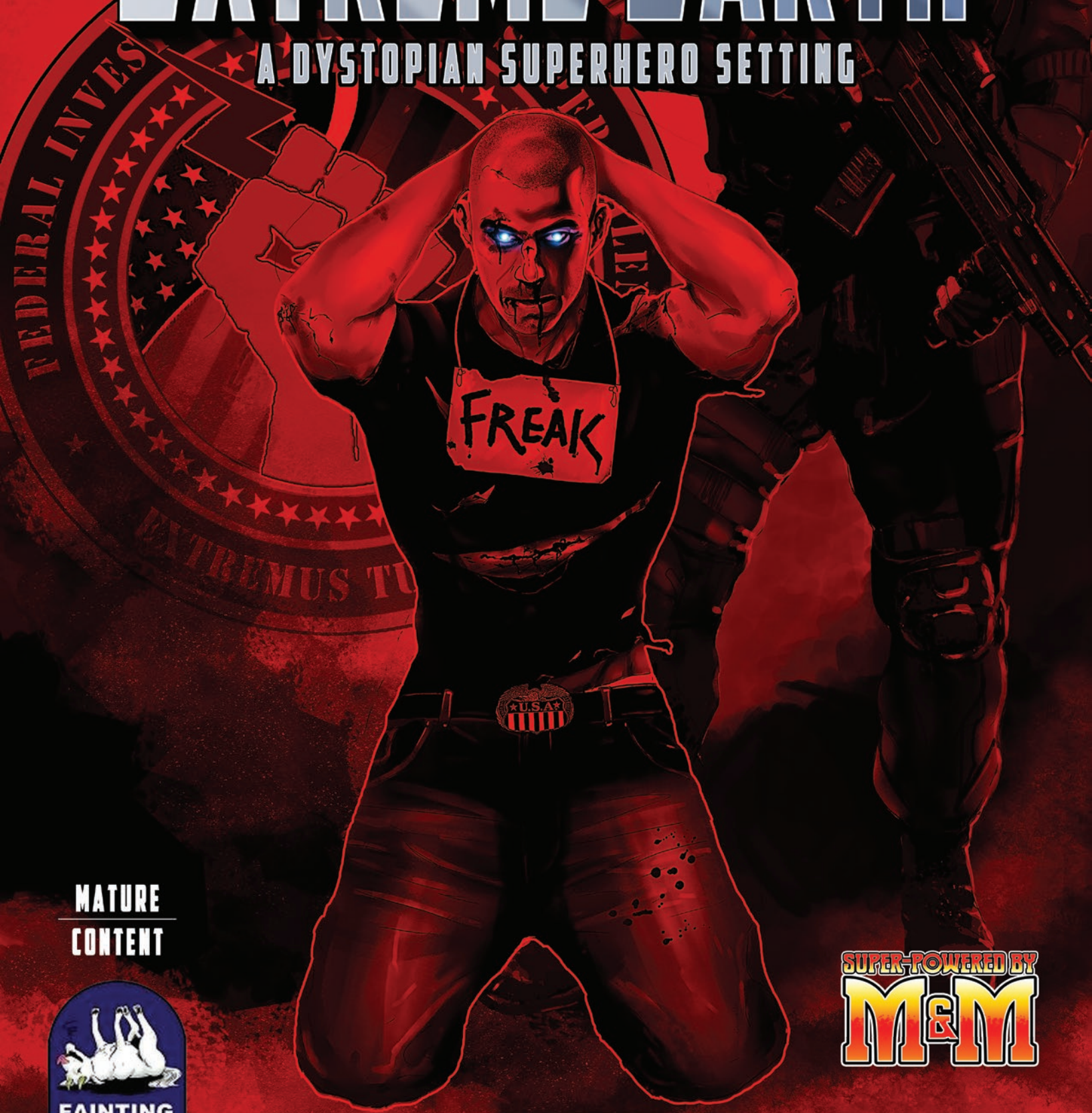


EXTREME EARTH

A DYSTOPIAN SUPERHERO SETTING



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EXTREME EARTH

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In loving memory of Norman R. Bardales.
Semper Fi, Dad!

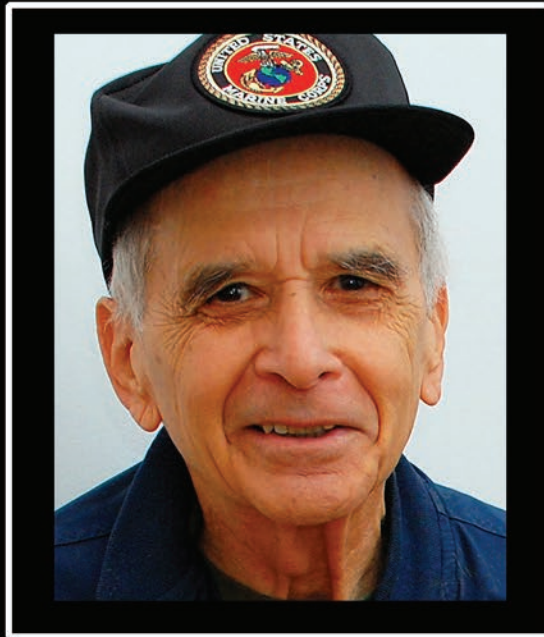




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FOREWORD

This is a story about how I was wrong. But before I tell you this story, I have to tell you another story, really quick. It's a story about Mike Mignola, John Byrne, and Hellboy.

Today, Hellboy is an institution. It is one of the most successful creator-owned books ever published, a smoldering red sun orbited by spin-off titles and crossovers which forever expand its universe. It has video games and feature films. It has Ron effing Perlman. Mignola has said he could tell Hellboy stories for the rest of his life; every story he wants to tell, he could tell with Hellboy. But twenty years ago, no one knew any of that would happen and Mignola was not confident in his own writing skills. When it came time to make a full-length story for Hellboy, Mignola went to a friend and colleague, John Byrne, and asked him to write it. And Byrne did write it, and that's how we got *Seed of Destruction*. But at the end of that series, Byrne wrote a brief afterword in which he explained that he refused to ever write Hellboy again for one simple reason: Mignola did not need him. Byrne insisted, in public, right there on the last page of Mignola's own damn book, that Mignola was plenty good enough to write Hellboy and, more important, it was Mignola's character. His world. He shouldn't let anyone else write it. It was his baby.

And Mignola wrote the next book himself, and would continue to do so until Hellboy and the BPRD had gotten so huge that he couldn't keep up with it any more.

The first time I saw *Extreme Earth* was years ago. Jon Gibbons sent me a big fat packet of digital art and asked me what I thought. I told him I thought it was amazing. And then he asked me if I would help him write it. Now, Jon's world is incredibly vivid, and it reaches out to grab you by the throat in a way that only a creator-artist can convey. Writers out there, you know what I'm talking about. When a writer pitches a book, it takes pages and we have to beg our audience to read it. Jon didn't need any of that. He could show it to me, all the props and in-setting reconstructions and everything. I saw a rich, deeply idiosyncratic Iron Age world. And that was the first thing that made me hesitate. Because I'm not really an Iron Age guy. Don't get me wrong; I've read *Watchmen* a thousand times and I've even taught *Dark Knight Returns* and *Year One* to classrooms of students, but for about fifteen years just about every comic you read on the stands were trying to imitate those books and, well, I don't want to insult anyone's favorite comic, so I'll just say that those imitations were not always to my taste. "Dark and gritty" are buzzwords I avoid. Jon needed a writer who had real passion for the genre he was swimming in. I didn't have that, but what I did have was enormous respect for his creation. Jon is a guy who was raised on the bitter satire of 2000 AD. His critique of America -- our society and our politics -- shares that British perspective that both Moore and Dave Gibbons had when they made *Watchmen*. That's a perspective that the bulk of the Iron Age catalog not only didn't have, but didn't even realize it was missing.

So when Jon asked me to help him write this book, I told him the John Byrne/Mike Mignola story. I told him *Extreme Earth* was his Hellboy, and no one should write this book but him. He was physically able, it was his baby, and he was absolutely the only man for the job. And Jon very politely thanked me for my confidence in

him, he told me he would think about it, he hung up, and then he called Joe Bardales and asked him to do it instead.

And that was the perfect thing to do.

I first met Joe when we were working together on *Stark City*, a setting project for *Icons* also published by Fainting Goat. We were each developing different neighborhoods in Stark, and quite literally my first impression of Joe was what a great collaborator he was. As each of the writers on the project turned in their sections, Joe would go back to his draft and work in references to everyone else's neighborhoods. We all wanted Stark City to make a coherent whole, but none of us went to the lengths Joe did. Now, we live in the world of the selfie, a world in which our favorite super heroes get rebooted on the big screen every few years because directors aren't interested in working with someone else's version of Spider-Man or Batman; they want to do it their way. We live in a world where our favorite comics get renumbered once a year or so; no one wants to write issue three-hundred-and-something, they only want to write number one. And as I saw what Joe was doing on Stark, I realized this was a guy who wasn't just in it to tell his own story, he was also in it to help everyone else tell theirs. You have no idea how rare that is. And as I read his work, I realized it was just really excellent stuff. Joe kept his eye on the ball; he gave us a place that needed heroes, with engaging NPCs and environments which could not only sustain a campaign, but which become so much a part of your setting, so much a fixture, that you seek out those NPCs every session just to talk to them. You go to that underground nightclub every session because there's always something interesting going on there.

So, with its copilots on board, the *Extreme Earth* project took off. But before it could really come in for a landing, there was one more person that had to stow away. That person is Kristen Perkins, who edited the manuscript you have in your hands. Editing is a thankless task which, again, requires great humility, because the best editors are the ones who are never noticed. At the sight of the first proofreading error to slip through, the comment section lights up with someone saying, "I wish it was better edited." Editors massage every paragraph of a manuscript, page after page. And on *Extreme Earth*, that's a lot of pages. The world that Jon and Joe have made is strange and shocking, enough unlike our own world that Kristen had to figure out how to even talk about it. We had late night conversations about the difference between Super-Talent, super-talent, super talent, or just "talent." That doesn't sound very romantic, I'm sure, and that's why you never want to be an editor. Editors do that work so you don't ever have to notice it.

So when Jon reached out to Joe and the two of them joined forces to make *Extreme Earth* a reality, they proved me wrong. The final team on this book made something better than anyone could have made alone. It was a long struggle of collaboration, and although it required great humility, it has turned out to be something of which they have every right to be enormously proud.

You're gonna love it.

Jason Tondro

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MACKENZIE IMPACT SITE
.....UNKNOWN POWER SOURCE DETECTED...

SINO-RUSSIAN BORDER WAR
CONFLICT ONGOING.....

RUSSIA/CHECHNYA JIHAD
CONFLICT ONGOING.....

MEXICO QUARANTINE ZONE...
BIOHAZARD DETECTED.....

U.S/VENEZUELA BLACK GOLD CAMPAIGN
CONFLICT ONGOING.....

INDIA/PAKISTAN WATER CONFLICT
CONFLICT ONGOING.....
ATOMIC DETONATION DETECTED..

ASIA PACIFIC
POPULATION

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CONFLICT AND DISASTER MO



CHAPTER 1: WELCOME TO EXTREME EARTH

Imagine a world on the brink of chaos. A world where natural disasters, human conflict, corporate greed, and mass paranoia shape the day-to-day lives of its seven billion inhabitants. Advancements in science and technology have done more harm than good in a world already stressed by limited natural resources. Genetic manipulation and mutation have altered the human genome, bringing forth an influx of unusual men and women who possess strange and powerful abilities known as Super Talents. Governments, corporations, even terrorist organizations have sought to create, capture, and control these Super Talented individuals to further their agendas. It is a world where each person must face moral dilemmas and make ethical choices every day while learning to live with the consequences.

Welcome to Extreme Earth...

ABOUT THIS BOOK

Extreme Earth is a supers campaign setting inspired by the Iron Age of Comic Books, as well as recent television shows that eschew do-gooders in tights and capes in favor of more realistic characters, complications, and conflicts. It takes our world and imagines what it would be like if suddenly some people developed superpowers in a world that has far fewer natural resources than our own. Then, it adds a layer of paranoia and corruption which affects all levels of society, which in turn leads to conflicts that further expend those limited resources. It blurs the lines between government, corporations, and the media, so every nation, corporation, and individual is out for themselves. It is a dangerous world where combat can be deadly, even for those who possess superpowers. The result is a dark, dystopian world that isn't too hard to envision within the realm of possibility.

Here's what you will find inside:

Chapter 1: Welcome to Extreme Earth (the chapter you

are reading now) will introduce you to the Extreme Earth campaign setting. You will learn what Extreme Earth is and how it differs from our own world. We'll look at some of the key tropes and touchstones incorporated into Extreme Earth, as well as highlight some of its differences from a typical, more traditional supers campaign setting. We'll examine the history of Extreme Earth and present an overview of the current state of affairs. A timeline of important historical events leading up to the present day is also included. We've also included all the information you will need to create a character to play in an Extreme Earth campaign. Suggestions are given for developing your character concept, including example backgrounds and motivations. Next, all the different ways a character can acquire Super Talents (their special powers and abilities) are discussed. Finally, rules and guidelines for character creation and game play are presented for *Mutants & Masterminds, Third Edition*. And if you want to get started playing right away, in Chapter 2: FIST we've included the Wolfpack, a team of five pre-generated player characters (PCs) built using these same rules for character creation and suitable for campaign play.

Chapter 2: FIST will provide information about the Department of Federal Investigations into Super Talents (FIST), the most powerful government agency in the world today. We will explore FIST's history and current state of affairs, examine its leadership and command structure, and learn about the different types of FIST agents operating in the field. Next, we will present two different teams of FIST operatives: America's premier team of Super Talented heroes known as the Guardians, and the Wolfpack, a covert black ops team of pre-generated, fully playable characters built using the character creation rules found in Chapter 1: Welcome to Extreme Earth. Finally, we look at two of the most important divisions of FIST: the research and applied science division known as SCOPE (SCientific OPERations), and Crownpoint Supermax Federal Penitentiary, a secure dumping ground for the worst



Super Talented offenders, affectionately nicknamed "The Pit." Example NPCs (non-player characters) are included throughout.

Chapter 3: Extreme Adventuring is a resource for running a campaign set on Extreme Earth and is intended for game masters (GMs) only. This chapter is designed to provoke ideas for missions, with adventure seeds scattered throughout. It will present several campaign models to appeal to different preferences and styles of play as an alternative to the "default" Wolfpack Black Ops campaign. MANTIS and the Pantheon, two antagonist organizations that have long been a thorn in FIST's side, are introduced, along with their goals and agendas, followed by briefings on several other domestic and international organizations whose paths the players might cross. Also included is a full introductory adventure, Merchants of War.

Gritty, realistic artwork defined the darker tone of the graphic novels and comic books of the Iron Age. Likewise, Extreme Earth is very much defined and driven by the artwork featured within. But Extreme Earth is also a campaign setting for tabletop roleplaying games, so its accompanying artwork also serves another, more functional purpose. Throughout this book you will find character portraits and dossier montages, maps and satellite images, and weapon schematics, along with other illustrations and diagrams that can be used as handouts at the game table to help you bring the setting to life in the minds of the players.

Extreme Earth: A Dystopian Superhero Setting serves as the core rulebook and FIST sourcebook for this exciting new campaign setting. In the future, we will be publishing additional sourcebooks featuring other organizations such as MANTIS and the Pantheon, as well as stand-alone adventure modules set in the world of Extreme Earth. There are still enough ideas and adventure seeds within this initial offering to start running a successful Extreme Earth campaign right away.

WHAT IS EXTREME EARTH?

In many ways, Extreme Earth is a world very much like our own. People, places, and events throughout its history often have shared counterparts in our world, and where they diverge, it isn't too hard to imagine the same thing happening here under similar circum-

stances. Even the maps are nearly identical, as are the wars that were fought to draw the borders of the nations depicted on them. But Extreme Earth is an alternate earth in a parallel universe, and many of the similarities are merely superficial.

The differences between Extreme Earth and our own world can be both subtle and profound. Picking up the King James Bible on Extreme Earth and turning to the Gospels, we learn the Four Evangelists were comprised of Matthew, Mark, Lazarus, and John. Franz Schubert managed to complete his Symphony No. 8 in B minor before his death, but Beethoven never wrote his Ninth Symphony having succumbed to cholera in 1820. Perhaps one of the most striking differences between our two worlds today can be seen in the Manhattan skyline of Extreme Earth where the Twin Towers of the World Trade Center still stand, tall and defiant. There are three major differences found on Extreme Earth, however, that set it apart from our world in ways we can only imagine.

RUNNING ON EMPTY

Extreme Earth is a world that started with far fewer natural resources than our own, but these resources are being consumed at a much greater rate. Fossil fuels, like oil and coal, are becoming increasingly rare, and the excessive consumption of this limited supply has damaged the environment, thanks to global warming brought about by greenhouse gases. While we may have enough crude oil for another century of consumption on our own planet, Extreme Earth will have exhausted its supply by the end of the decade. In many parts of the world, fresh drinking water is becoming a scarce commodity. From the rainforests of the Amazon Basin to the great woodlands of Russia and the American Northwest, excessive logging has led to extensive deforestation. This lack of fossil fuels and other natural resources is a major catalyst for many of the tensions and conflicts on Extreme Earth today, and the resulting military confrontations only exasperate the problem.

Corporate greed and military objectives have also added to the environmental stresses placed on Extreme Earth. Concepts like conservation, recycling, even safety regulations receive lip service at best from government agencies in the corporation's pockets. Modern warfare has left many areas of the globe, like the Arabian Wastes, barely habitable. Scientists are



allowed to conduct all manner of experiments – even on human subjects – with little to no government oversight (unless they are the ones paying the bills). It is this very same reckless attitude that led to the development of the second major difference between our world and Extreme Earth.

SUPER TALENTS

Shortly after World War II, the United States military began working on a top secret project to create super soldiers with exceptional abilities above and beyond previous maximum human potential. Building on the work of former Nazi scientists, subsequently hired by the American government, advances were made in genetics, molecular biology, virology, and other scientific fields on Extreme Earth at an advanced pace compared to our world. This secret military program developed a genetic strand of DNA known as the Wildstrain sequence that could imbue anyone infected with enhanced abilities and special powers which would come to be known collectively as Super Talents.

As other nations like the Soviet Union and China raced to develop their own super soldiers in response, a catastrophic accident at the US military facility housing the project resulted in the release of the Wildstrain sequence into the general population where it continues to mutate and evolve to this day. While most people remained unaffected after exposure, a few were genetically altered and developed Super Talents. Further compounding the problem, mutations began to be passed down to offspring. The United States government attempted to control the damage by limiting exposure, but it was too late; Pandora's Box had been opened.

Today, Super Talented individuals are an accepted fact of life, be they feared or revered. There are now many ways in which one can acquire Super Talents, both intentionally and accidentally. And for those who do not possess innate Super Talents of their own, advancements in engineering and technology can provide comparative abilities to counterbalance an otherwise significant evolutionary advantage. Most people, however, do not possess or have access to either, and they live in both fear and awe of those who do. This sophisti-

cated science and technology responsible for Super Talents (whatever their source) comprises the third and final major difference between our own world and Extreme Earth.

THE FUTURE IS NOW

Compared to similar developments on our own world, advancements in science and technology on Extreme Earth have been achieved at an accelerated pace, both in theory and practical application. Molecular biology and genetics were already years ahead of their time when American scientists created the first Super Talented super soldier in 1951. When individuals with Super Talents became more commonplace, so did the spread of fear and paranoia among those without them. Scientific and technological advancements were once again pushed to their limits in search

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of countermeasures against this perceived new threat to national security.

From computer processing speeds to efficient weapon design, technology on Extreme Earth today is years (and in some instances decades) ahead of our own time. Research and development (R&D) is mostly spurred on by the needs of the military and the government, with practical applications of the same technology for private industry, healthcare, and everyday life following soon after. Security and surveillance, replicating and neutralizing the abilities of Super Talents, and incessant warfare around the globe are the biggest motivators to innovation after profit margin. After all, in a world where the lines have become blurred between government and corporations, greed is the biggest motivator of all.

The full spectrum of science has contributed to the advanced technological wonders of Extreme Earth. The first bionic limbs were invented in the 1970s, and since that time, cybernetic augmentation and enhancement have advanced to a state of near-perfect integration with the human body. Genetic cloning of all manner of plant and animal species is quite common in agriculture, and although human cloning is also possible, it is still considered by the vast majority of the population to be an unethical pursuit. Gene selection, however, has become a widely accepted practice, and would-be parents choose desirable traits for their children every day at fertility clinics like they were picking from paint and fabric swatches. The introduction of nanotechnology in the early 1980s was perhaps the most dramatic development of all with microscopic, self-replicating nanites transforming all this other technology both literally and figuratively. Despite all of these modern marvels, they still remain in the exclusive domain of those who can afford them.

