deepened into true affection, and even love on Jack's part. He and Mentac struck sparks from the start, partly because of the conflict between Mentac's intellect and biting wit and Jack's rough-and-tumble attitude. Mostly, Jack was jealous of the attention and affection Andrea showed Mentac. When the Atom Family visited Farside City, they discovered the truth about Mentac's heritage and also the fate of Jack's father, who was rescued and lived among the Farsiders (where he remains today).

When Andrea and Mentac became romantically involved, Jack left Freedom City and became a soldier of fortune, fighting in various brush wars and conflicts around the world. He did his best to forget the Atoms until he heard about Omega's assault on Freedom City. He returned too late to save either Andrea or Mentac, but he was there for Doctor Atom and the old man's grandchildren.

Jack became their guardian when Doctor Atom died, since the legality of a computerized intellect being a suitable guardian was a matter of some debate. Although he doesn't have any super-powers of his own, Jack still accompanies the Atom Family into action, and is their *de-facto* pilot. He is more than capable of taking care of

JACK WOLF

PL9 · 153 POINTS

STR 4 STA 4 AGL 2 DEX 3 FGT 11 INT 1 AWE 2 PRE 3

Powers: Blaster (Ranged Damage 5, Removable –2 points); Commlink (Senses 1 (Communication Link with Doctor Atom))

Advantages: All-out Attack, Assessment, Beginner's Luck, Defensive Roll 2, Diehard, Evasion, Great Endurance, Improved Initiative, Jack-of-all-trades, Languages 2 (Russian, Spanish), Leadership, Power Attack, Precise Attack (Ranged, Cover), Quick Draw, Set-up, Skill Mastery (Vehicles), Takedown, Taunt, Teamwork, Tracking

Skills: Acrobatics 6 (+8), Athletics 6 (+10), Deception 7 (+10), Expertise: Soldier of Fortune 10 (+11), Insight 6 (+8), Intimidation 8 (+11), Investigation 4 (+5), Perception 8 (+10), Ranged Combat: Guns 8 (+11), Stealth 6 (+8), Technology 2 (+3), Treatment 4 (+5), Vehicles 12 (+15)

Offense: Initiative +6, Unarmed +11 (Close, Damage 4), Blaster +11 (Ranged, Damage 5)

Defense: Dodge 10, Parry 11, Fortitude 8, Toughness 6/4*, Will 8 *Without Defensive Roll bonus

Totals: Abilities 60 + Powers 9 + Advantages 22 + Skills 44 + Defenses 18 = Total 153

Complications: Motivation—Responsibility: Jack looks after his family and friends. **Secret:** Jack has done things in his mercenary past he's not proud of.

himself, and regularly pulls the kids out of trouble, while they've done the same for him on more than a few occasions. No matter what happens, the kids know their "Uncle Jack" will look out for them.

DOCTOR ATOM

NAME: Alexander Atom OCCUPATION: Scientist BASE: Goodman Building, Freedom City

In the 1930s, Alexander Atom was a brilliant scientist, inventor, and adventurer. He went to places most people barely imagined and achieved more with his life than most could ever know. Even death hardly slowed him down. Before his physical death, Doctor Atom transferred his intellect, memories, and personality into an incredibly advanced computer system of his own design. He lives on as a disembodied intelligence "inside" a virtual world of his own making. This has not only given Doctor Atom a kind of immortality but, more importantly, allows him to continue his work and care for his beloved grandchildren.

These days, Doctor Atom is confined to the computer system in the Nucleus, the Atom Family's home in Freedom City, but his mind can roam the virtual world and he can project a holographic image of himself anywhere within the Goodman Building. Sub-space communication implants also allow Doctor Atom to communicate with the rest of the Atom Family, no matter where they are, from Midtown to the depths of the Terminus. This allows him to constantly observe and advise his grandchildren and their guardian.

