

SUPERIOR SUPERHEROES

THE GOLDEN GUARDIANS



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MASTERMIND'S HERO'S HANDBOOK BY GREEN
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SUPERIOR SUPERHEROES

THE GOLDEN GUARDIANS



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is a work of fiction!

As depressing as this may be to some
people (myself included) we simply do not
live in a world with superpowers. I know.

It's a shame.

This book is not real. Sorry.

CREDITS

WRITTEN BY:

Travis Legge

EDITED BY:

Travis Legge

ART DIRECTION BY:

Travis Legge

LAYOUT & TYPESETTING BY:

Travis Legge

INTERIOR ART:

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Welcome aboard!

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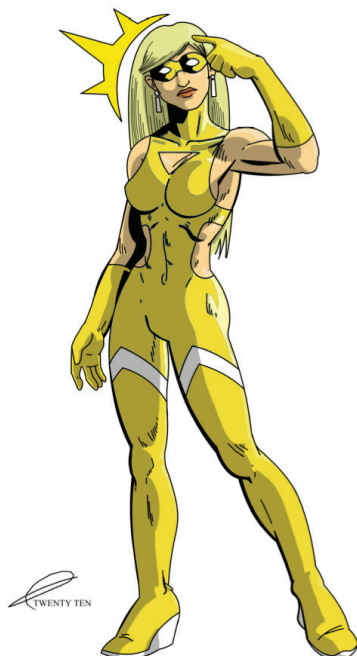
Like the LEGACY of the MASQUE RPG and the VICIOUS VILLAINS group of supplements, SUPERIOR SUPERHEROES is meant to enrich your M&M game, providing you with superheroes that you can use as NPCs, antagonists or even as player characters!

SUPERIOR SUPERHEROES: THE GOLDEN GUARDIANS contains five characters who make up the superhero team called the Golden Guardians. This book contains stats and background info on each character as well as information on their shared Base of Operations.

We hope you enjoy this .pdf! Please check out our other gaming materials, films and comics at <http://www.plasticageproductions.com>

Thank you for picking up SUPERIOR SUPERHEROES: THE GOLDEN GUARDIANS !





ALPHAWAVE

Amanda Morgan was born different. She was different from her blue-collar parents who both worked to maintain their lower-middle class lifestyle. She was different from her siblings, both older than her and interested in sports, dating, socializing and being average suburban kids.

Amanda was nothing like any of them, because Amanda was born with a unique gift. As far back as she can remember, Amanda has been able to communicate telepathically.

For most of her childhood, Amanda was only able to receive thoughts. Her powers were limited to reading the minds of anyone she made physical contact with. This made her stand-offish and led to her developing a distaste for being touched. She kept her abilities secret from her family and friends, resolving to live a quiet life of solitude. One afternoon in high school, her perspective changed. As she was leaving school for the day, Amanda bumped into another student by accident and discovered through the influx of thoughts that this boy was contemplating suicide. Amanda was unwilling to let someone hurt themselves and knew that she had no choice but to intervene. She followed the boy home and confessed her abilities to him in an attempt to talk him into getting some help. It worked and she wound up forging a friendship with the boy. The incident convinced Amanda that her abilities could be used for the greater good. Creating the superhero identity of Alphawave, Amanda began acting as an amateur detective, working to solve crimes and help people. Before long she was discovered by Seraph, who offered her a position among the Golden Guardians, as well as training to help cope with the challenges that accompany her powers.

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ALPHAWAVE (PP TOTAL: 165)							
Gender	F	Height	5'5"	Identity		Secret	
Age	23	Weight	121 lbs.	Base of Operations		The Golden Guardpost	
PL	11	Eyes	Blue	Group Affiliation		The Golden Guardians	
Abilities (84 PP)							
STR	4	AGI	5	FIG	3	AWE	7
STA	4	DEX	5	INT	7	PRE	7
Offense (0 PP)							
Blast		5		Initiative		5	
Defense (19 PP)							
Toughness (STA)			2 (6)		Dodge (AGL)		3 (8)
Fortitude (STA)			2 (6)		Parry (FGT)		5 (8)
Will (AWE)				7 (14)			
Skills (4 PP)							
Deception							2 (9)
Insight							2 (9)
Perception							2 (9)
Stealth							2 (7)
Advantages (3 PP)							
Equipment x3							
Powers & Devices (55 PP)							
Comprehend (Languages)							3
Mental Blast (Subtle)							7
Mental Communication (Area, Subtle)							3
Mind Reading (Close)							5
Complications (0 PP)							
Motivation: Recognition (Alphawave desperately seeks the approval of others), Identity: Like all of the Golden Guardians, Alphawave maintains a secret identity.							
Equipment, Vehicles & Headquarters							
Costume (Protection: 3), Headquarters/Installation contribution: 12 points							