Space exploration programs are similarly further along and more technologically advanced on Extreme Earth. NASA is the largest and most successful space organization, but several other countries maintain space programs, including Russia, the Pan-Asian Alliance, the United Kingdom, and the People's Republic of China. Like most government agencies in the United States, NASA is a semi-privatized endeavor with a significant corporate presence. NASA's space program is centered around its fleet of 20 state-of-the-art space shuttles with launches scheduled every other week.

The space shuttles undertake a variety of missions, including maintenance on the sophisticated satellite network that drives much of information traffic on the world below as well as providing transportation to and from the dozens of space stations orbiting around Extreme Earth. Most space stations are privately owned by corporations, but a few are maintained by the government and the military. The International Space Station is the oldest and largest of them all and houses over 100 astronauts and scientists. Beginning with the Apollo Program and first lunar landing in 1969, the United States has actively led the way in the exploration and colonization of the Moon. There are now three active moonbases on the lunar surface, including a facility to harvest and study helium-3 on the dark side of the moon. NASA is currently on target to launch the first manned flight to Mars in 2020.

One major area of scientific research and technological advancement that has remained stagnant on Extreme Earth is the development of alternative energy sources to fossil fuels. Powerful corporations like KT Oil hold a lot of influence over the federal government, who in turn control the purse strings for alternative energy research and development, so keeping the United States and the rest of the world dependent on oil only serves their collective interests. Ongoing wars in the oil-producing areas of the world line the pockets of the arms manufacturers and defense contractors, causing a ripple effect. Not everyone is out for themselves, however, and men like Super Talented genius Jonathan Fisher, founder and CEO of the N-Tec Corporation, have been independently pursuing other energy alternatives. But refusing to play ball with the Powers That Be has its consequences, and N-Tec has been the victim of corporate espionage on more than one occasion while the government's law enforcement agencies turn a blind eye.

EXTREME EARTH AS A SUPERHERO CAMPAIGN SETTING

At first glance, Extreme Earth is clearly different from the typical, more traditional supers settings and may not even seem like a superhero campaign setting at all. In addition to Iron Age comic books and recent television shows featuring people with superpowers in more realistic circumstances, it draws inspiration from other sources, including science fiction, alter-



nate history, and techno-thrillers. At heart, however, Extreme Earth is indeed a supers campaign setting about people who possess extraordinary powers and abilities and how they choose to use them. Extreme Earth embraces the grim realism and dark outlook of the Iron Age of Comics, but it is only one type of Iron Age setting and not intended to be a sourcebook for the Iron Age of Comics.

In this section, we will examine the tropes and touchstones from Extreme Earth's inspirational sources that underlie the central conceits of the campaign setting and highlight some of the differences between Extreme Earth and more traditional four-color superhero settings.

GROUNDING IN REALISM

Extreme Earth is a campaign setting that despite its fictional elements should still feel almost plausible and within the realm of possibility given enough time to develop the scientific and technological know-how. Super Talented individuals tend to be weaker than the more stupendous superheroes found in traditional supers campaign settings, but they are by no means impotent and still possess an impressive array of abilities. While other settings include amazing superpowers derived from a variety of often fantastical sources, the Super Talents of Extreme Earth are strictly a man-made phenomenon wrought by scientific hubris. Super Talents are therefore limited not only in how they come about, but also in what they can accomplish. No one can control time, for example,

and time travel is not even a possibility. There is no magic, there are no mythical beings, and there is no such thing as inter-dimensional travel through astral, ethereal, or elemental planes. Likewise the supernatural does not exist, and ghosts and vampires and other things that go bump in the night are no more than fairy tales. On Extreme Earth, the monsters are either human or created by humans.



THE RISE OF THE ANTI-HERO

On Extreme Earth, they say one man's hero is another man's villain. The heroes of Extreme Earth often lack the time-honored heroic qualities, like altruism and nobility, found in more traditional supers settings. Instead, many are deeply flawed individuals struggling with their own problems and circumstances. Some are looking for redemption for past transgressions. Others might be villains who in the moment rise to the occasion and become unlikely heroes. The paragon of virtue is rare, if he exists at all, and idealism is often the first casualty of the harsh reality of Extreme Earth. Still, there are those who desperately cling to their virtues and hope for a better world even in the face of impossible odds. For some, their Super Talents are a blessing; for others, they are a curse. And that personal perspective can change on any given day.

NOTHING IS BLACK AND WHITE

Moral dilemmas and ethical quandaries are a central theme in Extreme Earth. Unlike many traditional supers campaign settings, there are no hard, defined lines between right and wrong (or good and evil), only shades of gray. A typical Extreme Earth adven-



ture might involve black ops or clandestine missions that include some unpleasant elements like leaving no witnesses behind, even if they are just innocent bystanders. Many times, the player characters will have no choice but to obey the orders of those who hold control over them and undertake a disagreeable assignment. Once they are on their own in the field, however, they can expect to be called upon to make on-the-spot difficult choices like who lives and who dies. But afterward, they will have to learn to live with the decisions they make.

TRUST NO ONE

Throughout Extreme Earth, there is an underlying current of fear and paranoia that affects all levels of society. Widespread government corruption and corporate greed have created a prevailing sense of hopelessness and despair among the everyday citizens as they struggle to go about their daily lives. On Extreme Earth, respect for authority and the rule of law, commonly found in traditional supers settings, have been replaced by fear of governments and law enforcement agencies that cannot be trusted. This distrust is not entirely without cause as many people

have witnessed all manners of injustices and atrocities committed by the very people entrusted with their safety and well-being. Government surveillance is as much a fact of life as death and taxes. The existence of Super Talented individuals is another constant source of fear and distrust, and many hold them in great disdain. Extreme Earth is a world where no one can be trusted as neighbor spies upon neighbor while betrayal awaits around every corner.

SKILLS AND WHAT YOU KNOW

In an Extreme Earth campaign, your character's skills and knowledge are just as important as the Super Talents they possess. Not every situation encountered can be handled by the use of Super Talents alone, and then your character's education, experience, and years of training must come into play. Many missions will require investigation, technical or scientific expertise, surveillance, or just the ability to use a weapon efficiently in a firefight. Skilled leadership can also be essential to the success of a mission, especially in a world where trust and respect for authority are not easily given. The successful application of your skills will lead to mission success and gained knowledge of the campaign setting's facts and secrets. And knowledge is power on Extreme Earth, a valuable commodity that can be used as a bargaining chip when the right opportunity comes along.

LETHALITY

During the Iron Age of Comics, once mighty and invincible titans started to fall, and superheroes began to die. On Extreme Earth, no one is a god, neither those with Super Talents, nor those that created them. Player characters on Extreme Earth are strong and gifted, but not invincible, and a bullet is still something to be feared. Every day they will face serious injury, even death. Those possessing some form of invulnerability to certain types of personal injury will find it is not unlimited in its capability to protect them from all harm. Likewise, Super Talented player characters should never underestimate the ability of those who fear them to devise ways to exploit their weaknesses, neutralize their special abilities, and bring them crashing down.





TIMELINE OF MAJOR EVENTS

Immediately after the Second World War, the history of Extreme Earth began to diverge from our own world's timeline. The following section details the most important and influential events within the last seventy years that have shaped Extreme Earth, particularly those involving Super Talents in the United States. While many of the names and events that appear below may be quite familiar to you, it is important to remember that the people of Extreme Earth are entirely different (and highly fictionalized) versions from an alternate or parallel universe and should not be taken as any sort of commentary or criticism of their real-life counterparts.

1945 – At the end of World War II, Allied intelligence agencies discover a secret human-experimentation camp in Eastern Germany. The facility is destroyed by fire shortly after. Dr. Felix Keller, head scientist and member of the Nazi party, is tried for war crimes at Nuremberg. He is found guilty and sentenced to life imprisonment. Dr. Keller is found hung within his cell the day after his sentence is passed. In reality, Dr. Keller's death was faked by U.S. Military Intelligence. Under a new identity, Dr. Keller heads up a team of prominent geneticists. Project Ares, the U.S.'s first foray into the creation of Super Talented individuals, is born.

1949 – NATO is established, in the words of the first Secretary General, "to keep the Russians out, the Americans in, and the Germans down." China becomes a communist state.

1950 – The Korean War begins.

1951 – Manipulation of the human genome produces a new strand of DNA known as the Wildstrain sequence. Project Ares produces the first Super Talented human: Captain Mike Gurney, aka Ares, a 30 year old U.S. Marine Corps officer from Goodland, Kansas. An elite group of U.S. soldiers led by Ares are dropped behind enemy lines to inflict damage on North Korean interests. The project's success remains top secret, but easily secures additional government funding to produce more super soldiers like Ares.

1952 – The Korean War comes to an end as the Communist forces in the north are defeated, thanks to

the American super soldier program. Korea remains a united democratic state, but American troops will continue to occupy the country for another quarter-century.

1953 – A vast explosion at a secret military complex in Montana destroys the town of Valentine, killing thousands. Government officials announce that the cause of the explosion at the military storage complex as a direct cause of sabotage by Communist agents. In reality, the facility housed the Project Ares super soldier program. The explosion, its true cause unknown, contaminates the local area with hazardous and experimental toxins. Ten months later, Ruth Bolland, of Flatwillow, Montana, gives birth to Sam Bolland, a healthy and happy baby boy. At six months old, Sam is found floating above his crib and becomes the first human being to be genetically altered by the Wildstrain sequence. The sequence quickly mutates and spreads. Official figures at the time indicate that around thirty newborns within the U.S. in 1954 show Super Talents caused by the Wildstrain sequence mutation.

1955 – The Wildstrain mutation becomes a world-wide phenomenon. Intelligence reports indicate that children displaying Super Talents now number in the thousands. During the signing of the Warsaw Pact, the Soviet Union publicly announces the existence of its own super soldier program, the CKM (Спроектируйте Красный Молоток) or Project Red Hammer.

1956 – The Soviet Union unveils Red Star and Ursa, a brother and sister in their late teens, who both display powerful Super Talents and are immediately at the center of a massive propaganda campaign. During the Hungarian Revolution, Red Star leads the pro-Soviet forces in crushing the Rebels.

1957 – The Soviet Union launches Sputnik and the Space Race begins.

1958 – The Surgeon General confirms that the Wildstrain mutation and other variants are capable of altering the DNA of older children and not just those infected in utero, as previously believed.

1959 – In response to the increased threat of Super Talented Communist agents at home and abroad, President Dwight D. Eisenhower establishes FIST (Fed-



eral Investigations into Super Talents).

1960 – The United Kingdom forms the Society of Gifted Intellects, a private institution for Super Talented individuals who possess high levels of intelligence. The society attracts many gifted students from across the globe.

1962 – During a covert operation, deep within the polar icecaps of the Barents Sea, a U.S. Super Talent team, led by Ares, engages the Soviet Union hero Red Star. During an intense battle, the American Nuclear Submarine Spearhead sinks with the loss of all hands. Red Star is reported as killed but his body is never recovered.

1963 – President John F. Kennedy is assassinated. FIST investigators believe a Super Talented assassin was behind the killing.

1964 – Congress approves the Gulf of Tonkin Resolution granting President Lyndon B. Johnson unilateral power to conduct military operations in Vietnam without formerly declaring war, but forbids the use of American super soldiers in South East Asia. Despite this restriction, many civilian Super Talented men are drafted alongside their unaffected counterparts.

1965 – Researchers at the Society of Gifted Intellects reanalyze the Wildstrain mutation and discover that 93.6% of children worldwide have mutated DNA. Studies indicate that of that number, 0.05% will manifest very minor abilities (around 500 per million). Known as the Double Zero Five formula, the equation can be applied to world population figures to determine the number of Super Talented individuals. The Society states that by the year 2000, there will be around three million Super Talented individuals on the planet with around 1,500 of these persons possessing significant abilities.

1966 – Mass draft protests take place throughout the United States. A number of protestors use Super Talents against the authorities and a riot ensues. A team of FIST-backed heroes are used to quell the troubles. As a result, 352 people lose their lives. In response, a number of high-profile Super Talented individuals, including Ares, retire from government service.

1969 – Neil Armstrong becomes the first man to walk

on the moon. While collecting rock samples, Buzz Aldrin spots something unusual, a set of bare human footprints leading off into the lunar horizon. All details of the incident are kept a secret.



1970 – President Richard M. Nixon authorizes the use of Super Talented soldiers in Vietnam. The U.S. flies in two hundred elite, highly-trained super soldiers with heightened physical abilities. In response, China sends five hundred of their own super soldiers to the aid of North Vietnam. The first true "super battle" takes place 100 miles south of Hanoi.

1972 – At 1716 hours, on the 14th of June, a 22-year-old mentally ill man with significant Super Talents climbs the Golden Gate bridge and explodes in a ball of searing plasma, destroying the bridge and killing over 400 commuters during heavy rush hour traffic. In response to the public outcry, the government institutes the Compulsory Talent Registration Act of 1972 (CTRA), stating that, "It is a federal offense to knowingly use any form of Super Talented ability unless in self defense, furthermore any discovery or use of a Super Talented ability should be reported to a Federal agency or local law enforcement." Monetary incentives are provided to those people registering their abilities or reporting those individuals breaking the CTRA



act. There are major outcries throughout the Super Talented community with many influential figures of the day stating that the Golden Gate incident was government sanctioned. A group of Super Talented individuals refuse to register through the CTRA act and flaunt their powers as a protest. They are swiftly arrested by FIST operatives, publicly tried in Federal Court in Manhattan and given the maximum sentence of 10 years imprisonment. During post-trial proceedings, the courthouse is attacked by a team of individuals led by the former war hero Ares and the sentenced protesters escape authorities. Ares and his accomplices escape capture and form the freedom movement known as the Pantheon.

1974 – The first elaborately planned criminal act by a group of Super Talented individuals takes place on American soil when three brothers, calling themselves the Tombstone Squad, hold up a federal gold shipment in Southern Texas. Quoted by the press as being the first “Super Villain Team,” they escape with over four million dollars of gold bullion. Within a month, they are tracked and apprehended by FIST. Issues are raised concerning their Super Talents and the ease in which they would escape “standard” penitentiaries. President Gerald R. Ford makes a national speech where he reveals plans for the construction of a super-maximum-security prison capable of holding dangerous criminals with Super Talents.

1975 – The Vietnam War officially comes to an end with complete withdrawal of US troops from Mainland Southeast Asia. The introduction of Chinese super soldiers into the conflict is cited as the primary cause for America’s defeat.

1976 – In response to the increased threat, both at home and abroad, from Super Talented villains, FIST unveils to the nation the Guardians, America’s first national hero team.

1977 – The United States officially ends its occupation of Korea.

1978 – A devastating explosion destroys the U.S. Embassy in Paris, France, killing 124 people. Initially it is thought that Communist sympathizers are responsible, however a televised statement is issued by a masked man referring to himself only as Fig-





urehead. During his ten minute statement, Figurehead claims to be the leader of an international criminal organization known as MANTIS whose aim is total world domination through terrorist and subversive activities.

1979 – Japan merges with its industrial neighbors Taiwan, Korea, Indonesia, Thailand, and the Philippines to form the Pan-Asian Alliance. In response, China and the other Communist nations in the region – Vietnam, Cambodia, and Laos – unite under the flag of the People’s Republic of China for mutual prosperity and defense.

1980 – President Jimmy Carter announces the completion of Crownpoint Supermax Penitentiary (known affectionately as “The Pit”) in central New Mexico. Built within a decommissioned nuclear weapon silo and testing area, the facility lies 500 feet beneath the desert sands and is capable of holding up to 300 Super Talented criminals. Rather than being administered by the Federal Bureau of Prisons, control of the complex is assigned to FIST.

1982 – Jonathan Fisher, a young and Super Talented scientist with a tested IQ of 230, successfully creates the first fully-functioning nanotech machine. Using himself as a human guinea pig, the 100 nanometer-sized device is injected into his bloodstream where it uses existing materials found with his body to replicate itself. For 48 hours, the nanobots patrol Fisher’s body, destroying any harmful bacteria and viruses that they find before being flushed out within his body’s natural waste. Within a year, Fisher forms N-Tec International, a hugely powerful corporation that develops and sells nanotech science throughout the world. At the age of 21, Jonathan Fisher becomes the World’s wealthiest man with an estimated fortune of \$98 billion dollars.



1984 – Tommy Flinder, top quarterback for the Chicago Bears, is discovered to possess faster than normal speed and reflexes. After a six month investigation by the NFL, it is discovered that around 12% of professional football players have hidden Super Talents. This opens a series of high-profile revelations throughout the sports community resulting in a national ban on any individual who possesses Super Talents from competing professionally. Many ex-sports stars find themselves employed by FIST and other government organizations. Others, including Tommy Flinder, are disgusted by their treatment and openly campaign in Washington. The “peaceful” protest quickly turns violent as local law enforcement officers, supported by FIST operatives and the Guardians, attempt to arrest many of the high-profile sports celebrities. Key members of the Pantheon arrive on scene to support the protesters, and within minutes, a full-scale battle takes place on the National Mall lasting nearly 12 hours. The Washington Monument is heavily damaged and eventually collapses resulting in the death of 240 people.

1985 – Jonathan Fisher testifies before Congress about allocating emergency funding for the research and development of alternate energy resources. The Fisher Report provides solid evidence that the world’s oil supply will be completely depleted by the year 2015 if current consumption levels continue. Despite coming from the smartest living man in the world, the report is still met in Washington with mixed reactions.

1986 – After a 75 year journey, Halley’s Comet returns to the inner solar system. As it passes, radio astronomers pick up an unusual signal seeming to emanate from the tail of the comet. After weeks of careful decoding, a short message is deciphered: “We are the Helakeen. We are coming.” Government officials quickly brand the message as a hoax. NASA begins construction on the first moonbase.

1988 – The Soviet Union withdraws from Afghanistan after a brutal war. It is revealed that the use of CKM super soldiers had been widespread throughout the conflict. The USSR accuses the U.S. of carrying out covert operations against its troops during the war. Captain Richard Lentman, a decorated soldier with Super Talents, writes an article for an international news group where he states that he belonged to a classified military unit trained and backed by FIST that were involved in a series of high profile military assassina-



tions in Afghanistan. The U.S. government denies any involvement or wrongdoing. Richard Lentman dies of a brain tumor later that year.

1989 – Due to the success of the UK's Society of Gifted Intellects, and with the increase of Super Talented geniuses, the United States forms its own think tank and research organization known as SCOPE (Scientific Operations). The organization is semi-privatized with heavy funding from various science and technology corporations and other interested wealthy individuals.

1990 – Start of the Iraq War and 15 years of American Occupation. UN forces agree to the use of Super Talented individuals, including super soldiers, during the invasion of Iraq. America proclaims this to be a mission for Iraqi freedom from tyranny, but critics claim it is merely a colonialist attempt to secure a steady supply of oil. Saddam Hussein's regime quickly tumbles, but Iraqi resistance fighters will continue to plague American forces over the course of the Occupation. Whilst searching for weapons of mass destruction, a secret bunker is unearthed forty miles east of the town of Baqubah. The complex had been semi-destroyed by the retreating Iraqi Military. Intensive searches, however, reveal samples and equipment that show Iraq has been developing its own super soldier program known as the Hafaza Project. (Hafaza meaning 'Guardian Angel' in Arabic.) The project involved injecting individuals with highly dangerous compounds designed to warp and transmogrify a subject's body through direct mutation of their DNA. Etched upon a wall within the main surgical area of the complex was a verse from the Qur'an:

"O ye who believe! Save yourselves and your families from a fire whose fuel is Men and Stones, over which are appointed angels stern and severe, who flinch not from executing the commands they receive from Allah, but do precisely what they are commanded." — Qur'an, surah 66 ayah 6

1991 – The Soviet Union collapses and ends. Boris Yeltsin, President of the Russian Republic, leads a revolt against Soviet leader Mikhail Gorbachev. The 15 separate republics are granted their independence. Yeltsin remains the President of the newly independent Russian Republic.

1992 – Record high gasoline prices, due to short sup-

ply after sources on the southern Arabian peninsula dry up, plague President George Herbert Walker Bush in an election year. Arkansas Governor Bill Clinton easily wins the Presidency and inherits the Iraq War. He turns this to his advantage by seizing control of Iraqi oil fields in payment for America's peacekeeping services, and a surplus of oil begins flowing into the American economy. Orbital construction begins on the International Space Station.

1993 – The nations of Western Europe unite politically and economically to form the European Union. Voters in the United Kingdom overwhelmingly reject EU membership. American forces invade Kuwait and Western Iran and seize the oil fields.