Although he's gotten a touch crotchety in his old age, Doctor Atom still has his dry wit and caring nature. He loves his grandchildren dearly and treats Jack Wolf like the son he never had. Most other people find him pleas-

DOCTOR ATOM

STR — STA — AGL — DEX — FGT 0 INT 12 AWE 4 PRE 1

PL15 • 171 POINTS

Powers: Artificial Form (Immunity 30 (Fortitude Effects), Impervious Protection 12); **Digital Mind** (Immunity 10 (Mental Powers), Quickness 12 (Limited to Mental Tasks), Senses 7 (Communication Link 5 with the Atom Family, Radio, Time Sense); **Network** (Area Radio Communication 4, Rapid 3; Comprehend 2 (Machines))

Advantages: Eidetic Memory, Improvised Tools, Inventor, Languages 3 (French, Latin, Russian), Leadership, Skill Mastery: Technology

Skills: Deception 10 (+11), Expertise: Behavioral Sciences 8 (+20), Expertise: Earth Sciences 8 (+20), Expertise: History 6 (+18), Expertise: Life Sciences 8 (+20), Expertise: Physical Sciences 13 (+25), Insight 8 (+12), Investigation 8 (+20), Persuasion 7 (+8), Technology 13 (+25), Treatment 4 (+16)

Offense: Initiative +0, No Attacks

Defense: Dodge —, Parry —, Fortitude Immune, Toughness 12, Will 12

Totals: Abilities 4 + Powers 104 + Advantages 8 + Skills 47 + Defenses 8 = Total 171

Complications: Disability: Machine Mind., **Motivation**— **Responsibility:** To his family and the world. ant enough (for a hologram) but sometimes find his leaps of logic and his jargon-filled speeches difficult to follow.



Doctor Atom designed the Artificial Life-form Experiment (or ALEX) as a helper, lab assistant, and robotic nanny/ butler for his family. ALEX has long been a part of the Atom Family, taking care of their home and headquarters and serving as their loyal valet. Programmed with an artificial but adaptive intelligence, ALEX has adopted a caustic personality and an upper-class British accent, although he is capable of speaking in hundreds of living, dead, and alien languages with a variety of accents.

None of the Atom Family thinks of ALEX as "it," despite his status as an artificial being. He worries over the safety of the Atom siblings and keeps everything in the Nucleus running smoothly. ALEX and Jack Wolf have traded quips ever since Jack was a teenager, and although each finds the other frustrating at times, they are actually loyal friends beneath the surface.

ALEX

PL6 · 99 POINTS

STR 4 STA — AGL 0 DEX 1 FGT 4 INT 2 AWE 2 PRE 1

Powers: Artificial Form (Immunity 30 (Fortitude Effects), Protection 8); **Digital Mind** (Enhanced Advantages 2 (Eidetic Memory, Jack-of-all-trades), Immunity 10 (Mental Powers), Quickness 2 (Limited to Mental Tasks)); **Sensors** (Senses 7 (Analytical Vision, Darkvision, Direction Sense, Distance Sense, Radio, Time Sense); **Universal Translator** (Comprehend 3 (Read, Speak, and Understand All Languages), Feature: Mimic Voices)

Advantages: Eidetic Memory, Jack-of-all-trades

Skills: Expertise: Domestic 10 (+12), Insight 6 (+8), Perception 4 (+6), Treatment 4 (+6)

Offense: Initiative +0, Unarmed +4 (Close, Damage 4)

Defense: Dodge 2, Parry 4, Fortitude Immune, Toughness 8, Will 4

Totals: Abilities 18 + Powers 65 + Advantages 0 + Skills 12 + Defenses 4 = Total 99

Complications: Motivation—Loyalty: Devoted to the Atom Family. **Robot:** Lacks some human capabilities.

HERE'S WHAT THE ATOMS LOOKED LIKE BACK IN 2003 WHEN THE FIRST EDITION of Freedom City was released...they're all grown-up now!



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