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ARCHER (PP TOTAL 150)							
Gender	M	Height	5'6"	Identity		Secret	
Age	16	Weight	161 lbs	Base of Operations		The Golden Guardpost	
PL	10	Eyes	Brown	Group Affiliation		The Golden Guardians	
Abilities (48 PP)							
STR	3	AGI	3	FIG	3	AWE	3
STA	3	DEX	3	INT	3	PRE	3
Offense (0 PP)							
Bow & Arrow	+12			Initiative	+11		
Defense (32 PP)							
Toughness (STA)		4 (7)		Dodge (AGL)		7 (10)	
Fortitude (STA)		8 (11)		Parry (FGT)		7 (10)	
Will (AWE)				6 (9)			
Skills (43 PP)							
Acrobatics						6 (9)	
Athletics						6 (9)	
Close Combat (Clubs & Staves)						6 (9)	
Close Combat (Unarmed)						4 (7)	
Deception						6 (9)	
Insight						4 (7)	
Intimidation						8 (11)	
Investigation						4 (7)	
Perception						8 (11)	
Persuasion						4 (7)	
Ranged Combat (Archery)						12 (15)	
Sleight of Hand						3 (6)	
Stealth						6 (9)	
Technology						5 (8)	
Treatment						4(7)	
Advantages (27 PP)							
Accurate Attack, Assessment, Equipment x 6, Evasion, Fast Grab, Great Endurance, Improved Aim, Improved Critical (Archery x2), Improved Initiative x2, Instant Up, Precise Attack x4, Quick Draw, Takedown x2, Tracking, Weapon Bind, Weapon Break							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Justice (Archer holds a great deal of contempt for criminals & lawbreakers), Secret Identity (Like all members of the Golden Guardians, Archer maintains a secret identity).							
Equipment, Vehicles & Headquarters							
Bow & Arrows (Ranged Damage: 3 array x15, Crit 18-20. Arrow Effects: Acid Arrow (Blast 3, Acid) Armor Piercing (Damage 3, Penetrating), Bolas (Grabbing: 3 (No damage), Fire Extinguisher (Blast 3, Cold), Flame Arrow (Blast 3, Fire), Flashbang (Affliction 3, Daze vs Fortitude), Fragmentation Arrow (Damage 3, Area), Net (Grabbing 2, Entangling), Punch Arrow (Damge 3, Bludgeoning), Sleep Arrow (Area Affliction 2, vs. Fortitude), Tazer (Affliction 3 vs Fortitude), Custom, as needed Trick Arrows x4), Costume (Protection 3) Headquarters/ Installation contribution: 6 points							

ARCHER

Alejandro Vasquez is the grandson of the original Archer, a vigilante who made a name for himself in the 1960s and 1970s fighting street gangs, organized criminals and supervillains. Alejandro's parents were killed in a car accident when he was very young, which left him in the care of his ailing grandparents. Alejandro was a curious child and would frequently snoop around his grandparents' property. It wasn't long before he discovered the secret room in the basement of the house where his grandfather kept the relics from his days as the Archer. Alejandro began sneaking down to the basement to practice with the bow and trick arrows whenever he could. After a few weeks of this, his grandmother caught him

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and immediately turned him over to his grandfather.

Much to Alejandro's surprise, and over the protests of his grandmother, Alejandro's grandfather began training him in archery, engineering and investigative techniques. The elder Vasquez had always wanted to pass his mantle along, but his son had no interest in "running all over hell and creation in tights." Alejandro, on the other hand, took to it like a natural. A year later, the new Archer made his debut, bringing down a local meth lab.

Shortly after this initial foray into costumed crimefighting, Alejandro was approached by Seraph, who was assembling a team of superheroes. Once she discovered that the Archer was a teenager she nearly rescinded her offer, but was persuaded to give the young Archer a chance when he enlisted his grandfather to speak on his behalf. Archer now brings his considerable skill to the crimefighting efforts of the Golden Guardians.