1994 – Six missiles are fired at the West Coast of the United States from an unknown location out in the Pacific Ocean. Five of the missiles are intercepted and destroyed by the USAF, but the sixth reaches the outskirts of Santa Barbara, where it explodes and releases a payload of botulinum toxin. Despite a frantic and full-scale emergency cleanup, over 7,000 people lose their lives to the deadly neurotoxin. MANTIS claim responsibility for the attack.



1995 – Jonathan Fisher, Owner of N-Tec, and the world's smartest man, builds the largest and most advanced independently-owned space station, naming it 'The Retreat'. After many years of shying away from the public eye, Fisher makes The Retreat his permanent residence.

1996 – President Bill Clinton signs executive Order 96-300 in which he exempts Crownpoint Supermax Penitentiary from revealing any records or information surrounding the operational activities within the prison. Human rights campaigners state that the order is an admission of guilt and that prisoners at "the Pit" are being experimented on. The U.S. government denies the claims and states the executive order was passed to protect the security of the penitentiary.

1998 – Whilst on a routine training mission in close orbit, the Space Shuttle Goliath encounters an unknown anomaly. The Shuttle is engulfed by a strange



energy that knocks out all of its systems, including life support. An emergency shuttle is immediately launched to intercept the lifeless Goliath. Upon reaching the stricken shuttle, only one member of the crew, Commander Ollie Franklin, is found alive.

All six other Astronauts
are found



deceased, their bodies horribly mutated by radiation. Commander Franklin returns to Earth a different man, stricken with survivor's guilt, but also possessing extremely powerful Super Talents.

2000 – In an odd quirk of the Electoral College system, Al Gore is elected the 43rd President of the United States, and his opponent's running mate, Dick Cheney, becomes Vice President.

2001 – On September 11, 2001, the Guardians miraculously prevent a massive terrorist attack on targets in New York City and Washington D.C. involving Islamic militants hijacking and flying planes into landmark buildings.

2002 – The Guardians and FIST move their New York headquarters to the top floors of the World Trade Center South Tower in a symbolic display of American perseverance.

2003 – President Gore is assassinated during Independence Day ceremonies by individuals clearly

possessing Super Talents who escape capture. Dick Cheney is sworn in as the 44th President of the United States and is quick to blame the Pantheon for the assassination.

2004 – After two of Boston Red Sox's star players are discovered to be unregistered Super Talented individuals, they are forced to resign from the team; the Boston Red Sox go on to lose the World Series. Several protests in support of Super Talent rights, starting in Boston and quickly spreading across the country, get out of hand as protesters and FIST First Response Units clash. The Federal government implicates the Pantheon, branding them as domestic terrorists. Campaigning for stricter regulation, registration, and monitoring of Super Talented individuals, Dick Cheney easily wins the Presidential election.

2005 – When Iraqi oil reserves finally dry up, the American Occupation comes to an end as the United States withdraws all of its forces, leaving behind a desolate wasteland.

2006 – Reports of a major catastrophic event in Mexico, resulting in widespread genetic mutation of plant and animal life, begin to surface. The President of Mexico broadcasts an emergency radio address urging all persons to avoid entering the country. Shortly thereafter, all contact with the government in Mexico City is lost. A wave of Mexican refugees flee to the United States and Central America, carrying tales of dramatic mutations producing strange and dangerous new species, including giant predators and carnivorous man-eating plants. Mexico is placed under international quarantine indefinitely, and the United States establishes a no-fly zone over the affected nation. The exact cause of this massive environmental disaster remains classified.

2007 – With the Arabian oil peninsula dried up, and their homeland devastated by years of violence and warfare, many Middle Eastern refugees, including radical Islamic fundamentalists, flee to Russia and Eastern Europe. An expedition of Canadian and Pan-Asian Alliance scientists disappears without a trace after entering the Mexico Quarantine Zone. The United States completes construction of a huge wall along the entire US/Mexican border, under the jurisdiction of the US Army. US border patrol soldiers at the wall are placed under a strict shoot-to-kill policy against



anyone attempting to enter Mexico – or anything attempting to leave.

2008 – Facing a worldwide oil shortage as supplies continue to dry up, and citing the continued threat posed by MANTIS and the Pantheon, President Cheney proclaims a national state of emergency and suspends the year's election indefinitely. Congress passes the Extraordinary Emergency Powers Act, effectively making Cheney president for life. A stock market crash, the like of which has not been seen since Black Tuesday in 1929, creates a major economic crisis and triggers a global recession. Germany steps in and seizes control as other nations in the European Union begin to collapse.

2009 – With the reserves in the Middle East completely depleted, South America becomes the world's leading source for oil. Border disputes break out between various oil-producing countries eager to expand their drilling sites and increase their profits. As money begins to flow into the region, arms merchants follow and countries like Venezuela and Colombia begin to amass powerful armies. The military conflicts in South America drive worldwide gasoline prices even higher.

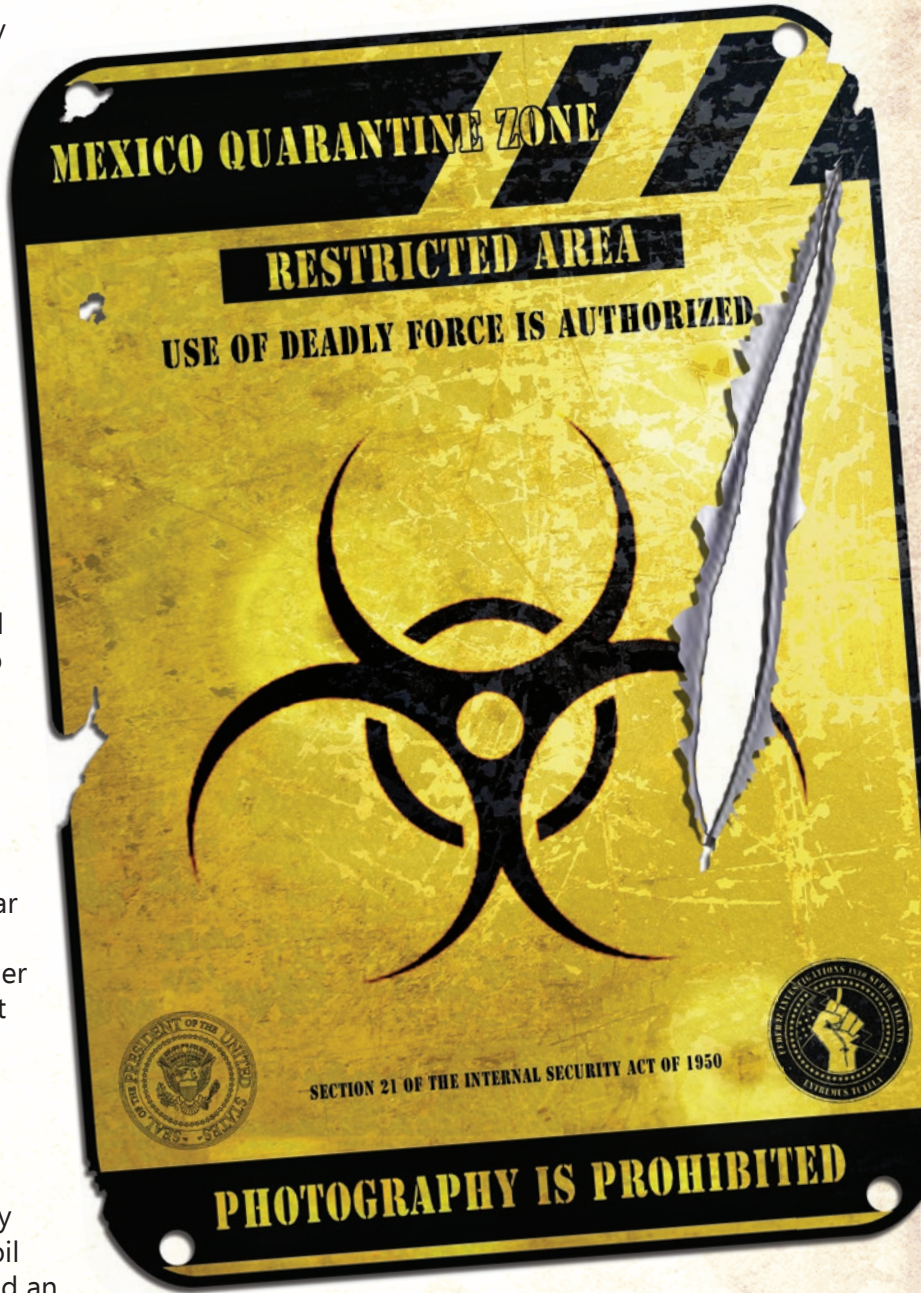
2010 – Jonathan Fisher and N-Tec successfully build and test the world's first small-scale nuclear fusion power source. Fearful of how nuclear fusion might be abused by world governments and corporations in their ongoing conflicts, Fisher announces to the world that humanity is not yet ready for this new technology. All existing blueprints, prototypes, and design files are safely stored and secured aboard the Retreat.

2011 – In what becomes known as the Cheney Doctrine, the President declares that any military or political interference in the South American oil disputes by any foreign power will be considered an act of war against the United States.

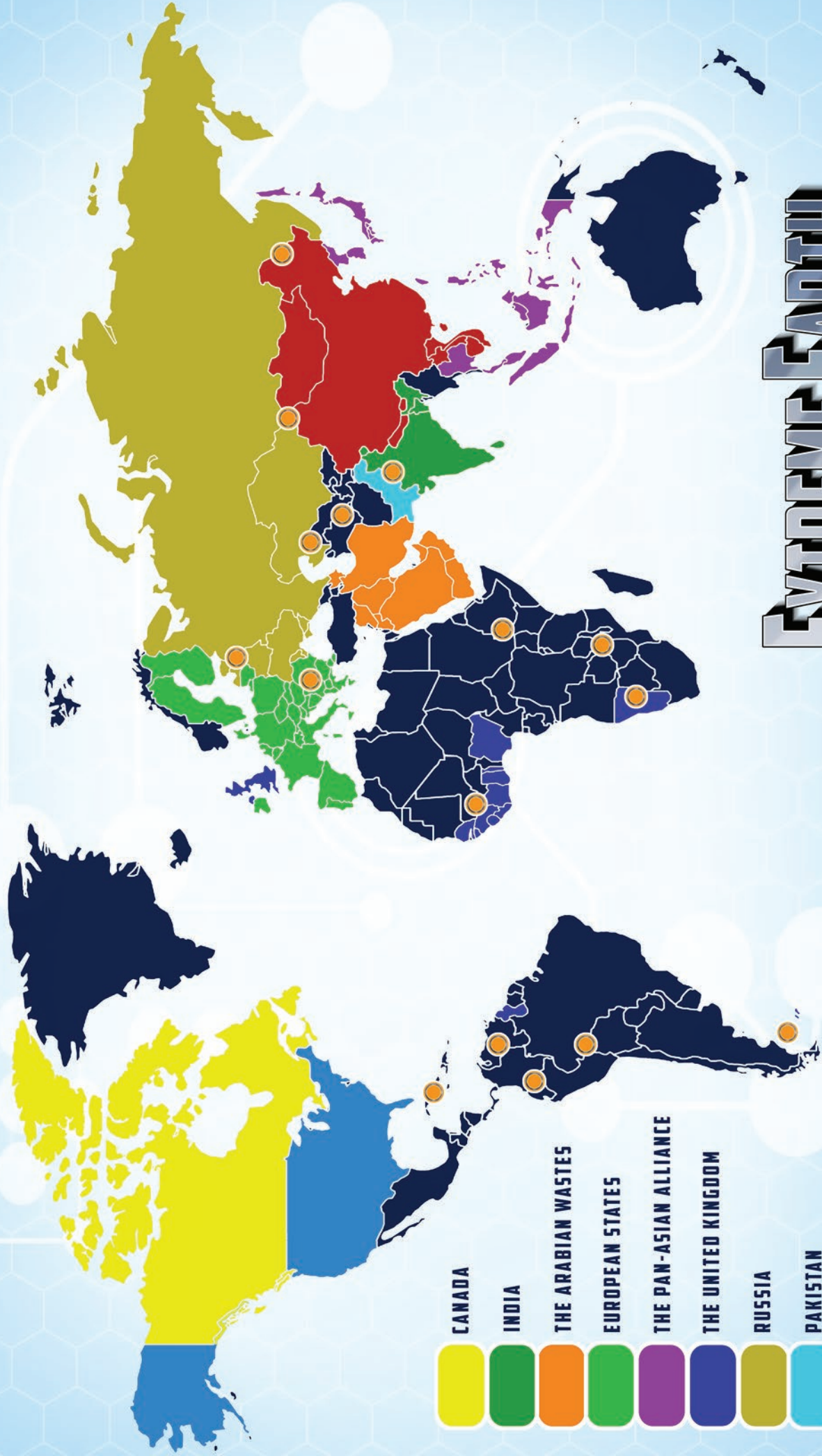
2012 – The presidential election is suspended for a second time in the United States. In a nationally televised speech, President Cheney reassures Americans that he will resign his office once all the threats to America's prosperity and security are overcome. Super

Talent rights groups seize on the growing unrest to paint Cheney as a tyrant whose policies are the true threat to America.

2013 – The Present Day



WORLD WARZONES AND POLITICAL REGIONS



EXTREME EARTH

A DYSTOPIAN SUPERHERO SETTING



EXTREME EARTH TODAY

Characters just starting out in an Extreme Earth campaign will find themselves in a world teetering on the brink of chaos and disaster. A fragile international political climate currently exists on Extreme Earth as nations scramble to hold on to their territories and precious natural resources from others that would steal them away. Total isolationism is almost impossible to achieve when global warfare, revolution, terrorism, famine, and natural disasters affect the daily lives of everyone on the planet to one degree or another.

In this section, we will examine the state of affairs on Extreme Earth today, including world politics and major current events. Additionally, each entry is designed to provoke some ideas for possible mission scenarios and backdrops. In the United States, FIST is the organization responsible for monitoring world events as they relate to national security. As the player characters continue their adventuring careers on Extreme Earth, they will inevitably become entangled in much of what follows during encounters that will affect their lives in ways they can only begin to imagine. Once again, Extreme Earth is meant to be a highly fictionalized, alternate-earth campaign setting, and any similarities to real world counterparts are superficial, at best. No commentary or criticism of the nations, religions, or other groups in our own world should be inferred from the material below.

AFGHANISTAN

This landlocked, mountainous country has historically been a crossroads between the East and West since the days of the Silk Road linking China to the Mediterranean. Afghanistan has one of the largest and richest mineral deposits in the world today, making it an attractive resource to the major world powers. Tempted by Afghanistan's mineral wealth, the Soviets invaded the country in the early 1980s until they were finally defeated, thanks in part to a covert American presence supporting the local tribal warlords. The United States currently maintains a low-key, clandestine presence in Afghanistan to protect its interests in the nation's mineral resources. Russia, China, and Pakistan also have similar interests, making the region a hot spot for conflict. Because of this international involvement in Afghanistan's affairs, Islamic militant terrorists have little to no presence within its borders. The recent discovery of oil in Afghanistan's Northern prov-

inces has led to an increased Chinese military buildup near the border, and there is also talk in Washington of sending a greater American military presence to the region.

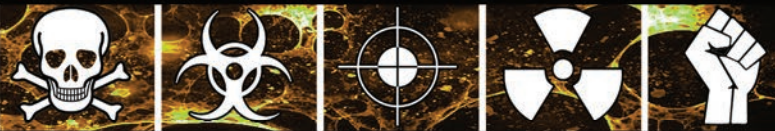
AFRICA

Africa is a very large and diverse continent made up of many different climates, landscapes, and cultures. Its nations have historically been exploited by the United States and Western European powers, for both their abundant natural resources, and the slave labor of their inhabitants. It has been a long road to African independence after the shackles of nineteenth century colonialism were broken. Africa has also seen more than its fair share of violence. Warring states, corruption, ethnic cleansing, and famine still plague the continent to this day resulting in millions of refugees being displaced from their homes.

Today, the troubled nations of Africa once again face the threat of colonialism as many of the world's most prosperous nations are scrutinizing the continent for its mineral and natural fuel deposits. The United Kingdom and the European States have mounted military campaigns to take over many of the struggling African countries. Much of northeastern Africa is suffering from famine and droughts following the fall of the countries in the Arabian Wastes which also brought an influx of radical Muslim extremists from those countries into the region to complicate the political landscape. There are reports of an East African warlord named Kibwe (which means "blessed" in Swahili) gathering power and support as calls for a unified African resistance to the Western invaders begin to echo throughout the continent.

THE ARABIAN WASTES

For many years, the Middle East was the world's leading supplier of crude oil, but those in power, who benefit financially, always played a balancing game between the demands of their customers in the West and the religious leaders of the common people, who disapproved of immoral foreign influences on Islamic society. The supply of oil was not unlimited, however, and one-by-one the nations of the Arabian peninsula began to collapse as their wells dried up – starting with Yemen, Oman, the United Arab Emirates, and finally Saudi Arabia itself. As the oil stopped flowing, so too did the money, and these now impoverished lands reverted to strict Islamic fundamentalism and the old



nomadic ways.

Desperate to maintain a constant supply of oil, the United States invaded Iraq in 1993 and seized the oil wells. The following year, American troops invaded Kuwait and Western Iran, as well, for the same purpose. During the 15 years of American occupation, resistance fighters and insurgents, many of whom were part of Islamic fundamentalist terrorist cells, fought with American forces in a brutal, drawn out campaign. The Americans slaughtered entire villages suspected of supporting the insurgents, and Islamic extremists responded in kind by employing radioactive dirty bombs in major urban centers occupied by American troops and around the oil fields. When the oil finally dried up in Iraq and the surrounding lands, the Americans ended their occupation and left behind nothing

but chaos and destruction.

Today, the region devastated by years of warfare, and now known as the Arabian Wastes, is a collection of lawless territories in a barren and radioactively contaminated wasteland completely depleted of oil. Many refugees have fled the area into Russia and Eastern Europe, but those who have stayed behind have managed to carve out a harsh, difficult life for themselves in the ruins. Uday Hussein, the son of the former Iraqi dictator Saddam Hussein, is now one of the many warlords of the Arabian Wastes and has established the Muslim Council to build a power base in the region. Perhaps most frightening of all, Uday has in his employ several Super Talented body guards who were once part of his father's Hafaza super soldier program.



THE ASIA-PACIFIC IMPACT SITE

Earlier this year, space-monitoring satellites tracked Meteor 713CC8 "Corson", a half mile-sized chunk of iron and rock, heading towards Earth. The meteor slammed into the Pacific Ocean 300 miles northeast of Papua New Guinea at 38,000 mph with the energy of a 40,000 megaton blast. It blew a cavity in the Pacific eight miles across all the way down to the ocean floor. Water vapor forced into the atmosphere has been causing storms and unpredictable weather across the globe for months. 300-foot tall waves spilled out from the impact site, completely destroying much of Melanesia and eastern Indonesia, while penetrating northeast Australia 50 miles inland. The eastern coastline of China, southern Japan, and New Zealand also suffered from 50-foot waves that penetrated five miles inland. This major catastrophe has sent the world markets into turmoil as the Pan-Asian Alliance continues to struggle in its recovery efforts. The final death toll has been estimated at over 300 million people.

THE BLACK GOLD CAMPAIGN

With the crude oil supply from the Arabian peninsula completely dried up, and their own domestic oil reserves depleted, the United States has now turned its attention to the world's largest remaining oil reserve in Venezuela. The Cheney Doctrine of 2011 has effectively prevented European and Asian powers from interfering in the border disputes between Colombia and Venezuela over oil-rich territories and left the United States as the dominant superpower in the hemisphere. The seeds for the Black Gold Campaign were sown last year when the United State initially sent troops into Venezuela and surrounding countries under the pretense of fighting the illegal drug trade. This diversionary war on drugs has now escalated into a full-scale invasion of Venezuela. Cuba, Bolivia, and Ecuador have sided with Venezuela, while Peru, Chile, Argentina, and the nations of Central America looking for protection from the Mexico Quarantine Zone (see below) have all allied with the United States. Colombia has allowed its country to be used as an American staging ground against Venezuela, hoping to keep its largest international customer happy. Brazil has chosen to remain neutral in the war between the United States and Venezuela, fearing the victor will turn its attention next to its own oil reserves. The rest of the world has so far remained silent about the Black Gold Campaign in Venezuela, as they are preoccupied with their own domestic and international crises.

CANADA

Formerly a North American territory of the British Empire, Canada has long lived in the shadow of its powerful neighbor, the United States. Today, Canada is one of the few countries to still have a good supply of natural resources in the form of oil reserves and mineral deposits, and receives military protection from the United States in exchange for a good share of these resources. Recently, Canada has come under intense political pressure from the United Kingdom to join its military efforts in Africa to restore the British Empire by reestablishing colonial rule. This would mean diverting its oil production to the UK at the expense of their American neighbors, and the Canadian people are leery of making an enemy of the formidable superpower on their doorstep. Canada is also dealing with the fallout following a meteor strike in the remote Mackenzie Mountains (see below), but fortunately, there were few fatalities due to the obscure location of the impact.

THE EUROPEAN STATES

The European States have evolved out of the European Union, which fell into collapse after a worldwide recession brought economic catastrophe in 2008. Germany has since become the dominant force within Europe. When struggling European countries like Greece, Italy, Spain, and Portugal started to collapse after the financial crisis, Germany stepped in to relieve the economic burden and effectively take political control. These German-controlled countries are now returning to the fascism of their past in order to survive and prosper today. The European States have





also become heavily militarized due to the influx of refugees from the Arabian Wastes (see above), the Russia/Chechnya Jihad in Eastern Europe (see below), and growing tensions with Russia, the United States, and the United Kingdom (see below).

INDIA/PAKISTAN WATER CONFLICT

For the last several years, there has been a complete failure of the monsoons that provide much needed water to India and Pakistan, resulting in a catastrophic drought. Tensions in the region have always been high due to years of racial and religious conflicts, and border disputes. The situation has now reached a boiling point, as each parched country blames the other for its water shortage problems and crop failures. India has declared war and sent troops to the border after Pakistan shut down the natural gas pipelines that transverse their country to supply their neighbor. Reports of a nuclear exchange between the two countries are now coming in, and both New Delhi and Islamabad have gone silent.

ISRAEL

The State of Israel was founded with the support of the United States and Great Britain shortly after World War II ended. The new Jewish homeland was meant to be a shining beacon of hope after the horrific atrocities committed during the Holocaust in Nazi Germany, but it soon found itself at war with its neighboring Islamic states over the displacement of the Palestinian people already living in the region. In the years following, the United States and other Western nations began to pull their support from Israel in favor of the Islamic states in the region due to their dependence on the oil they produced. In response, Israel turned to isolationism, self-dependence, and self-preservation. After fighting wars from all sides in the 1960s and 1970s, Israel expanded its territories into the Sinai Peninsula of Egypt, the West Bank of Jordan, the Golan Heights of Syria, and southern Lebanon. Most of the Palestinian resistance was driven out into Egypt and northern Lebanon and Beirut.

Today, Israel is an isolationist state that refuses to get involved with the affairs of the rest of the world unless they directly affect Israel's security. The entire country exists in a state of perpetual lockdown and boasts the securest fortified borders in the world. The Israeli intelligence agency Mossad is the most powerful organization in the country and is rumored

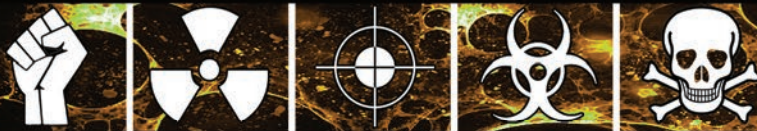
to employ highly-trained Super Talented agents in its global operations. Additionally, Israel boasts one of the most powerful militaries in the region and is capable of defending itself with nuclear weapons. The country's greatest resource, however, is its people who are some of the world's most brilliant scientists from a variety of academic, scientific and technological fields. Israel has managed to survive the economic and environmental catastrophe that is the Arabian Wastes today, but not without hardship.

THE MACKENZIE IMPACT SITE

In the heart of winter, a previously uncatalogued meteor was tracked entering Earth's orbit over the Yukon-Northwest Territories of Canada, and making impact in the Mackenzie Mountains. Due to the remote location, there were very few casualties reported, but the two main roads into the area are now impassable, effectively isolating the region from civilization. The Mackenzie Mountains produce over two thirds of the world's supply of tungsten, and the cessation of all mining operations has caused the mineral's market value to skyrocket. Several mining camps near the impact site have been abandoned, and the nearby Nahanni National Park Reserve has been closed indefinitely as well. After its surveillance satellite monitoring systems recently detected an unknown power source emanating from the impact site, FIST is preparing to send a covert reconnaissance team to the region without alerting the Canadian authorities.

MEXICO QUARANTINE ZONE

In 2006, a major catastrophic environmental event forced all of Mexico to be placed under international quarantine after reports began to emerge of bizarre and deadly mutated plants and animals ravaging the country and attacking the populace. The United States acted quickly to seal its borders with Mexico and establish a no-fly zone over the devastated country, stating only that an extreme biohazard had been detected. The use of deadly force was authorized to prevent anyone (or anything) from entering or leaving the quarantine zone. Today, that quarantine still remains in effect, but there has yet to be any official word on what caused the incident which remains classified. Rumors, however, of industrial accidents and failed US government experiments resulting in dramatic mutation of plant and animal life run rampant on the Internet. FIST and its research division SCOPE have been interested lately in sending in an elite team



of agents to access the current situation in Mexico, possibly to recover someone or something related to the incident.

THE PAN-ASIAN ALLIANCE

In 1979, Japan merged with Taiwan, Korea, Indonesia, Thailand, and the Philippines to form the Pan-Asian Alliance and create a powerful economic and industrial complex to compete with China and the rest of the world. Today, the Pan-Asian Alliance has the world's third largest economy, and its political influence over the Far East continues to grow. This unprecedented economic success has also led to a growing culture of greed and corruption, much to the benefit of powerful crime syndicates like the Japanese Yakuza. The Pan-Asian Alliance is currently in turmoil following the recent Asia Pacific meteor strike (see above).

THE PEOPLE'S REPUBLIC OF CHINA

The history of China goes back thousands of years, but the People's Republic of China was founded relatively recently in 1949 following a communist revolu-

tion. For most of its early existence as a communist state, China found itself in military conflicts with the West by supporting fledgling communist republics in Korea, Vietnam, Cambodia, and Laos. China lost to the United States in the Korean War, but successfully defeated the capitalist superpower in Vietnam and South East Asia. In 1979, Vietnam, Cambodia, and Laos became part of the People's Republic of China in response to the founding of the Pan Asian Alliance (see above).

Today, the People's Republic of China is a nation of over one billion people and dominates global manufacturing. The old communist views are crumbling, however, and the country is slowly becoming the world's first neo-capitalist state. China is currently embroiled in a brutal border war with Russia over control of the region's natural gas and oil reserves as world supply continues to dry up at an alarming rate (see below). China is also in the process of recovery following the devastation to its coastline due to the recent Asia-Pacific meteor impact (see above).



RUSSIA/CHECHNYA JIHAD

As millions of Islamic refugees fled from the devastated lands of the Arabian Wastes (see above) into Russia and Eastern Europe, among their number were several terrorist groups of Islamic fundamentalist extremists. These Islamic terrorists are now attempting to establish a new Islamic state in Russia centered in Chechnya, and most of Eastern Europe and Western Russia has become a war zone. Reports of the detonation of a nuclear weapon, delivered by suicide bomber in Moscow, have just started to come in.

SINO-RUSSIAN BORDER WAR

Like its neighbor China, Russia is a nation with a long history. At one time they were allies, two powerful communist nations standing up together against Western and Japanese imperialism and capitalism, but after the Korean War, their friendship started to deteriorate. When the Soviet Union collapsed in 1991, tensions between the two states were at an all-time high and China broke off diplomatic relations.

Today, Russia is once again turning Red as its people have become fed up with the corruption and organized crime riddling the country since the collapse of the USSR and the economic instability brought about by a dwindling oil supply. With the world fast depleting its natural resources, Russia and China are now at war over their shared border and control of the oil and natural gas deposits underneath the region. Old Soviet hardliners are becoming popular again as Russia struggles with wars on two fronts both in China and Eastern Europe. Both China and Russia are painfully aware their very futures depend on the outcome.

THE UNITED KINGDOM

In the 19th century, the British Empire was the greatest colonial superpower on Earth, controlling over 75% of the world. Victory in World War II came at great financial cost to the United Kingdom, however, and one-by-one its colonies in India, Africa, and elsewhere became independent states as the United States and the Soviet Union took their place as the dominant world powers. The UK remained allies with the United States during the Cold War era until the fall of the Soviet Union in 1991. When the nations of Europe began to form an economic and political union of states in 1993, British conservatives, led by the former Prime Minister Margaret Thatcher, expressed growing concern that the UK's influence in world poli-

tics would be further diminished by such an arrangement. Convincing the citizens that membership would be detrimental to their national interests, the United Kingdom overwhelmingly rejected membership in the newly formed European Union.

The Far Right has since become the dominant political party in the United Kingdom, which has now become a more secretive and closed society. The UK has sealed its borders and expelled all non-British citizens and refugees from India, the Arabian Wastes, and other parts of the world. The country's conservative leadership desires to bring back the ethos and power of the old British Empire, and has mounted a series of military campaigns in Africa to restore its former colonies. These actions have further strained their relationships with the United States and other former allies, but British leaders point to the collapse of the European Union and the rise of Germany and the European States (see above) as a fascist regime to justify their new course direction.

CHARACTER CREATION

In the first half of this chapter, you were introduced to the world of Extreme Earth; but a great, memorable campaign is made up of more than just the setting. Well-developed characters (the people who interact with and influence the setting backdrop by their choices and actions) are what truly breathe life into any campaign. The Game Master (GM) will introduce you to many non-player characters (NPCs) who will help bring the Extreme Earth setting to life, but the focus of the campaign will always be on the player characters (PCs) you create when they take center stage to tell their own stories. This section explores player character creation from initial concept and background development to generating game stats for a campaign set in the Extreme Earth setting.

If you want to start playing Extreme Earth right away, the five characters of the Wolfpack presented in Chapter 2: FIST are intended for use as pre-generated player characters and were built using the rules found here.

WHO AM I?

The first thing you must decide when creating your character is who they are and what role will they play in an Extreme Earth campaign. The Extreme Earth set-



THE FREAKS COME OUT AT NIGHT

It's hard enough for those possessing Super Talents to try and anonymously blend in with the rest of society, but what happens when your physical appearance has been so altered that you just can't hide your true nature? The genetic mutations responsible for Super Talents have on occasion been known to change physical appearance and facial features, warping and twisting the human body to the point where hiding in plain sight is no longer a viable option. These unfortunate individuals immediately find themselves feared and rejected by society, even by their own family and friends. Not long after that, they begin to appear on FIST's radar. At this point, the only options left are to be locked up or go underground.

While a few of these severely mutated individuals become loners living on the fringes of society, many choose to seek out others like themselves and form communities for companionship and security. Since most of these people have failed to register with CTRA, they are relentlessly hunted down like animals by FIST, and the community provides a sense of safety in numbers. These communities are known to exist in the sewers and abandoned subway tunnels in cities like New York and Los Angeles, while others can be found in isolated wilderness settlements far from populated areas. A few such communities have recently begun to form an informal alliance for mutual protection, taking the name "The Freakshow" after FIST's derogatory name for those of their kind. For more information about the Freakshow, see Chapter 3: Extreme Adventuring.

Playing such an unfortunate character can make for a great roleplaying opportunity or even form the basis of an entire Extreme Earth campaign. At character creation, choose one or more traits that would be difficult for your character to conceal. Examples include reptilian scales instead of skin, extra arms or legs, additional appendages like tails, feline eyes, fish-like breathing gills, and keratinous horn-like structures growing from the forehead or other parts of the body. These traits may either be superficially cosmetic without any in-game effect, or directly tied to your character's innate Super Talents.

ting is, in many ways, very much like our own world, and a lot of choices you can make for your character can be based on real-life experience. The ways in which Extreme Earth differs from our own world were presented earlier, and you can integrate that information as well into your character's background. Their life stories, training, careers, relationships with other people and organizations, political views, moral codes – all of these help to shape who a character is and why they act and feel as they do.

Background and relationships are useful for statting up and roleplaying your character, but it is also important to look at their motivation – their reason for becoming an adventurer. What drives them to shake off the status quo, get up off their ass and take action? Some common examples follow, but you are free to come up with your own origin story.

The Man: Agent of FIST

When you first discovered your Super Talents, you registered with CTRA as required by federal law. Perhaps you saw this as your patriotic duty, or maybe you didn't see any other viable options for yourself that didn't end with a lengthy jail sentence or worse. The government then offered you a career in FIST as a field investigator based on your unique abilities. Now

you are the one who investigates the Super Talented and identifies those individuals who might pose a threat to national security. Maybe you enjoy your work, or maybe the more you see, the more you are starting to question what FIST really stands for and what the government's true motives really are. You may even be starting to question the morality of your own actions.

Off the Grid: Pantheon Resistance Fighter

The government and the corporations are all corrupt, and their fear and paranoia of people like you who possess Super Talents have driven them to revoke your Constitutional rights and curtail your very freedom. You have taken a stand against this tyranny in some way, perhaps simply by refusing to register with CTRA or by using your Super Talents to help another Super Talented individual escape from the FIST goons who enforce the government's oppression of Super Talents. You were approached by and recruited into the Pantheon, a secret group of Super Talented freedom fighters dedicated to restoring your lost rights but portrayed by the government and the media as a terrorist organization. Now you have gone underground and given up your old life in hopes of one day building a better one for yourself and your fellow Super Talents.



FIST is Knocking at My Door

You have hidden the fact that you possess Super Talents all your life, or recently discovered you possess some remarkable power or ability, and now you live in constant fear. You are always looking over your shoulder, paranoid that someone will discover your secret and report you to the authorities. You are afraid to use your Super Talents in public or that they will accidentally “go off” at the wrong time in the wrong place. Perhaps the Pantheon has or will approach you and invite you to join their ranks in the fight for Super Talent rights, but you are uncertain of their true motives, influenced by the media’s portrayal of the group as a domestic terrorist organization. You have failed to register with CTRA, and are afraid that one day FIST will come looking for you. And that day may just be today...

WHY DO I HAVE SUPER TALENTS?

The next thing you must determine for your character is what their Super Talents (i.e. powers) are and how they acquired them. Choosing your Super Talents is part of determining your character game stats (see below), but you should have a general idea at this stage of the character development process of what powers you would like your character to possess. Many Super Talents are innate (you were either born with them or were genetically altered somehow to acquire them), while others may be due to a device you possess such as a suit of power armor. The most common means of acquiring Super Talents are listed below.

Genetic Engineering

You have acquired your Super Talents by direct gene manipulation (perhaps in a super-soldier program while serving in the military), by infection with the Wildstrain sequence or similar virus, or through genetic inheritance from a parent or other ancestor exposed to these things.

On Extreme Earth, science’s understanding of the mechanisms of genetics and initial experimentation with genetic mutation and gene manipulation began much earlier than in our own world starting in the 1930s with the work of Nazi scientist Felix Keller. When Keller was brought to the United States under an assumed name after World War II, he was put in charge of Project Ares to continue his research into creating the world’s first Super Talented individu-

als. The US military was looking to develop a super-soldier program to compete with the Soviets who were also making strides in developing Super Talents through gene manipulation. Keller and his team of top geneticists eventually developed a genetic strand of DNA known as the Wildstrain sequence which could enhance an individual’s strength and agility beyond upper human limits. He coupled the Wildstrain sequence with a virus, essentially allowing him to infect a subject with Super Talents, and the US military wasted no time putting the discovery to practical use in the Korean War.

An explosion at a Project Ares facility in 1953 released the Wildstrain sequence virus into the surrounding area and, over time, it began to mutate into other strains with new expressions of Super Talents never before seen, appearing randomly in the general population. Eventually, this phenomenon would spread across the world. Exceptional IQs, mental abilities like ESP and telekinesis, running at super speeds, even flight, were now in the realm of possibilities. Sometimes the virus would alter the individual directly infected, other times they would show no effects and the sequence would be passed on to their progeny instead. Most of the time, however, the virus would have no effect on those infected. Over the years, many corporations and governments have developed their own genetic sequences for providing Super Talents, refining the process so that specific Super Talents could be induced in test subjects. They guard these sequences very closely, however, in an attempt to control the number of individuals with Super Talents.

Radiation, Chemical, and Biological Substances

You have acquired your Super Talents by exposure to some form of radiation or by contamination with some synthetic or naturally-occurring chemical or biological compound. This exposure may have even been deliberate, either by your own doing in one of your scientific experiments gone awry or too far, or while serving as an unwitting test subject for some government or corporate experiment.

Exposure to various types of radiation and certain chemical and biological substances have been known to cause genetic mutation and other cellular and tissue alteration resulting in the development of Super Talents in affected individuals. While there has been some scientific research into creating Super Talents



with these chemical, biological, and particle-beam mutagens, many times these discoveries are the result of accidental exposure from some industrial accident or environmental disaster. These types of exposures resulting in the development of Super Talents also tend to affect the original individual exposed directly rather than remaining dormant and appearing in later generations (although any genetic mutations might subsequently be passed on to progeny as well). Naturally, the corporations and governments of the world tend to investigate these accidental exposures and track those affected closely.

Cybernetic Enhancement

Your Super Talents are the result of some type of cybernetic enhancement to your body such as replacement limbs and sensory organs (bionics), cybernetic implants, or even nanotechnology. These enhancements were perhaps acquired after you were injured in some sort of accident or severely wounded on a combat mission. Such cyberware is extremely expensive technology and is usually provided by governments or corporations to a select few, and usually some sort of return on their investment is expected.

The field of cybernetic enhancement began in the early 1970s when biomedical engineers began to develop the first bionic limb replacements that allowed the recipient to exceed maximum human abilities. At the heart of all cybernetic enhancement is the interface between the artificial hardware and the recipient's central nervous system. These cybernetic implants have improved greatly over the years, allowing for greater sensory input and response times from the associated bionic hardware. Today, entire damaged sections of the human brain can be replaced with powerful biocomputers that can also direct and enhance any associated cyberware.

Nanotechnology is the latest type of cybernetic enhancement and involves microscopic robotic computers called nanites that can be injected into the human body. First developed in 1982 by Jonathan Fisher of N-Tec International, these self-replicating nanites allow not only human cells and tissue to transform profoundly to repair damage and adapt to changing environmental conditions, but any attached cyberware as well. This highly-coveted emerging technology could be very dangerous in the wrong hands, and N-Tec remains ever vigilant in its efforts to prevent any

industrial espionage attempts.

Power Suits and Other Technology

Rather than having innate Super Talents, all of your exceptional abilities come from some sort of sophisticated technology such as a power suit of armor, an advanced weapon design, or other innovative device. Without the use of these technologies, you have no access to your Super Talents and are effectively a normal human being (unless you also possess some innate ability).

Over the last 40 years, there have been significant advances in technology leading to all kinds of devices that can replicate many Super Talents, putting average people on par with those gifted with superhuman abilities. While such advanced tech is very expensive and not readily available to everyone, it has helped the US government level the playing field when responding to threats from Super Talented terrorist organizations like MANTIS and the Pantheon. Unlike cybernetic enhancement, where there is a direct integration between the technology and the user's brain, most of these devices do not have any type of central nervous system interface (although some power suits allow stroke and spinal cord injury patients to move and function normally or beyond).

The most common application of this Super Talent-mimicking technology is the power suit, a reinforced exoskeleton with a self-contained power source that drives systems of motors and hydraulics that boost the wearer's strength, speed, and endurance beyond human maximum levels. The exoframes and plating are built from strong but light-weight materials that not only provide the wearer with protection from weapons fire but also from other types of physical damage and environmental extremes as well. Recently developed materials have now been integrated into existing designs that provide protection from mental attacks like mind control – usually located in the helmet. Power suits may also be equipped with a variety of weapons with built-in targeting systems in the helmets, and some even provide the wearer with flight capability. Corporations like Brand & Vorsh and SCOPE are the largest providers of power suit technology to the US military and law enforcement agencies like FIST.





USING MUTANTS & MASTERMINDS WITH EXTREME EARTH

Extreme Earth is a grim, dystopian setting heavily inspired by the Iron Age of Comics where powers are weaker but not impotent, and knowledge and training play a larger role. Combat is dangerous, even deadly, and a bullet is still something to be feared. The Extreme Earth campaign setting requires the Mutants & Masterminds, Third Edition rules to play. In this section, we will examine ways to adapt the Mutants & Masterminds rules to the Iron Age tropes and conventions found in the Extreme Earth campaign setting. The GM is encouraged to use the following suggestions in order to keep this as it is intended.

POWER LEVELS

The PL of Extreme Earth player characters should be around 7-8 allowing them to be more capable than a regular "street level" game but should have problems when facing the world's most powerful superhumans (who are around PL12).