Alejandro is incredibly well-trained and boasts a skill set and dedication beyond his years. His largest shortcomings are his obsessive nature when tracking a criminal and his anger management issues, which seem to be growing worse as he goes through puberty. He is presently in a romantic relationship with his fellow Golden Guardian, Bolt, who seems to be the only person that can reliably calm Alejandro down once he gets riled up. Seraph is concerned about Alejandro's behavior at times, and has prepared for the possibility that one day she may need to intervene if his temper gets out of check.



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BOLT (PP TOTAL: 165)							
Gender	Female	Height	5'6"	Identity		Secret	
Age	16	Weight	118 lbs.	Base of Operations		The Golden Guardpost	
PL	11	Eyes	Green	Group Affiliation		The Golden Guardians	
Abilities (66 PP)							
STR	3	AGI	3	FIG	7	AWE	4
STA	7	DEX	3	INT	2	PRE	4
Offense (0 PP)							
Close Attack		9		Initiative		+63	
Defense (20 PP)							
Toughness (STA)		0 (7)		Dodge (AGL)		9 (12)	
Fortitude (STA)		0 (7)		Parry (FGT)		5 (12)	
Will (AWE)				6 (10)			
Skills (6 PP)							
Athletics						4 (7)	
Perception						4 (8)	
Persuasion						4 (8)	
Advantages (7 PP)							
Close Attack x2, Evasion, Equipment x3, Uncanny Dodge							
Powers & Devices (66 PP)							
Element Control (Air)						3	
Super-speed (Enhanced Initiative, Quickness, Speed)						15	
- Multiattack (Strength) x15							
Complications (0 PP)							
Motivation: Doing Good (Bolt genuinely believes in good, righteousness and innocence), Secret Identity (Like all members of the Golden Guardians, Bolt maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection: 3, Immunity to Bolt's powers), Headquarters/Installation contribution: 11 points							

BOLT

Stacey Wilson lived a relatively normal life until she happened to be caught in the crossfire between a superhero and a supervillain. While walking home from school, Stacey's path was crossed by Seraph, who was locked in battle with the Evolutionist, a villain with mutagenic powers who was plotting to turn the average Joes and Janes of the city into monkeys. During the fight, the Evolutionist fired a mutagenic blast at Seraph. The blast ricocheted off of Seraph's impenetrable skin, hitting Stacey and causing her to undergo a random mutation. Stacey found herself suddenly empowered with super-speed, which enabled her to escape the area of the conflict. Shortly after the fight, Seraph managed to track Stacey down (she had run to a small town two states to the West in her blind panic) and offered to help her gain control of her powers. Stacey agreed on the condition that Seraph would help her look into a possible cure for the mutation. Stacey now fights alongside the Golden Guardians as the superhero Bolt.



CHI (PP TOTAL: 165)							
Gender	F	Height	5'9"	Identity		Secret	
Age	26	Weight	157 lbs,	Base of Operations		The Golden Guardpost	
PL	11	Eyes	Brown	Group Affiliation		The Golden Guardians	
Abilities (96 PP)							
STR	6	AGI	6	FIG	6	AWE	6
STA	6	DEX	6	INT	6	PRE	6
Offense (0 PP)							
Attack		14		Initiative		+10	
Defense (22 PP)							
Toughness (STA)		2 (8)		Dodge (AGL)		5 (11)	
Fortitude (STA)		5 (11)		Parry (FGT)		5 (11)	
Will (AWE)				5 (11)			
Skills (25 PP)							
Acrobatics						4 (10)	
Athletics						4 (10)	
Deception						4 (10)	
Expertise						4 (10)	
Insight						4 (10)	
Intimidation						4 (10)	
Perception						6 (12)	
Persuasion						4 (10)	
Sleight of Hand						4 (10)	
Stealth						8 (14)	
Treatment						4 (10)	
Advantages (21 PP)							
Accurate Attack, Close Attack x8, Defensive Attack, Equipment x2, Improved Initiative, Ranged Attack x8, Takedown							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Doing Good (Chi believes that the world is out of balance and it is her purpose to fight against the powers of evil.), Secret Identity (Like all members of the Golden Guardians, Chi maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection: 3), Headquarters/Installation contribution: 7 points							

CHI

Zoe Sar is a Korean-American who has spent the majority of her life studying martial arts. At an early age she began fighting in tournaments, competing on the international level by the age of eleven. While in a tournament in Seoul, South Korea, she was approached by an ancient master named Maseuteo who saw potential in the girl. Training Zoe in the highest forms of Soo Bahk Do, Maseuteo taught the young woman that the world demands balance between good and evil. Seeing that the world is sorely out of balance, Zoe adopted the superhero identity of Chi and now uses her incredible skills to fight evil. Seeing the Golden Guardians as a bastion of good in the world, Chi sought membership among the group. Upon seeing a demonstration of Chi's skills, Seraph accepted her with no hesitation.