POWER SELECTION

Characters in the Extreme Earth setting tend to have more powers derived from skills or training, the Wild-strain mutation or other genetic manipulation, and high tech devices. Certain powers should be limited for player characters and NPCs. These are:

- No Magic-based powers or descriptors. This includes the Ritualist Advantage. Whilst there are several projects researching Psychic abilities, Magic and other supernatural phenomenon don't exist in the Extreme Earth setting.
- No Time Control or Time Travel powers. Powers that allow characters to "see" the past and the future (Precognition and Postcognition) are still available, normally as psychic abilities.
- No Dimensional Travel. There is no knowledge of any extraplanar dimensions in the Extreme Earth setting so dimensional travel is not possible. This also limits just what characters are able to call upon using the Summon power.
- No Cosmic-based powers or descriptors. Energy-based powers should use real world types (Fire,

Ice, etc.), and no character should have the Space Travel movement power.

- No powers that mimic or steal someone else's powers. The Nullify power or any other ability that steals or manipulates another character's powers should not be available.

TOUGHNESS SAVES, IMMUNITIES AND RESISTANCES

The GM should pay careful attention to a character's Toughness save. A character's total toughness save should be limited to 6. This can be either due to a high Stamina score or levels of a protection power. A score higher than 6 means that a character can easily shrug off damage from small arms and most melee weapons, possibly causing and unbalance the campaign. Combat should be dangerous in Extreme Earth, and whilst 6 is below the usual limit for a PL 8 character, someone who can resist gunfire as easily as someone in a bullet proof vest can still be considered superpowered.

A GM might also wish to disallow the impervious extra from any damage resistant power for similar reasons. The ability to completely ignore almost all mundane weapon damage is likely to cause problems in a setting where combat is always a dangerous option and it may start to stretch believability if every opponent a PC faces is armed with an assault rifle or a chainsaw in order to pose any type of threat. Powers and abilities that temporarily boost a character's Toughness save (such as the Defensive Roll Advantage) could possibly ignore this limitation at the GM's discretion but still be within the restriction determined by the PL of the character.

Similar considerations should be made with any Immunity or Resistance-based power. A character with too many Immunities to Common Descriptors (fire, ice etc) could possibly cause problems within the campaign whilst Immunity to bullets or Toughness saves should be disallowed outright.

COMBAT

Extreme Earth combat should be fast and brutal and a GM should consider using the following rules to facilitate this:



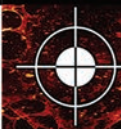
- All firearms, edged weapons and heavy blunt weapons should be considered to do lethal damage. Certain Powers may also fall under these restrictions (fire, radiation etc).
- Any character incapacitated by the above weapon types should also be considered dying. (At the GM's discretion.)
- Treat rank and file soldiers and similar characters as minions. This makes them a great threat when armed with powerful weaponry such as assault rifles but able to be "taken out" fairly easily for the action movie feel. The GM can also make any minion "taken out" killed rather than incapacitated as needed.
- Any penalties caused by lethal damage could take longer to heal. Anything from a hour to a day per level is acceptable but the GM should think hard before applying this to his campaign as it's possible that injuries caused early on in an adventure

could render a player useless or severely hampered for the remainder of a story.

For more information, see the "Going for the Kill" optional rule found in the Mutants & Masterminds core rulebook.







CHAPTER 2: FIST

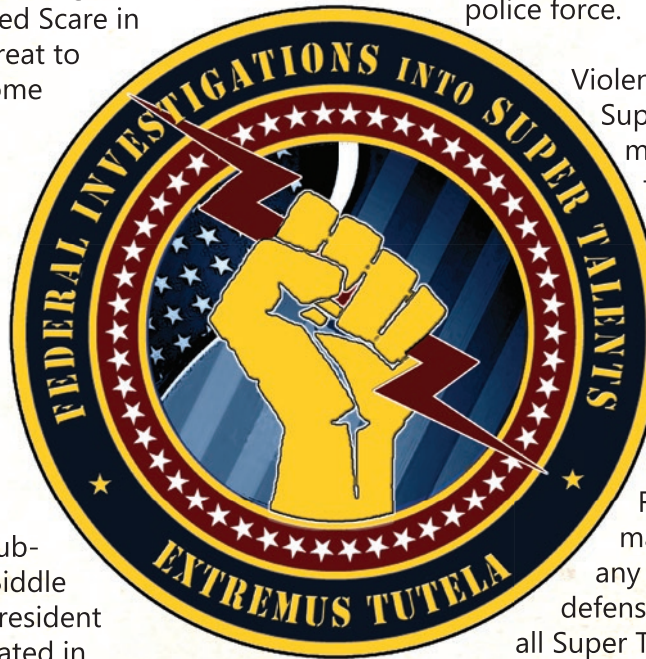
The Department of Federal Investigations into Super Talents (or FIST) is the largest, most powerful government agency in the United States today, and its influence and reach will be felt in one form or another by every character with a Super Talent in an Extreme Earth campaign. In this chapter, we will examine FIST's history and background, organizational divisions, leadership and command structure, and meet some of the people and teams who work for the organization charged with protecting and defending the American way of life.

HISTORY AND BACKGROUND

FIST was founded by President Dwight D. Eisenhower in 1959 at the height of the Red Scare in response to the increasing threat to American interests both at home and abroad posed by Super Talented Communist agents. Former US Attorney General Francis Biddle was appointed to head up the newly formed agency which was given superseding jurisdiction over all other federal intelligence gathering and law enforcement agencies. This ruffled more than a few feathers, most notably those of FBI Director J. Edgar Hoover who publicly criticized both FIST and Biddle at every opportunity. When President John F. Kennedy was assassinated in 1963, FIST agents were able to prove that a Super Talented assassin was behind the killing, and not Lee Harvey Oswald as the FBI had initially proclaimed. Biddle used this failure to discredit Hoover once and for all, and the FBI was subsumed by FIST after his forced resignation.

From its inception, FIST made it a common practice to hire Super Talented individuals to work alongside

their regular agents. The 1960s were a time of change for America however, and the increasing unpopularity of the war in Vietnam led to a growing distrust of the federal government and its agencies, once respected and obeyed without question. During a 1966 draft protest in Chicago, several of the protesters possessing Super Talents decided to use their powers against the police, and a riot quickly ensued. FIST sent in a team of Super Talented agents backed by their regular field agents to quell the unrest, resulting in over 350 people being killed that day, mostly civilians. In the aftermath, many of the high profile Super Talented, including the super soldier war hero Ares, resigned from public service, and FIST transitioned into a newer, darker role as America's Super Talented police force.



Violent and tragic events involving Super Talents became increasingly more commonplace, and when the San Francisco Golden Gate Bridge was destroyed during rush hour by a mentally disturbed man possessing such abilities, the American public decided enough was enough. In response to the public outcry, Congress passed the Compulsory Talent Registration Act of 1972 (CTRA) making it a federal offense to use any Super Talent except in self-defense, and it became mandatory for all Super Talented individuals to register with the federal government. Furthermore, CTRA required that any discovery or use of a Super Talent be immediately reported to a federal agency or local law enforcement. To help ensure compliance, monetary incentives were provided to those people registering their abilities, and more controversially, to those reporting Super Talented individuals in violation of CTRA. FIST's evolving mission was further codified when it was charged with enforcing the new law.



With CTRA now the law of the land, Super Talented rights groups, led by well-known Super Talented personalities, began to actively protest mandatory registration and the police-state atmosphere of paranoia created when neighbors were rewarded for turning in neighbors, likening the situation to Nazi Germany in the 1930s. Allegations were also made that FIST and the federal government were actually behind the tragic incident at the Golden Gate Bridge so that they could get CTRA passed into law. When a group of protesters who became known as the Super Seven publicly refused to register with the government under CTRA and began flaunting their powers in protest, they were promptly subdued and arrested by FIST agents. They were tried as a group in a federal courthouse in Manhattan and given the maximum sentence of 10 years imprisonment. During sentencing, the courthouse was attacked in a bold display by a team of Super Talented individuals led by the former war hero Ares. They successfully freed the Super Seven, and Ares and his accomplices along with their new found allies went on to form the freedom movement known as the Pantheon that remains a thorn in FIST's side to this day.

By the mid 1970s, Super Talented Americans were divided into those who opposed mandatory registration and those who willingly complied with CTRA, with the rest of America, who lived in increasing fear of both factions, caught in between. As more and more compliant Super Talented group began working for FIST and the United States government, it became clear that something had to be done to put the public's worst fears at rest. Super Talented individuals who played by the rules were spotlighted for their service to their country by a media increasingly manipulated by the government and in 1976 FIST introduced America's first Super Talented team of heroes, the Guardians. The Guardians quickly earned the American people's trust and eventually their admiration by defending the innocent from those with

equally powerful Super Talents intent on doing harm and causing destruction.

With the election of Ronald Reagan in 1980, a renewed sense of patriotic fervor swept across the land, and FIST and the Guardians eagerly rode the wave, especially in front of the cameras. The Pantheon had grown stronger, however, and Super Talented rights groups began to look for cracks in FIST's veneer, protesting the treatment of Super Talented prisoners and the government's secret experiments at controversial facilities like Crownpoint Supermax Federal Penitentiary. In 1984, many high profile athletes, like Chicago Bears quarterback Tommy Flinder, were found to be Super Talented and subsequently banned for life from professional sports. The discontent came to a breaking point when Flinder and his fellow athletes organized a protest on the National Mall and the Guardians, backed by FIST operatives, attempted to arrest them, and suddenly the Pantheon, led by Ares, arrived on scene to protect the protesters. A deadly battle, last-

**HAVE YOU, OR A FAMILY MEMBER
RECENTLY DISCOVERED YOU HAVE A
SUPER TALENT?
YOU COULD RECEIVE A FINANCIAL REWARD
OF UPTO \$100,000
REGISTER TODAY**



"My husband has always been stronger than most men of his age. We contacted our local F.I.S.T offices and received \$40,000. My husband now works for the government and we can afford that new kitchen I've always dreamed of."
Molly donavon - NYC

"I alway's thought my Neighbour was strange, when I caught him one night, freezing my outdoor pool with his breath, enough was enough! I received a reward of \$25,000 for reporting him to the authorities." Simon Carrick - Orange County

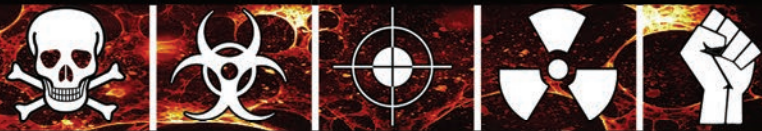


"Sure, I've always been able to hold my breath for hours, I never thought it would be of any use. Imagine my surprise when I received \$50,000 and a fantastic career in the U.S Navy!"
Manuel Gomez - Austin TX



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EXTREME PROTECTION IN AN EXTREME WORLD



ing nearly 12 hours, broke out and in the aftermath, the Washington Monument was destroyed and 240 people were killed when it collapsed. With the help of the media, the federal government quickly branded the Pantheon as a terrorist organization in the eyes of the American public. Afterward, Super Talented rights groups continued to point



the illegal deployment of Super Talented assassins in the Soviet Union's war in Afghanistan, but the American people were no longer interested in what any Super Talented person who didn't play ball had to say.

The start of America's long and drawn out war in Iraq in the early 1990s was accompanied by the rise of FIST's influence on a more global scale. With the new decade, however, came newer and greater adversaries both overseas and on the homefront. A new international terrorist group calling itself MANTIS began attacking corporate interests around the world in an effort to overthrow the established world order by seizing technology, weapons, and other resources to further its agenda of world domination by the Super Talented (or as they referred to themselves, *Homo sapiens supremus*) over the weaker and inferior *Homo sapiens improbus*. MANTIS was quickly able to amass a huge fortune by hacking into the world's banks and assemble a veritable private army for themselves. When MANTIS fired six long-range cruise missiles at the California coast, each containing the neurotoxin botulinum, and one managed to get through national defenses to successfully deliver its deadly payload over Santa Barbara in 1994, FIST shifted its priorities and resources to combating the world's newest and most dangerous threat.

At the start of the new millennium, public perceptions of FIST and the Super Talented who used their abilities to protect and serve their country were at

an all-time high, thanks in no small part to the ever-vigilant Guardians. Despite changes to the team roster over the years since their inception, the Guardians remained heroes in the eyes of the American people who saw their champion protectors as bright lights in an ever-darkening world. This was never more true than on September 11, 2001 when the Guardians and FIST were able to prevent a massive terrorist attack involving Islamic militants who planned to hijack and fly planes into landmark buildings in New York City and Washington, DC in retaliation for the American occupation of Iraq and other Middle Eastern countries. The first decade of the new century also saw a reprise in the call for Super Talented rights, starting with protests in Boston in 2004 after several Red Sox players were discovered to be unregistered Super Talented athletes. FIST was called in to contain the ensuing riots that began to erupt around the country, but the Pantheon arrived in kind to assist the protestors and put the world on notice that they were back and stronger than ever.

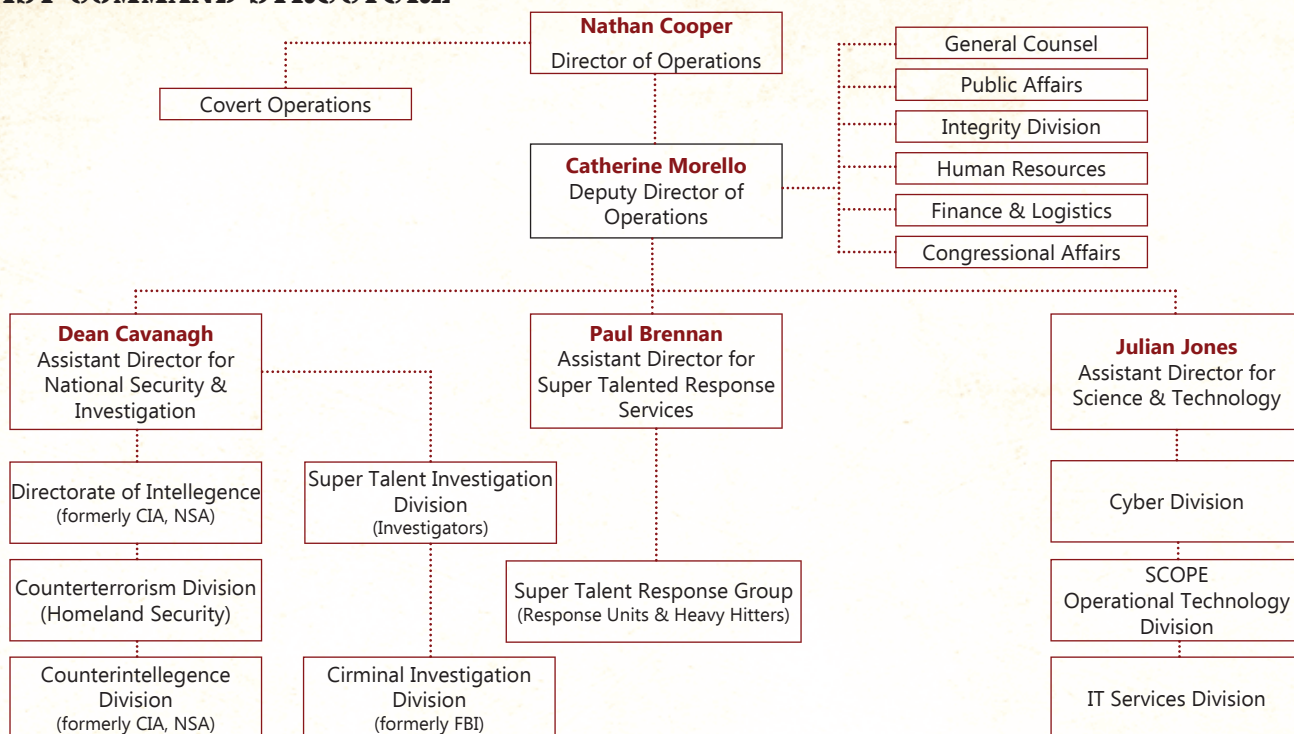
FIST TODAY

FIST remains ever-vigilant in protecting American interests at home and abroad, from both Super Talented and more traditional threats. Backed by the resources of every federal law enforcement agency and intelligence department under their purview, FIST continuously monitors national and world events from an underground bunker in an undisclosed location using state-of-the-art technology. As part of its ongoing mission, FIST also continues to enforce the Compulsory Talent Registration Act (CTRA).

Under CTRA, the federal government financially compensates any individual possessing Super Talents who voluntarily comes forward and registers with FIST. The federal government also provides a monetary reward to anyone who reports someone to FIST they suspect of possessing Super Talents if it turns out their suspicions were correct and the suspect in question had failed to previously register. For the most part, registration is relatively benign for those who voluntarily come forward (especially for those possessing weaker abilities), and they can return home and go on with their lives once they have been tested at one of FIST's regional assessment facilities. They might even be offered employment with FIST or another government



FIST COMMAND STRUCTURE



agency based on the nature of their Super Talented abilities. Usually, the choice to accept this offer is left up to the individual. Regardless of outcome, every individual processed at a regional assessment facility is secretly injected with a microchip so the government can continually monitor their activities.

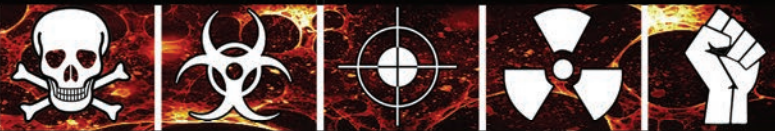
In cases where a suspected Super Talented individual has failed to register, FIST Investigators are called in to covertly observe and evaluate that person's status, and depending on how dangerous any Super Talent they possess is determined to be, FIST Responders (and possibly Heavy Hitters) are called in to make the arrest. The individual is then taken to one of FIST's regional assessment centers for up to two weeks where they are poked, prodded, and tested to determine the extent of their Super Talents. After this initial evaluation, FIST makes a determination as to whether or not the individual in question is a threat to the government or national security (and subsequently sent off to Crownpoint Supermax Federal Penitentiary), or if their Super Talented abilities might be of use to FIST or another government agency. These latter individuals are usually given a choice: either sign up with FIST, or be sent to rot in Crownpoint Supermax

Federal Penitentiary. Although most see this as being caught between a rock and a hard place, some Super Talented individuals actually see working with FIST as preferential to their previous lives.

LEADERSHIP AND COMMAND STRUCTURE

The Department of FIST is comprised of four separate divisions: Operations, National Security & Investigation, Response Services, and Science & Technology. At its head is the Director of Operations (Nathan Cooper) who is responsible for running the entire FIST organization, but the day-to-day operations are handled by the Deputy Director of Operations (Catherine Morello). The remaining three divisions are managed by Assistant Directors who report to the Deputy Director of Operations who in turn answers to the Director of Operations. The Director of Operations reports directly to the President of the United States.

FIST Headquarters is located in Washington, DC, but there are main branches in New York City, Chicago, Houston, and Los Angeles. There are also smaller



branches and training and research facilities located around the country.

NATHAN COOPER Director of Operations

At 48 years of age, FIST Director of Operations, Nathan Cooper, is one of the top three most powerful and influential men in America behind only the President and the Chairman of the Federal Reserve. He is a no-nonsense individual who knows more government secrets than anyone else alive. All of the Assistant Directors and major players within FIST are carefully selected and scrutinized by Cooper to ensure their commitment to carrying out FIST's directives without question. He is also responsible for all covert actions and operations carried out by FIST and making sure they are not traceable back to the government.



Nathan Cooper runs FIST entirely from behind the scenes. He is never seen publicly in the media or on television. Even when FIST is called to testify before a congressional committee or hearing, it is Deputy Director Catherine Morello who appears. He rarely contacts the Wolfpack (his personal covert black ops team) face-to-face with assignments, preferring to give them their orders and missions over the phone or via a satellite TV on secure channels.

The only son of a Korean War veteran and a Japanese-American mother, Nathan Cooper was born in 1965 in San Francisco. When he was seven years old, he lost both his parents when a mentally ill Super Talented homeless person climbed to the top of the Golden Gate Bridge and exploded in a ball of fiery plasma, killing over 400 people below. He was sent to live with his maternal grandmother who had been forced to live in an American internment camp for Japanese citizens during World War II. She often told him stories of the injustices and hardships they suffered in the camp where his mother had been born, and how powerless they all felt. She compared this to how the federal government was neglecting to take care of the victims like Nathan of Super Talented attacks,

seeming to reward those responsible instead because of their unnatural gifts. Times were tight for Nathan and his grandmother, and the system let them down. Throughout his tough childhood, this motivated an embittered Nathan to dedicate himself to one day holding all the power over other people's lives, Super Talented or not.