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PALADIN (PP TOTAL: 165)							
Gender	M	Height	6'1"		Identity		Secret
Age	30	Weight	225 lbs.		Base of Operations		The Golden Guardpost
PL	11	Eyes	Brown		Group Affiliation		The Golden Guardians
Abilities (80 PP)							
STR	5	AGI	5	FIG	5	AWE	5
STA	5	DEX	5	INT	5	PRE	5
Offense (0 PP)							
Sword Strike	13			Initiative		+21	
Defense (25 PP)							
Toughness (STA)		5 (10)		Dodge (AGL)		5 (10)	
Fortitude (STA)		5 (10)		Parry (FGT)		5 (10)	
Will (AWE)				5 (10)			
Skills (33 PP)							
Acrobatics						5 (10)	
Athletics						5 (10)	
Close Combat (Swords)						6 (11)	
Close Combat (Unarmed)						5 (10)	
Deception						5 (10)	
Expertise						5 (10)	
Insight						5 (10)	
Intimidation						5 (10)	
Investigation						5 (10)	
Perception						5 (10)	
Persuasion						5 (10)	
Ranged Combat (Archery)						5 (10)	
Sleight of Hand						5 (10)	
Stealth						5 (10)	
Advantages (27 PP)							
Accurate Attack, Equipment x8, Improved Initiative x4, Inspire x5, Leadership, Luck x5, Seize Initiative, Ultimate Intimidation							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Acceptance (Paladin has no living relatives that he is aware of and no friends. He is a man out of his time and simply wants to be part of something good and to have the best life he can given the circumstances.) Secret Identity (Like all members of the Golden Guardians, Paladin maintains a secret identity. This identity is fabricated, as his true identity was presumed dead centuries ago.)							
Equipment, Vehicles & Headquarters							
Paladin's Armor (Studded Leather: Protection 2, Immunity 10 (Life Support)), Paladin's Blade (Archaic Sword: Strength-Based Damage 3 (slashing) Critical 16-20, Accurate +1, Binding, Breaking, Dangerous x4, Defensive, Disarming, Impressive, Indestructible, Penetrating x8, Personal, Smashing), Headquarters/ Installation contribution: 4 points							

PALADIN

Lance Longfellow is far older than he looks. Once a knight in service to King Charles the 1st of England, Lance was pulled forward through time when he happened upon a temporal anomaly after being seperated from his battalion after the Battle of Stadtlohn. Lost in the woods, Longfellow stumbled upon a glowing orb, which he believed to be an angel. Much to his dismay, Longfellow found himself immediately transported to modern-day Europe, where his appearance in full armor, with a broadsword, caused quite a stir. Within minutes, Longfellow was arrested and taken into custody by European Union authorities. EU officials questioned Longfellow and soon determined that there was something unusual about him,

apart from his apparent insanity. No one but Longfellow could lift his sword (the result of a blessing by a holy man) and his understanding of English was a few centuries out of date. Before the authorities could make sense of what was going on, Longfellow was liberated from custody by the supervillain known as Auspex (see *Vicious Villains II: Mystical Monsters*). Using her powers of teleportation, Auspex grabbed Longfellow from custody and brought him to her home in the United States.

Once Auspex had Longfellow in her home, she proceeded to trick him into helping her in an attempt to steal a magical tome, under the pretense that she was a servant of the true crown of England. The attempt was foiled by Seraph, who quickly figured out that Longfellow had been duped by Auspex.

After turning Auspex over to the authorities and discovering the truth about Longfellow's origins, Seraph offered to give Longfellow a new identity and teach him about the world if he would remain with her as one of the members of the Golden Guardians. Longfellow agreed and now operates as the superhero Paladin as he tries to adjust to his new life.

Seraph has pledged to try to find a way to return Paladin to his own time, though so far she has had no luck.

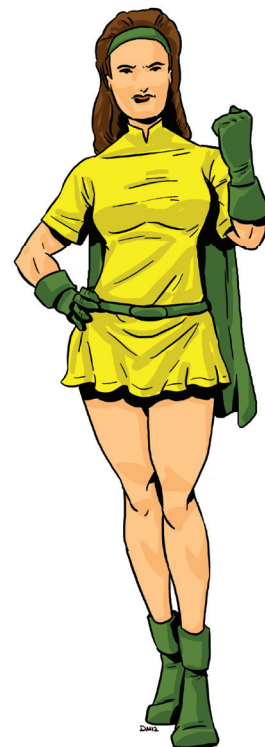


SERAPH (PP TOTAL: 225)							
Gender	F	Height	6'1"	Identity		Secret	
Age	29	Weight	171 lbs.	Base of Operations		The Golden Guardpost	
PL	15	Eyes	Brown	Group Affiliation		The Golden Guardians	
Abilities (108 PP)							
STR	10	AGI	6	FIG	6	AWE	6
STA	10	DEX	6	INT	4	PRE	6
Offense (0 PP)							
Unarmed Attack	20			Initiative	+26		
Defense (24 PP)							
Toughness (STA)		6 (16)		Dodge (AGL)		2 (8)	
Fortitude (STA)		10 (20)		Parry (FGT)		2 (8)	
Will (AWE)				4 (10)			
Skills (10 PP)							
Close Combat (Unarmed)						14 (20)	
Perception						6 (12)	
Advantages (31 PP)							
Equipment x3, Favored Environment (air), Fearless, Impervious (Toughness x16)							
Improved Critical (Unarmed) x4, Improved Hold, Improved Initiative x5							
Powers & Devices (52 PP)							
Flight (Acquatic)						8	
Immunity (Life Support)						10	
Power-Lifting						15	
Senses (Accurate sight 2 & hearing 2, Acute sight 1 & hearing 1, Analytical sight 2 & hearing 2, Darkvision 2, Extended vision 2 & hearing 2, Infravision 1, Microscopic vision 2, Penetrates Concealment (Visual) 4, Ultra Hearing 1, Ultravision 1						25	
Complications (0 PP)							
Motivation: Responsibility (Seraph holds great power and believes that such power demands that she use it for the good of humanity), Secret Identity (Like all members of the Golden Guardians, Seraph maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection 3, Immunity: Seraph's powers), Headquarters/Installation contribution: 11 points							

SERAPH

Despite her appearance, Clarissa Clark is not human. Brought to Earth by her parents when she was just a baby, Clarissa is a member of the dying race known as the Elohim. The Elohim are a super-powered alien race who has been hunted to the brink of extinction by alien oppressors known as the Klaxion, who see the Elohim as a great threat. In order to save their infant child, Clarissa's parents abandoned her in an orphanage on Earth, where she was adopted by a rural family. Clarissa discovered her superpowers when she hit puberty. Realizing that she had great gifts and an even greater responsibility to use those gifts for the betterment of humanity, Clarissa became a superhero. Calling herself Seraph, after the angels that are tasked with protecting humanity, Clarissa began seeking others to help her cause. Thus the Golden Guardians were born. Clarissa is a sure, headstrong and confident leader. She has a very clear vision of what she would like the Golden Guardians to accomplish and dedicates her time and energy to bringing that vision to fruition. While she does maintain a secret identity, she often neglects her mundane life, preferring to spend her time in costume, fighting evil.

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GOLDEN GUARDPOST (EP TOTAL: 51)

PL	11	Size	Gargantuan	Toughness	20
Features (O PP)					
Toughness boost x 6, Combat Simulator, Communications, Computer, Defense Systems (Impervious Toughness x10), Fire Prevention System, Garage, Grounds, Gym, Infirmary, Intelligent, Library, Living Space, Power System, Security System x 5, Self-Repairing, Holding Cells (Affliction 9)					

GOLDEN GUARDPOST

The Golden Guardians make their home in a skyscraper they call the Golden Guardpost. The Guardpost was built by the U.S. government and given to the Guardians as a token of the people's appreciation for their efforts in the name of good. This has resulted in a headquarters with technology beyond the capabilities of the Guardians themselves to have created. The computer system in the Guardpost is a state of the art artificial intelligence that handles most of the maintenance required on the building's numerous systems and features.

The Guardpost contains five levels of cryo-dentention cells, which are designed to detain the most dangerous supervillains. The presence of these cells in their central headquarters makes the Guardians *de facto* wardens over the prisoners contained within. In the event of an escape, the Guardians would be considered responsible to bring in the fugitives. This is a tense topic among the Guardians, some of whom believe that they shouldn't be forced to act as glorified babysitters for incarcerated popsicles.