Nathan went to college on a military scholarship, and after graduation he served in the United States Air Force for six years in military intelligence where he showed great skill and promise. He then moved on to the NSA where he started as an operations team leader and quickly worked his way up to the position of Deputy Director of NSA Operations. He was next recruited by FIST to serve as Assistant Director for National Security & Investigation, where he frequently clashed with then-Director of Operations Donald Pearson over tactics and ethics. When Pearson was killed (some say a little too conveniently) in a plane crash in 1998, Nathan Cooper was tapped by President Clinton to become the new Director of Operations at FIST. Within the first few years of his tenure, Cooper cleaned house and put his own hand-picked people in top positions.

Today, Nathan Cooper is a thoroughly corrupt man motivated only by money and power. Despite this, he sees himself as a loyal American patriot who would never do anything to betray the country he has sworn to protect. In addition to being FIST's Director of Operations, he is also a major stakeholder in SCOPE (a semi-private corporation that serves as FIST's science and technology research division) where he holds extensive financial shares. He is also a "silent" Board member of a number of high profile corporations including Brand & Vorsh, Transport America, KT Oil, and Nexus Telecom. His wife of five years is the daughter of KT Oil's CEO and Board Chairman, mostly a loveless marriage of convenience where he has chosen not to have children for fear they might one day be used against him. Cooper is highly charismatic and has an almost eidetic memory. A master manipulator, he is also cold and calculating, and he can make almost anyone disappear without a trace regardless of their power or position. He is not a man to double-cross.



CATHERINE MORELLO

Deputy Director of Operations

While Nathan Cooper operates mostly in the background, away from the public spotlight, Catherine Morello is very much the public face of FIST. First and foremost, she is the press secretary and media spokesperson for the organization, and the Guardians (FIST's premier team of Super Talented Americans) report directly to her. In addition to public relations, Morello's duties as Deputy Director of Operations include overseeing FIST's day-to-day operations such as human resources, accounting, and other mundane aspects of the organization. The epitome of a team player, she is an extremely gifted administrator who excels at project management and multitasking. Based in FIST Headquarters in Washington, DC, she also maintains offices in both New York and Los Angeles, mostly for their proximity to national media. Morello is originally from the private sector, having served as Senior Vice President of Media and Public Relations at Nexus Telecom.



DEAN CAVANAGH

Assistant Director for National Security & Investigation

As the Assistant Director for National Security & Investigation for FIST, Dean Cavanagh is the man ultimately responsible for America's safety and security, both at home and abroad. He oversees the FBI (criminal investigation), NSA (domestic intelligence), CIA (foreign intelligence), Homeland Security, and FIST's own Super Talented Investigation Division. Called by some a modern day Sherlock Holmes, Cavanagh is a brilliant detective who worked his way up in the

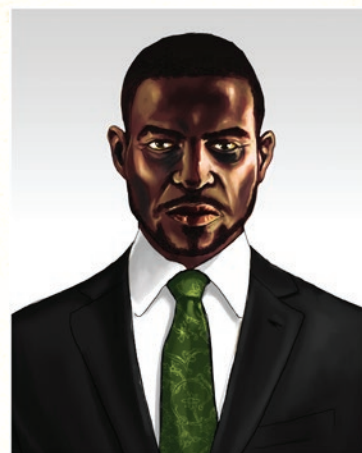


field to his current position but still keeps a hands-on approach with every FIST investigation. A quirky, six-foot-three albino with a Deep South accent, Dean Cavanagh is a hard man to miss. He has a natural gift to see the big picture and make connections between seemingly unrelated events despite being diagnosed with Asperger syndrome and obsessive-compulsive disorder. Cavanagh also has a very bad scar over his right eye that he received when he tried to apprehend a Super Talented serial killer he had been tracking for months on his own. He works out of FIST Headquarters in Washington, DC, but travels frequently to wherever the clues may lead him.

PAUL BRENNAN

Assistant Director for Super Talented Response Services

Assistant Director for Super Talented Response Services, Paul Brennan, is responsible for the training and deployment of FIST's Response Units and Heavy Hitters, and he also oversees the Crownpoint Supermax

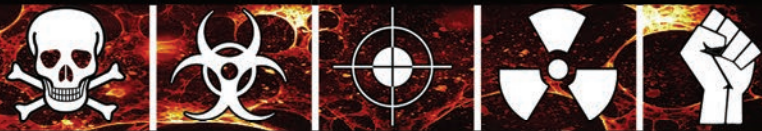


Federal Penitentiary. He works very closely with Dean Cavanagh and his investigative field agents, making sure his teams are ready to go in at a moment's notice as backup when they call. Brennan has an extensive background in law enforcement, having worked his way up from an LAPD SWAT team officer to the rank of Assistant Chief of Police for the City of Los Angeles. He has an office at FIST Headquarters in Washington, DC, but can frequently be found at the Field Agent and Response Services training facility in Quantico, VA. Brennan recently learned that his young son possesses Super Talents but has kept this information secret from his FIST superiors and colleagues at his wife's request, knowing full well he is playing a very dangerous game in doing so.

JULIAN JONES

Assistant Director for Science and Technology

Of all the division heads at FIST, Dr. Julian Jones is probably the cleverest of the bunch. A retired Guard-



ian known as Doctor Datastream, Jones is a Super Talented science genius who now works as the Assistant Director for Science and Technology for FIST. He graduated from MIT at the age of 12 and has an extensive background in computer science and cutting-edge technology. In addition to providing FIST with information technology services, his division is responsible for investigating all cases of cybercrimes and cyberterrorism and works closely with Dean Cavanagh's people in this capacity. Julian Jones is also FIST's representative in SCOPE, a semi-private science and technology research company closely tied to FIST. It is here that Jones enjoys spending most of his time and sees SCOPE as his own private research laboratory. He has had frequent clashes of late with Nathan Cooper over their personal pet projects, the direction ongoing research should be taking, and most importantly, SCOPE funding and allocation. Nathan Cooper would like nothing more than for Dr. Jones to simply "disappear" but has taken no action against him because of his status as a heroic former Guardian beloved by the nation and the fact he still needs the man's superior genius working for him, at least for now.



Director of Operations.

Typical examples of each of the three types of FIST field agents follow below. They may be used by the Game Master (GM) as non-player characters (NPCs), or by players as guidelines for creating their own FIST agent player character (PCs).

INVESTIGATORS

Investigators are FIST field agents who investigate individuals suspected of possessing or known to possess Super Talents. They are also sent in to investigate crime scenes where the use of Super Talents is suspected. They are the best trained of the FIST agents, unlike the grunt Response Units and Heavy Hitters who rely mostly on firepower. They undergo rigorous psychological training to resist interrogation and can be very strong-willed. Some Investigators even possess low-level Super Talents that are not obvious to the public, usually mental powers that help make them more effective in their investigative duties. Examples include Readers (telepathy, mind reading), Pushers (mind control), Sensors (clairvoyance, precognition, postcognition), and Movers (telekinesis).

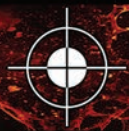
Each FIST Investigator is outfitted with a pair of high-tech image enhancement sunglasses that provide enhanced visual perception and night vision capability. When operating in the field, Investigators wear concealed Kevlar bulletproof vests under their suits. Their standard issue firearm is either the Brand & Vorsh 22 or 23 semi-automatic pistol.

AGENTS OF FIST

FIST employs hundreds of agents who operate out of its regional offices located around the country, each highly trained and specialized in their area of expertise. FIST agents are divided into the Super Talent Investigation Division and the Super Talent Response Group. Standard field agents for each division include Investigators and Response Units, respectively. Heavy Hitters are an elite team of responders trained to handle the most extreme situations involving the most dangerous Super Talented individuals. Investigators are overseen by Assistant Director for National Security, Dean Cavanagh, and Response Units and Heavy Hitters report to Assistant Director for Super Talent Response Services, Paul Brennan, both of whom, in turn, report directly to Catherine Morello, Deputy

RESPONSE UNITS

FIST Response Units are the grunt troops called in to capture and arrest suspected Super Talented individuals identified by FIST Investigators, as well as respond to terrorist attacks, riots, and other threats posed by groups such as MANTIS, the Pantheon, and other less-organized individuals or groups. Individual Response Unit members are referred to as Responders. Their level of training is similar to a United States Army soldier, and their tactics rely more on numbers, taking advantage of the entire Response Unit functioning as a well-trained, united group. Unlike Investigators who learn the standard defensive tactics taught to police, FBI, and other law enforcement agencies, FIST Responders are trained in the Modern Army Combatives Program (MACP) for hand-to-hand combat.



BRAND & VORSCH, Inc

Brand & Vorsh (B&V) is an American defense manufacturing company specializing in firearms and other military hardware. Founded in 1873 by two genuine Sons of the South, wealthy entrepreneur and adventurer Stephen Brand and retired Confederate Colonel Jason Vorsh, B&V has historically supplied the United States military with innovative and cutting-edge weapons in both wartime and peacetime. Today, B&V supplies around 60% of the US Armed Forces' military hardware, ranging from firearms to armored vehicles, and leads the world in battlefield robotics. They also hold firearms supply contracts with other federal government agencies like FIST and collaborate regularly on projects with that agency's SCOPE research division. Recently, B&V has begun expanding its markets into local law enforcement and is beginning to supply the police departments of several major cities, including New York and Los Angeles, with firearms and other hardware to equip their special units trained to handle threats related to Super Talents. Based in Atlanta, the company currently employs over 50,000 people.

Unlike SCOPE or N-Tec, B&V is not a research and development company but rather specializes in providing large-scale orders of rugged and highly reliable battle-tested equipment. Their business also has a darker side. B&V is one of the world's largest private military contractors and prides itself on being able to deliver large numbers of well-equipped and highly trained mercenaries within a small time scale to anyone with enough money to pay for their services. Africa and the Arabian Wastes are B&V's biggest customers, and the corporation has little regard for any political or humane issues. The company also has a small, highly secret, but also heavily funded, combat-enhancing drug research facility in Idaho. Some say it is only a matter of time before they begin contracting out their mercenary units to police agencies across America as well.

The standard issue weapons for a FIST Responder include the Brand & Vorsh XCR M45 assault rifle, and a variety of non-lethal options, including stun batons, stun grenades, and smoke grenades. The XCR M45 uses standard 5.56mm ammo, has an optional scope, and can be used as both an assault rifle and sniper rifle as required due to its barrel length. Each Responder is also equipped with a night vision scope built into their helmets. They wear a military grade Improved Outer Tactical Vest (IOTV) with reinforced ceramic plates that provide damage protection when under heavy fire.

HEAVY HITTERS

Heavy Hitters are an elite, heavily armored team with the skills and equipment to handle the most extreme situations involving Super Talents. They are chosen from the best of the best among the ranks of FIST's Response Units. Heavy Hitters are charged with subduing, capturing, and arresting the most powerful and dangerous Super Talented criminals, especially those who have repeatedly evaded other federal and local law enforcement agencies. Although slow-moving in their protective body armor, they are unyielding and very difficult to take down in a fight. Once a unit of Heavy Hitters has its target in custody, they do not let that individual out of their sight until they have successfully transported and secured them in a detainment facility designed to hold Super Talented criminals, such as Crownpoint Supermax Federal

Penitentiary.

Each Heavy Hitter is armed with a high-caliber Brand & Vorsh HAW (Heavy Assault Weapon) 12 fitted with an EGLM (Enhanced Grenade Launching Module). The HAW 12 uses the slightly dated but heavier caliber 7.62mm round in a 60 round magazine. The grenade launcher attachment uses 40mm HE (High Explosive) grenades although numerous grenade variants can be used, such as phosphorous or gas. Their signature armored suits were designed by SCOPE to provide the highest level of protection from physical damage available. The HAW 12 is a big, heavy weapon that normally would have to be used like a MG (Machine Gun) mounted on a bipod by a person of average strength, but due to the supporting armor they wear, Heavy Hitters can carry it around like an assault rifle. Additionally, the density and structure of their helmets are specifically designed to provide protection from mind control attempts and other forms of mental attack.



INVESTIGATOR

PL 8

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

POWERS

Image Enhancement Sunglasses: (Easily Removable)
Senses 2 (Extended: Sight 1: x10, Ultravision)

Reader: (Easily Removable) Mind Reading 3 (DC 13)

OFFENSE

Initiative +1

Light Pistol +5 (Ranged, Damage 3)

Mind Reading 3 (DC 13)

Unarmed +5 (Close, Damage 0)

DEFENSE

Dodge: 4

Fortitude: 4

Parry: 4

Toughness: 3/2*

Will: 8

(*without Defensive Roll)

ADVANTAGES

Benefit (Security Clearance: Law Enforcement), Contacts, Defensive Roll, Equipment 2

COMPLICATIONS

Intense Rivalry with other Law Enforcement Agencies
Public Mistrust

SKILLS

Close Combat: Unarmed 4 (+5), Expertise: Criminology 6 (+6), Expertise: CSI 8 (+8), Insight 4 (+5), Intimidation 4 (+6), Investigation 8 (+8), Perception 4 (+5), Persuasion 4 (+6), Ranged Combat: Light Pistol 4 (+5), Stealth 4 (+5), Technology 4 (+4), Vehicles 4 (+5)

EQUIPMENT

Light Pistol, Undercover Shirt



POWER POINTS

ABILITIES 12 + POWERS 6 + ADVANTAGES 5 + SKILLS 29 (58 RANKS) + DEFENSES 17 = TOTAL 69



RESPONSE UNIT

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

OFFENSE

Initiative +3

Assault Rifle +6 (Ranged, Damage 5)

Flash Grenade +3 (DC 14)

Smoke Grenade +3 (DC 14)

Taser +3 (DC 15)

Unarmed +9 (Close, Damage 1)

DEFENSE

Dodge: 4

Fortitude: 4

Parry: 4

Toughness: 6

Will: 3

ADVANTAGES

Contacts, Equipment 7, Teamwork

COMPLICATIONS

Intense Rivalry with Other Law Enforcement Agencies

Less Effective Without the Team Public Mistrust

SKILLS

Acrobatics 4 (+7), Athletics 4 (+5), Close Combat: Unarmed 8 (+9), Expertise: Military 6 (+6), Perception 2 (+3), Ranged Combat: Assault Rifle 3 (+6)

EQUIPMENT

Assault Rifle, Back-up gear (Flash Grenade, Smoke Grenade, Taser), Bulletproof Vest, Night Vision Goggles



POWER POINTS

ABILITIES 22 + POWERS 0 + ADVANTAGES 9 + SKILLS 14 (27 RANKS) + DEFENSES 8 = TOTAL 53



HEAVY HITTER

PL 7

STR

1

STA

4

AGL

2

DEX

2

FGT

1

INT

2

AWE

2

PRE

2

POWERS

Heavy Armor: Protection 5 (+5 Toughness; Custom: Speed reduced to -1)

OFFENSE

Initiative +2

Assault Rifle +8 (Ranged, Damage 5)

Grenade Launcher +8 (Burst Area, Ranged, Damage 5, DC 20)

Unarmed +8 (Close, Damage 1)

DEFENSE

Dodge: 4

Fortitude: 4

Parry: 4

Toughness: 9

Will: 3

ADVANTAGES

Contacts, Equipment 4, Teamwork

COMPLICATIONS

Intense Rivalry with Other Law Enforcement Agencies

Public Mistrust

SKILLS

Athletics 4 (+5), Close Combat: MACP 7 (+8), Expertise: Military 8 (+10), Perception 2 (+4), Ranged Combat: Guns 6 (+8)

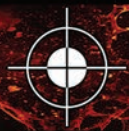
EQUIPMENT

Armored Suit & Helmet, B&V HAW 12



POWER POINTS

ABILITIES 32 + POWERS 0 + ADVANTAGES 6 + SKILLS 14 (27 RANKS) + DEFENSES 6 = TOTAL 58



THE WOLFPACK

Part of FIST's global reaction force, the Wolfpack is an oddball collection of criminals, spies, assassins, cyberterrorists, loose cannons, and head cases. More of a last chance than a second one, each Wolfpack member has been ordered, bribed, blackmailed, or otherwise coerced into joining the team. They are a clandestine, paramilitary force assigned to black ops missions involving government-ordered takedowns, assassinations, industrial espionage, kidnapping, spying, and other covert activities. Their orders come directly from the Director of FIST, Nathan Cooper, and only a handful of persons are aware of their location and mission briefing at any time. They operate under the radar, and both FIST and the US Government deny all knowledge of their existence. The Wolfpack is the very definition of the word "expendable."

The Wolfpack team members described below have each been designed using the same rules for character creation found in Chapter 1: Welcome to Extreme Earth and may be used as playable characters in an Extreme Earth campaign.

TEAM BACKGROUND

In response to the growing number of threats to American national security from Super Talented radical extremist groups like MANTIS and the Pantheon, President Cheney turned to FIST to come up with a viable countermeasure to surreptitiously deal with such menaces by any means necessary while still providing the government plausible deniability at all times. Realizing that the Guardians were too much in the public eye to be effective for these types of black ops missions, Nathan Cooper decided to build a new Super Talented team not officially recognized by any government agency and answerable only to him. Assigning the team the codename "Wolfpack," he personally selected each potential member from a list of candidates possessing the background and skills necessary for such covert and questionable mission assignments.

Director Cooper approached the superiors of Daniel "Gunner" Knox, a Marine Corps Gunnery Sergeant severely injured in Iraq who subsequently underwent extensive cybernetic augmentation surgery performed by FIST's SCOPE division, requesting he be transferred

to FIST to serve as leader of the new team. Cooper immediately paired Gunner up with Kordell "Mojo" Washington, a known cyberterrorist and former low-level MANTIS operative now in FIST's custody, recognizing the need for an expert communications and computer technology specialist. Gunner suggested the addition of his personal friend Alex "Punchbag" Fairfax, and after seeing the value of having an immortal being with amazing regenerative powers under FIST's exclusive control, Cooper readily agreed to the request. The three men were then assigned to recruit their next teammate, a renegade assassin and former Mossad agent named Liya "Nightshade" Zinnemann. Finally, Cooper sent Gunner to Crownpoint Supermax Penitentiary to recruit Tommy "Hammer" O'Sullivan, a schizophrenic and extremely violent career criminal from Boston, to give the Wolfpack some extra muscle. Although each team member came to the Wolfpack with some type of legal or emotional baggage, Director Cooper remains confident that under his watchful eye and Gunner's leadership they will function well together to meet or exceed mission expectations.

GUNNERY SERGEANT DANIEL KNOX (CODENAME: GUNNER)

Background

In 1970, Daniel Knox was born into a typical American family in the working class neighborhood of Elmhurst, Queens. Daniel's father, Richard, had served during the Korean War in the United States Marines and worked as a doorman on Park Avenue, and his mother, Eileen, was a stay at home mother and housewife. Daniel, the youngest of three children and the only boy, idolized his father growing up. Every morning he would proudly stand by his father's side as Mr. Knox raised the American flag outside their little white row house, and every evening he would help his father lower the flag and properly fold it until the next day. His mother and sisters doted on him as well, and his childhood was a happy one filled with warm and pleasant memories. Every Sunday morning the Knox family would walk together to the neighborhood Lutheran church, and although times were sometimes tight, they never forgot that their most valuable possessions were each other.

Daniel's childhood was also very typical. He attended public school, played on the Pee Wee football team



coached by his father, and was a Cub Scout in a pack where his mother served as his den mother. In high school, he was an average student but excelled on the football field as a wide receiver on a state champion team. He was very active in his church and the Boy Scouts, becoming an Eagle Scout at the age of 17. Sadly, his father died unexpectedly of a heart attack in his senior year, and Daniel suddenly became the man of the house. When Daniel graduated from high school, he decided to honor his father's memory by following in his footsteps and enlisting in the United States Marine Corps; in the summer of 1988 he reported to Parris Island for 12 weeks of boot camp.

Daniel enjoyed his life in the Marines and was fairly committed to making his service a life-long career. His first assignment was on the battlefields of Kuwait, and later Iraq after the start of the war in 1990. Military service was also his first exposure to Super Talented individuals whom he came to view as cheaters with an unfair advantage, preferring to push himself even harder to succeed through the more traditional routes of training and discipline. He heard the government was enlisting recruits into a super-soldier program, altering their very genetic makeup to provide them with Super Talents and setting them loose on the battlefield. Several of his friends in his platoon succumbed to the temptation, but Daniel wanted no part of it. He found these genetically-altered men to be arrogant and reckless on their return, putting others into danger with their careless disregard for safety protocols. Daniel's personal dedication and hard work showed in his exemplary performance, and he achieved the rank of corporal by 1992.