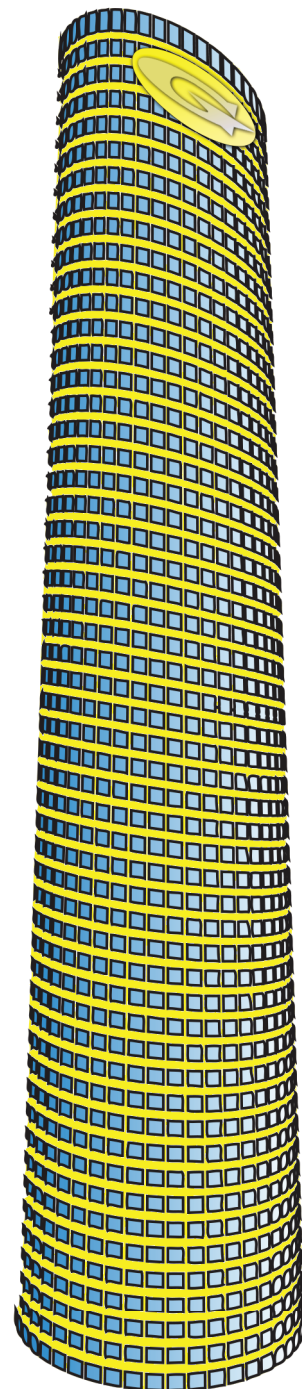
The Guardpost contains both mundane and holographic training grounds that help the heroes sharpen their skills. An infirmary sits on the second floor that is stocked as well as any hospital in the city. Each member of the Guardians has spent several hours training on the medical simulator and all can effectively perform triage for even the most grievous of injuries.

The Guardpost contains living space sufficient for twenty full-time residents, but only Seraph and Paladin reside in the tower permanently. Archer, Bolt, Chi and Alphawave each do maintain a private room in the building, but those rooms lie empty much of the time.

Given the size of the Guardpost, Seraph has been considering the possibility of expanding the team's roster by as much as double. Archer protests this, as a group too large could become unwieldy, but other be the Guardians would be happy to have the help.

OPTIONS FOR CAMPAIGNS

SUPERIOR SUPERHEROES: THE GOLDEN GUARDIANS is designed to be a multi-purpose tool for use with your superhero roleplaying campaign. The characters are painted with broad strokes so that the GM may customize them as needed, and the math used in character creation is included to permit easy and quick customization should the GM desire to shift traits around. With that in mind, we offer a few ideas and options for

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how to incorporate the Golden Guardians into your campaign.

Membership Drive

In this option, the Golden Guardians have decided to do some recruiting, and they are reaching out to the player characters. How will their personalities mesh? Will their approaches to crimefighting clash? Will they be able to form a cohesive team?

Mistaken Identity

As often happens in the comics, the player characters cross swords with the Golden Guardians as one group mistakes the other group for villains. Alternatively, there could be some ideological issue, such as superhero registration, superpowered rights or a new government decree of some kind that the characters find themselves on the opposite side of from the Golden Guardians. This can lead to all kinds of interesting conflict.

Pregenerated Party

Want to skip all the boring mess of creating a character and get right to the action? Simply let the players each select a member of the team, grab some dice and get playing! In this option, the characters play the Guardians themselves. The GM may wish to tweak out the characters to ensure that everyone is on the same power level, or perhaps they will let things be unbalanced, just make sure to give Seraph to a player that won't abuse her power...

Those Meddling Kids

In this option, the player characters assume the roles of villains, (perhaps from the Vicious Villains line of products...?) and the Golden Guardians are among the superheroes who serve as antagonists trying to bring the player characters to justice. This role reversal from more standard superhero fare can be liberating and fun.

Deconstructionism

In this scenario, the Golden Guardians are tweaked to be grim, dark reflections of themselves in a style akin to the works of Alan Moore, Frank Miller or Mark Millar. While the Golden Guardians can be either player characters or NPCs in such a scenario, the core ideas are the same: things are gritty.

In a deconstructionist story, the heroes are deeply flawed. Mental illness, disfunction, addiction and odd behavior are rampant throughout the superhero community. The colors are muted and the lines between good and evil are blurred, sometimes to the point of invisibility.

Deconstructionism is best suited for mature players to explore mature themes within the bounds of the superhero milieu. It is best for gamemasters to discuss appropriate boundaries and content with their group before attempting a deconstructionist campaign. Make sure everyone is on board. No one should be offended or wounded at a gaming table.

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