In 1993, Corporal Knox was reassigned to train and support Muslim Bosniaks in the Bosnian Civil War. His mother had been recently diagnosed with breast cancer, and Daniel had hoped to return home for a visit first, but his superiors denied his request due to the urgency of his assignment. During his service in Bosnia, he was captured by Serbian-backed rebels and imprisoned with an American civilian named Alex Fairfax. Alex helped Daniel plan their escape, and in the process revealed that he was Super Talented and possessed amazing powers of regeneration. Alex saved Daniel's life during the escape, and bonded by their shared experience, they became life-long friends. After he returned to his battalion, however, Daniel was informed of his mother's death during his three-

month imprisonment. He remained in Bosnia until 1995 when the Bosniaks finally defeated the rebel Bosnian Serbs, and he then returned stateside to pay his respects at his mother's grave and visit his sisters and their families while awaiting his next assignment.

Daniel was reassigned to Iraq where he spent the next ten years as part of the American occupation force charged with defending the oil fields and other economic interests of his country from Iraqi insurgents of the resistance movement. During this time, he became highly decorated for his actions in combat and advanced to the rank of Gunnery Sergeant, gaining the nickname Gunner from the men under his command. At times, Daniel would question his government's oppression of the Iraqi people and the rampant pillaging and destruction of their land by American corporations and other war profiteers, but kept his thoughts to himself. Despite his internal misgivings, he had still sworn an oath of allegiance to his country and continued to perform his duty in an exemplary manner.

In the waning days of the Occupation, Gunner was leading a routine patrol mission in the shattered city of Al-Fallujah when his unit was attacked by heavily-armed Iraqi rebel insurgents. Cursing himself for allowing his team to become surrounded so easily, he realized it was his responsibility to get his men to safety and bring them home. Gunner set himself up as a decoy to draw enemy fire and ordered his men to circle around the insurgents' position while they were distracted and overtake them from behind. The Marines were able to sneak up behind the enemy but not before a large explosion went off near Gunner's position. As the smoke cleared, Gunner could see from his one remaining eye that he had been badly injured, his arms and legs missing and his skin severely burned. The last thing he heard before everything went dark was the sound of a medical chopper coming in for a landing.

When Gunner woke up, he found himself in a strange hospital hooked up to machines and surrounded by surgically masked medical personnel. A Marine Corps General walked into the room and said, "Welcome back to the States, hero. All your men are alive today because of your bravery. You're bound to get the Navy Cross for sure." As he came to his senses, Gunner was shocked to see that his body had been radically transformed, his missing eye and limbs re-



Gunnery Sergeant
KNOX Daniel
Codename: Gunner
Place of Birth: Queens. NY
Nationality: American
D.o.B: 02/25/1970
Height: 6'2
Build: Athletic
Weight: 230 lbs
Eyes: Brown/Green
Hair: Brown



DE5778 BBN 65TFFKKU 99 000-1
G0D678##
MISSION STATUS: CONFUSION RELIVE 677 IOP CLEARANCE
SENSITIVE INTELLIGENCE RATING 6677 IOP CLEARANCE
DANGER OF SELF HARM LEVEL 50

12/4/14
(clm) - 58/1/1

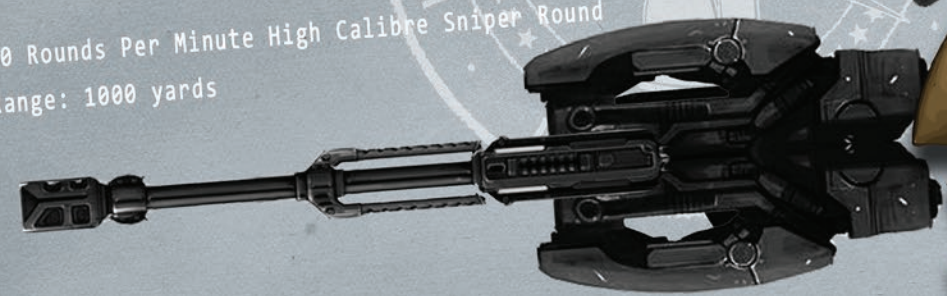


Primary 5.56mm Caseless Fully Automatic
Range: 500 yards



Secondary Fire
30mm H.E Grenade

60 Rounds Per Minute High Calibre Sniper Round
Range: 1000 yards



HOPE
FUTURE

placed with state-of-the-art cybernetic attachments more powerful than anything God had intended for Man. The military and SCOPE surgeons and scientists explained they had also injected him with advanced nanotechnology and replaced a damaged portion of his brain with a sophisticated computer. Gunner was horrified at what he had become, an unnatural freak like the Super Talented beings he so despised, but his superiors insisted their new bio-cybernetic soldier still had a duty to his country. After many months of recovery and training along with adjustment therapy, Gunner was put back on active duty.

For the next few years, Gunner was dispatched on various covert military operations around the world leading elite teams of trained soldiers from every branch of the military, some possessing Super Talents themselves. Eventually, however, FIST decided it was time to cash in on their substantial financial investment of SCOPE technology and requested that Gunnery Sergeant Knox be transferred to their agency on a secondment. Gunner was placed under the direct command of FIST Director of Operations Nathan Cooper who assigned him to head up FIST's new global reaction force known as the Wolfpack. Created by secret order of the President, the Wolfpack was unmistakably a clandestine black ops team meant to get its hands dirty for the government. Despite his moral reservations and inherent distrust of Cooper, Gunner's sense of honor and duty to his country led him to accept the position as the Wolfpack's team leader.

Super Talents

When Gunner was severely injured during the Occupation of Iraq on a combat mission in Al-Fallujah, a joint team of U.S. Military and SCOPE surgeons and technicians jumped at the chance to rebuild him using cybernetic implants incorporating nanotechnology "acquired" from the N-Tec Corporation. The end result was the world's first bio-cybernetic soldier. His missing left hand was replaced with a high-impact, fully tactical gauntlet connected to a reinforced elbow and shoulder joint, giving him upper body strength far greater than most men. A transforming gun arm based on nanotech, originally designed by N-Tec and enhanced by SCOPE, was also attached to replace his missing right arm. This device is capable of transforming into a machine gun, sniper rifle, grenade launcher, or melee blade, and also has a stealth-mode that looks like a standard prosthetic arm. Additionally,

this implanted nanotechnology also produces a subdermal weave of carbon fibers beneath his skin that provides additional protection from physical damage. Finally, he was given two bionic legs to replace his missing lower extremities, and these provide Gunner with increased lower body strength and the ability to run at speeds up to 50 miles per hour.

The severe trauma to the left side of Gunner's head presented an even greater challenge. To replace his missing left eye, he was given a bionic optical device that provides telescopic, infrared (IR), and night vision capabilities. Replacing the damaged portion of the left half of his brain was the most intricate and controversial procedure, however. Gunner was fitted with the latest BATCOM (battle computer) technology which enables him to react in combat situations by identifying threats and relaying battle tactic instructions, as well as giving him advanced targeting skills, enhanced hand-to-hand combat ability, and mission information access. The BATCOM is wired directly into his bionic eye.

Personality Traits

Beneath his battle-hardened leatherneck image, Gunner is an honorable man who has been mentally traumatized by his physical injuries. He has become disillusioned with both military life and the political stage. As a professional soldier, however, he finds himself unable to refuse orders or question his government's motives. As the leader of the Wolfpack, Gunner is tough, but fair. He is deeply protective of his team, even though he knows some of them would have no hesitation in killing him if it meant their freedom. Gunner suffers from intense flashbacks and searing headaches that are only kept in check by FIST medical teams. Although SCOPE has led him to believe these are side effects of the extensive nanotechnology present in his body, he has had suspicions ever since first meeting Hammer and seeing the control collar he was being forced to wear that maybe they are deliberately causing his attacks and using them to control his loyalty too. He never liked the way the drugs made him feel less in control anyway, so he has become more lax in going to FIST for regular treatment.

Relationship with Teammates

Several years ago, Punchbag saved Gunner's life in Bosnia, and to return the favor, Gunner offered him a position with the Wolfpack and the protection of FIST.



GUNNER

STR

5

STA

4

AGL

5

DEX

5

FGT

6

INT

0

AWE

-1

PRE

3

POWERS

BATCOM: Enhanced Advantages (Defensive Attack, Defensive Roll, Improved Defense, Improved Smash, Improved Trip, Power Attack, Takedown); Control Collar Remote: Feature 1 (A remote control for Hammer's Control Collar.); Criminology Suite: Enhanced Trait 2 (Traits: Expertise: Criminology 4 [+4]); Firearms Suite: Enhanced Trait 2 (Traits: Ranged Combat: N-Tec Transforming Gun 4 [+9])

Bionic Left Eye: Senses 3 (Extended Sight 1: x10, Infravision, Ultravision)

Bionic Legs: Speed 2 (Speed: 8 miles/hour, 120 feet/round)

High Impact Fully Tactical Gauntlet: Enhanced Strength1 (Limited to Lifting); Enhanced Strength 5

MCMAP: Combat Suite: Enhanced Trait 2 (Traits: Close Combat: Unarmed 4 [+10]); Military Skill Suite: Enhanced Trait 4 (Traits: Expertise: Military 8 [+8])

N-Tec Transforming Gun Arm: (Array)

- **Combat Knife:** Strength-based, Close, Damage 3
- **Grenade Launcher:** Burst Area, Ranged, Damage 5 (Burst Area: 30 feet radius sphere, DC 20)
- **Machinegun:** Ranged, Damage 5 (Multiattack)
- **Sniper Rifle:** Ranged, Damage 5 (DC 20, Advantages: Accurate Attack, Improved Critical)

Sub-Dermal Armor: Protection 3

OFFENSE

Initiative +5

Combat Knife +8 (Close, Damage 8)

Grenade Launcher +5 (Burst Area, Ranged, Damage 5, DC 20)

Machinegun +9 (Ranged, Damage 5)

Sniper Rifle +9 (Ranged, Damage 5)

Unarmed +10 (Close, Damage 5)

DEFENSE

Dodge: 7

Fortitude: 6

Parry: 8

Toughness: 8/7*

Will: 4

(*without Defensive Roll)

ADVANTAGES

Accurate Attack, Contacts, Defensive Attack, Defensive Roll, Equipment 2, Improved Critical: Sniper Rifle: Blast 5, Improved Defense, Improved Smash, Improved Trip, Leadership, Power Attack, Takedown, Teamwork

POWER POINTS

ABILITIES 44 + POWERS 55 + ADVANTAGES 5 + SKILLS 5 (10 RANKS) + DEFENSES 11 = TOTAL 120



COMPLICATIONS

Disillusioned with with Politics and the Military

Duty First

Expendable

Power Loss: Gunners cybernetic systems are subject to damage and other electronic attacks.

Psychologically Scarred by Physical Injuries

Searing Headaches and Intense Flashbacks

SKILLS

Athletics 2 (+7), Close Combat: Combat Knife 2 (+8), Insight 2 (+1), Persuasion 2 (+5), Technology 2 (+2)

EQUIPMENT

Mission Equipment

10 eps of mission specific equipment.



GUNNER'S BATCOM

The implanted battle computer, or BATCOM, provides Gunner with augmented expertise assisting him with investigation, military tactical analysis, hand-to-hand combat, and weapons targeting. Additionally, the BATCOM allows Gunner to remotely activate the stun feature located in Hammer's control collar

Gunner knew Punchbag was on the run from several powerful criminal organizations to whom he owed large gambling debts, and these were the type of thugs who would think nothing of turning the immortal over to the highest bidder interested in uncovering the secrets of his Super Talents. He considers Punchbag his one true friend and confidant on the team, and has let his FIST superiors know in no uncertain terms that his friend is not to be subjected to any scientific experiments. He thinks Mojo has a big chip on his shoulder, but the kid is incredibly bright with valuable skills the team can definitely use, and he seems sincere in his desire to make amends for his past mistakes. Gunner resents having to play babysitter to Hammer and sees him as an accident just waiting to happen. As long as Hammer continues to obey orders, things might work out, but the instant he gets out of line or jeopardizes a mission, Gunner will not hesitate to take the giant brute down with the control collar. Gunner knows that Nightshade is hiding something about herself and her past, because six months prior to recruiting her into the Wolfpack, he knows with certainty that he killed her, or someone that looked and fought exactly like her, but how many beautiful katana-wielding assassins can there be out there? She doesn't seem to recognize him though, and if she does, she's doing an incredible job of hiding it. Either way, he's glad she's on his side now.

TOMMY O'SULLIVAN (CODENAME: HAMMER)

Background

When Tommy O'Sullivan was born in 1979, he broke all the records for the largest baby ever delivered at the hospital, weighing in at a whopping 24 pounds, 3 ounces. He grew up in a working-class Irish neighborhood of South Boston near M Street Park. His mother, Colleen, was a hardworking cleaning woman, his father, Mike, a washed-up prizefighter and unemployed construction worker turned full-time alcoholic. With

his large size and exceptional strength for his age, it soon became clear that Tommy was no ordinary child. When Tommy was four years old, his mother died from cancer, and his father began to hit the bottle even harder than before. Blaming the boy for her death, it wasn't long before he started hitting Tommy too.

In addition to the physical abuse his father subjected him to on an almost daily basis, Tommy's mind quickly began to fracture as well. With no stable parent to guide him or teach him right from wrong, his damaged psyche created two imaginary friends based on the classic "angel and devil on my shoulder" representation of conscience, the good and morally centered Mr. White and his counterpart, the evil and sadistic Mr. Red. As he grew older, larger, and stronger, Tommy was just as likely to take the advice of Mr. Red as he was Mr. White, rescuing a lost kitten or helping an old woman carry her groceries on one day, then beating a classmate to a pulp for accidentally stepping on his sneakers or not letting him copy his homework the next. His violent outbursts began to get him into more and more trouble at school and with the juvenile authorities; by ten years of age, Tommy was diagnosed with paranoid schizophrenia.

At the age of 12, Tommy was well over six feet tall and weighed almost 290 pounds, and his father, perhaps a little afraid now of the boy's immense size, turned from physical to verbal abuse to berate his "crazy, fucked up, retarded" son. By this time, Mr. White and Mr. Red had gone from being childhood imaginary friends to delusional hallucinations, and Mr. White had been successful, up to now, in talking Tommy out of seriously harming his father. Then, one day, Tommy came home to find his drunken father smashing his bicycle to pieces with a sledgehammer, and all bets were off. On the advice of Mr. Red, Tommy ripped the sledgehammer from his father's hands and used it to take a wild swing, smashing his old man's jaw with a sickening crack. As the years of pent-up rage finally came spilling out, Tommy grabbed his father and, in one motion, snapped his neck and let him fall to the floor with a dull thud. Terrified at what he had done, Tommy turned once again to Mr. Red for help, and after pouring gasoline all over his father's body and the ground floor, proceeded to take his father's lucky Zippo lighter out of his pocket and set the house on fire. Tommy put the lighter in his jean jacket pocket,

SECRET



TOP SECRET
CONFIDENTIAL
TOP SECRET

Wolfpack Agent
O'SULLIVAN Thomas
Codename: Hammer
Place of Birth: Boston, USA
Nationality: American
D.o.B: 04/12/1979
Height: 7'7
Build: Large
Weight: 402 lbs
Eyes: Green
Hair: Red



NON U.S. MISSIONS ONLY
ZERO REFERENCE TO GOVERNMENT AGENCIES
PRISONER
PARANOID DELUSIONS

Boston Police Department Arrest Booking Form

Code: 0111



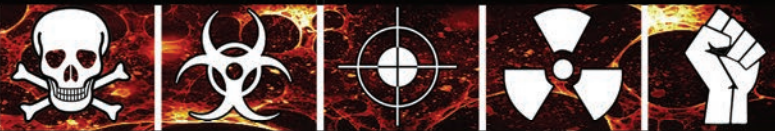
Court of Appeals
Master Name:
Location of Arrest: 01
Booking Name:
Alias:



BOSTON PD
O'SULLIVAN THOMAS
AKA HAMMER
File no: 449 - 877
03.21.2012



Scars/Marks/Tattoos:
Clothing Desc: WHI
Used: No
Hospital: No
alyzer Used: No
ned by EMS: No
10420
08853
11057
Kenney, Rob
Smith, Lole
King, Jose
King, Jos
King, Jo



walked out the door with the sledgehammer slung over his shoulder and never looked back, knowing there were only three people in the world he could ever rely on: himself, Mr. White, and Mr. Red.

Living on the streets, Tommy's violent, unpredictable nature continued to get him in trouble throughout his teen years. He eventually found himself "adopted" by the Flanigans, a local gang of Irish mobsters in Boston. After realizing the sledgehammer-wielding brute's value as muscle for their various illegal operations, they took him into their gang and gave him the nickname "Hammer". Like most things in his life, this period of working as an enforcer for the Irish mob ended in disaster when Tommy beat to death the boss's son after he found him raping a young woman over nonpayment of debts, once again after consultation with Mr. White and Mr. Red, and his twisted interpretation of their guidance. Tommy next embarked on a prolific career of violent crime, primarily bank heists, mostly working alone. Anyone foolish enough to partner with him on a job eventually ended up on the receiving end of one of his dark moods. And while he reveled in the opportunity to test himself against the police SWAT teams, more often than not, the money he stole would end up in a church collection box or with some other charitable cause. It was clear Tommy wasn't in it so much for the money as he was for the chance to let loose with his uncontrollable violent tendencies stemming from his underlying mental illness.

It wasn't long before Tommy O'Sullivan caught the attention of FIST as an extremely violent and dangerous individual potentially possessing Super Talents, and Nathan Cooper sent a team of covert FIST operatives to Massachusetts to evaluate the situation and bring Tommy into custody. It took an entire squad of FIST Heavy Hitters to finally take Hammer down during a botched armored car robbery in the busy financial district of downtown Boston. He was immediately transported to the Crownpoint Supermax Federal Penitentiary where he was held without a trial for many months while FIST agents relentlessly studied him both physically and psychologically. After much internal debate, Nathan Cooper decided to make Hammer an offer that would change his life.

FIST sent Wolfpack team leader Daniel "Gunner" Knox down to Crownpoint to recruit Hammer into their covert, black ops team. Gunner spelled it out for Hammer

in no uncertain terms – either join up, or rot in the Pit for the rest of your life. He told him there would be conditions – specifically, he would be injected with a deadly biotoxin and then fitted with a control collar designed by SCOPE that would only release the antitoxin as long as he didn't try to flee, obeyed orders, and generally behaved himself. The antitoxin in the collar would have to be replenished on a regular basis by FIST technicians at the end of each team mission. The control collar would also be outfitted with a powerful stun device connected to a cerebral implant capable of causing intense, debilitating pain. Gunner would be the one holding the stun button and could use it at any time to take Hammer down. Impressed with Gunner's sincerity, if not his blunt honesty, and seeing this offer as his only hope for freedom, Hammer agreed to join the Wolfpack.

Super Talents

In 1971, Hammer's father, Mike O'Sullivan, was given an experimental drug regimen intended to enhance his performance as a professional boxer. While the drugs had absolutely no effect on his performance in the ring, Mike's genome was, nevertheless, altered by the treatment. He passed on his mutated genes to his son, which resulted in Hammer's exceptional size and strength and allowed him to easily lift a car up over his head and throw it. He is also exceptionally tough and capable of ignoring or withstanding far more damage than normal.

Personality Traits

Hammer is, putting it bluntly, a complete nutcase. His paranoid schizophrenia manifests in his reliance on Mr. Red and Mr. White for much of his decision making. He is equally capable of acts of great violence or great kindness and passion, depending on whose advice he follows. It is important to note, however, that he is not a complete bastard with no hope for redemption, but the product of abuse and his mental illness. Joining the Wolfpack has had a positive effect on his life, with Mr. White seeing their missions as an opportunity to atone for his past sins, although Mr. Red is just happy to go along with the entire scenario as long as the mission involves breaking things and killing people.

Hammer's prized possession is his lucky Zippo lighter, which he honestly feels brings him good luck and would never let anyone take it from him. He likes to



HAMMER

STR

8

STA

6

AGL

3

DEX

0

FGT

5

INT

0

AWE

2

PRE

3

POWERS

Big Lungs: Immunity 2 (Immune to suffocation, drowning; Must be aware of situation, Must make Fortitude roll of 15 every 10 rounds)

Bug Dies Horribly: Immunity 2 (Immune to disease and bio poisons)

Long Legs: Speed 1 (Can move 60 ft/rd, 10 mph)

Retribution: (Specially Built Sledgehammer, Removable) Strength-based, Close, Damage 2

Street Tough: Growth 1 (7'7" tall; Permanent; Innate)

OFFENSE

Initiative +3

Brawling +8 (Close, Damage 8)

Grapple +8, (DC 18)

Improvised Weapon +7 (Close, Damage 9)

Light Pistol +6 (Ranged, Damage 3)

Sledgehammer +6 (Close, Damage 10, Crit on 19-20)

Thrown Item +7 (Ranged, Damage 9)

DEFENSE

Dodge: 8

Fortitude: 10

Parry: 8

Toughness: 8/6*

Will: 6

(*without Defensive Roll)

ADVANTAGES

All-out Attack, Chokehold, Defensive Roll 2, Contacts (Nathan Cooper), Diehard, Fast Grab, Improved Grab, Improved Smash, Improvised Weapon 1, Move-by Action, Power Attack, Throwing Mastery 1, Close Attack 1, Improved Critical 1 (Sledgehammer), Equipment 5, Daze 1 (Intimidate), Luck 1, Fearless, Great Endurance

COMPLICATIONS

Paranoid Schizophrenic with Violent Tendencies

Extensive Criminal Record

Expendable

On a tight leash (control "collar")

"collar" constantly releases a biotoxin (Affliction 10 [Fatigued, Exhausted, Dead, Cumulative, Progressive]) that is counteracted by an antidote implant. At Gunner's command the implant can be switched off and the toxin allowed to take effect. The collar can also administer a small shock (Damage 0) that lets Hammer know if he strays "off mission."



SKILLS

Close Combat: Brawling 2 (+8), Close Combat: Grappling 2 (+8), Close Combat: Improvised Weapon 1 (+6), Deception 3 (+6), Expertise: Area: South Boston 7 (+7), Expertise: Streetwise 5 (+8), Intimidation 3 (+9 including bonus from Growth), Ranged Combat: Thrown Item 7 (+7), Ranged Combat: Light Pistol 6 (+6), Vehicles 3 (+3)

EQUIPMENT

Mission Equipment

15 ep of mission specific equipment

Standard Equipment

Light Pistol, Comlink, Binoculars, GPS, Comlink

POWER POINTS

ABILITIES 50 + POWERS 9 + ADVANTAGES 24 + SKILLS 21 + DEFENSES 16 = TOTAL 120

scratch an "X" into the handle of his sledgehammer whenever he kills someone with it. He enjoys smoking Cuban cigars, womanizing, whenever possible, and living life to the fullest.

Relationship with Teammates

Hammer likes and respects Gunner for his tough and wise, worldly nature, but realizes he is not someone to be messed with. He often refers to Gunner as "Danny Boy." He loves Punchbag's humor, and is mystified by his regenerative powers, although Mr. Red frequently tries to tempt Hammer into trying them out first hand. He has very little time for Mojo, who he sees as a freak, and doesn't trust him at all. Hammer respects Nightshade's ability to kill, but realizes that, deep down, she is a manipulator, although his testosterone levels often cloud his judgment.

ALEX FAIRFAX (CODENAME: PUNCHBAG)

Background

In 1955, Alex Fairfax was born into one of the wealthiest families in Virginia. His father, Harlan, founded a successful vehicle transport company after World War II and became a self-made millionaire after securing many lucrative military contracts. His mother, Caroline, was a prominent socialite from a very old and respected Southern family and the granddaughter of General Elijah Vaughn, a local hero of the Confederacy. Alex's childhood was one of wealth and privilege, and his parents spared no expense to provide their son with everything he desired. He attended the best private schools in the country, wore the most expensive clothes, and was an accomplished equestrian and yachtsman by the time he was 12 years old. He was also arrogant and spoiled, and his reputation as a troublemaker eventually saw him barred from admittance to the prominent East Coast prep schools, forcing him to attend public high school in Richmond instead. His parents did little to hide their great displeasure from him, and for the first time in his life, they threatened to cut him off from his inheritance if he didn't straighten up and turn himself around.

In high school, Alex quickly became the class clown in an effort to gain acceptance among his new peers who he found much more down-to-earth and likeable than the blue-blood scions he had previously

been surrounded with in private school. His boyish good looks and natural Southern charm made him very popular with his classmates, especially with the girls, and he left a trail of broken hearts in his wake. He spent most of his time skipping school, drinking, gambling, and drag racing in his father's expensive European sports cars. His parents were not happy with his mediocre academic performance, but Alex found it hard to become motivated when he knew that someday he would inherit enough money to never have to work a day in his life.

When he graduated from high school in 1973, Alex opted not to attend college, telling his furious parents that he was going to tour Europe instead. His father immediately threatened to cut him off without a dime and his mother refused to use her influence with the local Vietnam War draft board to get him deferred if he didn't come to work for his father at the vehicle transport company instead. Faced with little choice, Alex agreed to work for his father, hoping he could eventually charm his way back to the carefree life of leisure he desired. Alex was not very well-liked by the other men at his father's company; some of them were not much older than he was, but with college degrees and something meaningful to contribute – only to be pushed aside for the boss's clown of a son. Seeing the discontent his son was causing around the office and hoping to give the boy a chance to put his natural charm and desire to travel to good use, Mr. Fairfax made Alex a salesman responsible for meeting with potential clients and securing new contracts all across the country.

Alex enjoyed the freedom that life on the road and a generous expense account provided, and his nights were filled with drinking, gambling, and womanizing. Alex was a natural-born salesman, and his father, seeing his son in a new light, decided to pursue his suggestion that they expand their operations into overseas markets. His playground now expanded to include the casinos and nightclubs of Europe and Asia; Alex was living the good life without a care in the world. Just shy of his 21st birthday, his father made him a senior vice president of the company, and the business world started to take notice of the impressively successful young gun out of Old Dominion.

In the summer of 1975, Alex traveled to a military base in Missouri for a routine contract negotiation, when

SECRET



TOP SECRET
CONFIDENTIAL

21-Apr-67

Wolpack Agent
FAIRFAX Alex
Codename: Punchbag
Place of Birth: Virginia, USA
Nationality: American
D.o.B: 10/20/1955
Height: 6'0
Build: Slim
Weight: 175 lbs
Eyes: Blue
Hair: Blonde

TEST DATE
06/10/2011



Age apparent: [redacted] cell [redacted] testing 259998
confirm friendship [redacted]
COMPLETE FILE NAME [redacted]
HIGH LEVEL [redacted]
WILDSTREAK MUTATT [redacted]
KINETIC [redacted]
THREAT
Target

urate

That
Fairfax
born in
Hospital

March A.D. 1955
said Hospital has caused
by its duly authorized
be hereto affixed
E. Wills
Superintendent



SEASON TICKET \$2.00

MISSOURI STATE FAIR
Sedalia—August 19 to 26, 1977

Admit A. N. Briscoe

NOT TRANSFERABLE

Signature of Holder.....
Jewell Mayes
Com. of Agriculture

Subject to Conditions on Back.
No 017

Phas. W. [redacted]
Secretary





his eye caught an attractive young redhead in the secretarial pool. After a week of flirting and laying on the charm, the young woman finally gave in and agreed to go on a date with Alex to the Missouri State Fair in nearby Sedalia. While strolling along the Midway, he playfully teased his date until she agreed to ride the roller coaster with him. Alex was enjoying how his companion would grab on to him in feigned fright and was contemplating kissing her, when suddenly the car they were riding in derailed from the track. Witnesses below stared in horror as Alex's car and the one directly behind it dangled from the track for what seemed like an eternity before they both came plummeting down to the earth, 200 feet below. All six other riders, including his date, were killed in the accident. Alex was presumed dead as well after his mangled body was pulled from the wreckage. Then, something both miraculous and horrific happened that would change the course of Alex's life forever.

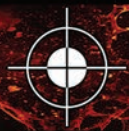
Within minutes of being declared dead, Alex stood up, his broken bones cracking back into shape, his terrible cuts closing. With a scream of pain, a blast of concussion force shot out from his body and flattened dozens of terrified onlookers in the gathering crowd. Seeing the terror in their eyes and frightened by what had just happened, Alex quickly fled the scene and returned home to Virginia. He decided to keep the incident to himself, hoping to avoid further attention while he figured out what exactly had happened to him on the Midway. But the incident had not gone unnoticed, and within a week, government agents from FIST raided his father's company in search of Alex for violating the Compulsory Talent Registration Act of 1972 (CTRA) by not reporting his Super Talents immediately to the authorities. Alex decided to flee and was shot by FIST operatives in the attempt, but once again, his body was able to recover completely from the fatal wounds and use the absorbed energy from the attack to release a concussive blast back at his attackers and make his escape.

Penniless and on the run, Alex realized he could not go to his parents for help ever again for fear of government retaliation against them. He became a drifter, carefully crafting aliases and never staying in one location for too long. He supported himself mostly by gambling and taking the occasional odd job. He began to experiment with his Super Talents as well, taking greater and greater risks with his life and he

soon came to realize that he was effectively immortal. In 1978, he was approached at Studio 54 in New York by a member of the Pantheon with an offer to join their ranks but turned them down because he felt they were too hot on the government's radar. As he continued to live off the grid well into the next decade, it soon became apparent that his abilities also included another amazing effect – he was no longer aging and was effectively trapped in the body of a 20 year old. Alex began to use this to his advantage when assuming new identities to avoid capture by the government and other more dangerous organizations intent on discovering how his Super Talents worked.

In 1993, Alex found himself in the war-torn former Soviet puppet state of Yugoslavia playing in a high-stakes poker game with wealthy Serbian and Russian mobsters who decided the young American's incredible winning streak couldn't possibly be attributed to mere luck. They soon came to realize, after several ineffective beatings, that Alex possessed an even greater talent, so they locked him up in the jail of a small town outside of Sarajevo until they decided what to do with him. One night, Bosnian Serb rebels brought in a young American Marine they had taken prisoner who was working with the Muslim Bosniaks and were planning to interrogate and execute. Feeling sympathy for his fellow countryman, Alex decided to help him escape from captivity and return him to his battalion. The two men worked together to break out of the prison, and in the process, Alex was shot up badly attempting to shield the young Marine from machine gun fire.

Thinking his savior had been killed and their escape attempt foiled, the Marine was shocked to see Alex jump back up unharmed and take out their pursuers with a powerful concussive blast. The two Americans were able to escape to safety through the woods, and the impressed young man introduced himself to Alex as Corporal Daniel Knox. As the two men traveled on foot together, their shared experience bonded them in friendship. Impressed with the young man's sense of honor and loyalty, Alex told Knox everything about himself, which provided him with a great sense of relief. Knox laughed and told Alex he was kind of like a punchbag – no matter how many times you hit him, he always got back up, and the nickname stuck. When they finally parted ways, Knox vowed to never reveal his new friend's secret to anyone, promising to repay



Punchbag one day for saving his life. Deciding to once again trust someone after years of keeping everyone he met at arm's length, Alex agreed to stay in touch with Daniel.

Many years later, Alex found himself, once again, in trouble with the Russian mob, this time over some hefty, unpaid gambling debts. The Russian boss knew about Alex's remarkable abilities and that there were certain nefarious parties who would be interested in studying him more closely, so he decided to collect on the money he was owed by selling the immortal to the highest bidder. Punchbag reached out to his old friend Daniel Knox, now a gunnery sergeant working on a special project for FIST. The Russian mob abducted Punchbag in New York City and held him prisoner in an abandoned warehouse in Brighton Beach, Brooklyn. Knox staged a daring rescue, with the help of a young African American computer wiz named Mojo and a team of FIST Heavy Hitters. After successfully extracting Punchbag from the warehouse, Knox offered him the opportunity to join a new FIST covert operations team he was forming, and in exchange he would receive full amnesty from the government for his past CTRA violations. Additionally, he gave his old friend assurances that he would be protected at all times from those who were looking to capture him for study, including FIST's own SCOPE scientists. Trusting Daniel Knox more than anyone else, and seeing a way to finally have a more stable (if not normal) life, Punchbag agreed to join the Wolfpack.

Super Talents

In 1953, Punchbag's father, Harlan Fairfax, was a contractor at a secret military base in Montana, near the town of Valentine, when a devastating explosion ripped through the base, destroying the entire town and contaminating the area with hazardous experimental toxins. His father survived the incident, but like many others in the surrounding area, his DNA was drastically changed by the Wildstrain sequence virus released in the explosion. The effects of this mutation did not manifest in Harlan, but were instead passed on to his son Alex who was born two years later. The Wildstrain sequence remained dormant in Alex until soon after his 20th birthday; then his Super Talents began to surface.

Punchbag possesses the remarkable power to regenerate and fully recover from any injury, disease, or

illness, no matter how severe. Given enough time to heal, he even has the ability to regrow severed limbs, much like a salamander or newt. He is essentially immortal, and theoretically, he could even survive decapitation. (Although that's one theory Punchbag isn't very eager to put to the test!) Every cell in his body essentially has the ability to revert back to a stem cell and differentiate into whatever type of tissue he needs to replace. If his heart were to be ripped out, his cells would become like single-celled organisms and supply their own oxygen and eliminate carbon dioxide until his heart regenerated and his circulatory system was functioning normally again. Each cell also possesses all the necessary information to rebuild Punchbag, even retaining his muscle memory, mental memories, and other stored knowledge. While the exact mechanism of how this all works is uncertain, it is clear that regeneration will only happen in the presence of oxygen. If Punchbag were to be trapped in a vacuum or blown out an airlock of the International Space Station, he would not die, but he would fall into stasis, unable to heal or regenerate until returned to the presence of oxygen.

Additionally, Punchbag has the ability to absorb any attack against him and then convert it into a concussive blast which he can then direct back at his attackers. The Wildstrain mutation virus has also stopped the aging process within him, and Punchbag still looks like he is 20 years old, even though he is actually almost 60. Needless to say, there are many groups and individuals who covet his remarkable abilities, and Punchbag has resigned himself to an eternity of trying to avoid becoming a lab rat.

Personality Traits

Punchbag is the joker of the team, not taking anything too seriously and content to act like a 20 year old forever, even if he is almost 60. He is easy-going, funny, loves women and living the good life. He especially likes wearing nice clothes, and when he gets blown to bits or shot through the chest, he tends to be more upset about his ruined expensive shirt than the actual injury to himself. His father once told him that every man has his one addiction. For Punchbag, this has been gambling, especially high-stakes card games, and he has found himself in some hairy situations over the years because of it. He is also a bit of risk taker with his own life, knowing the deck is stacked in his favor thanks to his amazing abilities, and he can be



PUNCH-BAG

PL 8

STR

2

STA

2

AGL

5

DEX

2

FGT

5

INT

0

AWE

2

PRE

0

POWERS

Absorption: Energy Absorption 6 (Damage up to Rank goes into Concussive Blast; Any energy type is absorbed; Effect fades at 1 per round)

Absorption Dampener: Protection 4 (Effect of Absorption on incoming Damage)

Concussive Blast: Ranged Damage 6 (Concussive Blast up to Amount of Damage Absorbed; Can only blast up to Amount of Damage Currently Absorbed)

Immortal: Immortality 5 (Recovers from Death in one day; Limited: Body must be where it can breathe or resurrection is delayed until it is in that position), Regeneration 5 (Removes one damage condition [worst first] every two rounds; Limited: Body must be where it can breathe)

Immortal Body: Immunity 3 (Immune to Aging, Disease, Poison)

OFFENSE

Initiative +5

Concussive Blast +10 (Ranged, Damage 6 Maximum, Damage = Damage Absorbed)

Light Pistol +4 (Ranged, Damage 3)

Unarmed +5 (Close, Damage 2)

DEFENSE

Dodge: 8

Fortitude: 10

Parry: 8

Toughness: 6

Will: 6

ADVANTAGES

Attractive 1 (Dressed in High Style), Connected (High Society - Aristocracy), Contacts (Nathan Cooper), Equipment 5 (Basic Wolfpack kit & Mission kit), Languages 2 (French, Italian), Minion 2 (Valet), Ranged Attack 2

COMPLICATIONS

Older than he looks
Joker in the deck, Got nothing but Time
On the run from the Russian Mob
Clothes Horse
Gambling Addict
Womanizer



SKILLS

Deception 4 (+4), Expertise: Gambling 4 (+4), Expertise: Riding 4 (+9), Expertise: Sailing 4 (+4), Intimidation 4 (+4), Persuasion 4 (+4), Ranged Combat: Concussive Blast 6 (+10), Vehicles 8 (+10)

EQUIPMENT

Mission Equipment

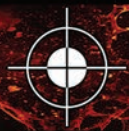
15 ep of mission specific equipment

Standard Equipment

Light Pistol, Commlink, Binoculars, Flashlight, Commlink

POWER POINTS

ABILITIES 36 + POWERS 33 + ADVANTAGES 14 + SKILLS 19 + DEFENSES 18 = TOTAL 120



a bit of a show-off. Although Punchbag has come to terms with his remarkable abilities, it is his apparent immortality that weighs heaviest on his mind. While he can deal with the fact that he will always be on the run from those that would stop at nothing for the chance to study and dissect him to learn how he ticks, it is the thought of seeing all those he loves around him getting sick and old and eventually dying while he has to go on living that troubles him the most.

Relationship with Teammates

Punchbag's history with Gunner goes back to a time long before their days in the Wolfpack together, and he considers his team leader a true friend that he trusts without question. Mojo is a good, bright kid that got handed some really bad breaks in life, but he seems sincere in his desire to turn his life around and do the right thing. He still knows how to kick back, relax, and have a good time though, something Punchbag can greatly appreciate. The significance of Mojo letting him into his own private world more than anyone else on the team hasn't been lost on Punchbag. He enjoys flirting with Nightshade by teasing her and trying to get her goat, even if she is as cold as ice with a mean streak longer than the Appalachian Ridge. He isn't too serious, though, as he knows he is old enough to be her father. He realizes it's best not to ever get on Hammer's bad side, but it's so hard to tell what's going on in the crazy giant's head at any given time. At least for now, Hammer is still laughing at all of Punchbag's jokes.

KORDELL WASHINGTON (CODENAME: MOJO)

Background

In the late fall of 1985, Kordell Washington was born in the South Central neighborhood of Watts in Los Angeles. His unreliable mother was an unfortunate crack cocaine addict who eventually abandoned her family when he was only three years old. His father Lawrence, a physically and mentally disabled veteran of the Vietnam War, was left to raise his son alone in a tough, impoverished environment. Mr. Washington also drank heavily and was physically and verbally abusive towards Kordell, embittered by the hand life had dealt him. The boy was extremely bright and gifted, but his exceptionally high IQ went unrecognized by a failing public school system and an apathetic

parent.

From an early age, Kordell developed a deep love for street music and a natural affinity with computers and technology. He often sought refuge from his troubled life by listening to rap music while tinkering with all kinds of gadgets he found discarded in the trash. By adolescence, Kordell had built himself complete computer and music systems from spare and broken parts, and was able to make a little cash on the side repairing electronic equipment for his neighbors. Unfortunately, he also found himself dodging his derisive and disparaging father more and more, and started running with local street gangs in a desperate attempt to find his place in the world.

Around this time, Kordell started to notice that his natural aptitude for all types of computers and technology had grown into something more. He discovered that he could mentally interface with any computer or electronic device and operate that piece of technology or access its information even from a distance. Additionally, Kordell was able to siphon energy from any device with a power source and manipulate that energy to deliver someone an extremely painful but nonfatal electric shock, a talent his abusive father soon got to experience firsthand. Kordell didn't even care when his frightened father threw him out of the house and told him never to return. Now on his own, he was able to use his abilities to create amazing musical scenes at clubs and house parties, and by his late teens DJ Mojo, as he called himself, had developed a respectable reputation and following in the local community.

Then, one hot summer night in 2003 while cruising in the car with some friends, a routine traffic stop turned into a nightmare that would change the course of his life forever. When one of the passengers in the car failed to produce his identification papers, the police officer called for backup, and several more LAPD squad cars arrived on the scene. The officers proceeded to remove Mojo and his friends from the vehicle and subjected them all to an intense search. As one young man began to protest this violation of his civil rights, several racial epithets were exchanged, until finally one cop pulled out his nightstick and struck the teenager who dared to speak up. Two more officers joined in, and the remaining cops held Mojo and his companions back to watch helplessly while their

SECRET



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Wolpack Agent
WASHINGTON Kordell
Codename: Mojo
Place of Birth: Los Angeles, USA
Nationality: American
D.o.B: 11/08/1985
Height: 5'10
Build: Slim
Weight: 165 lbs
Eyes: Brown
Hair: Brown

67###/421 WASHINGTON
BROADCAST BETA 90000
ALERT STATUS
MANTIS AGENT
AGENT NOT YET VERIFIED
MODE BETA456
MACHINES TAMPERING 45 DELTA456



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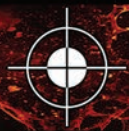
SEARCHED	INDEXED	SERIALIZED	FILED
YES	YES	YES	YES
NO	NO	NO	NO
DATE	TIME	DATE	TIME
11/08/85	14:00	11/08/85	14:00
FBI - LOS ANGELES			
SUBJECT: [illegible]			
REFERENCE: [illegible]			
ACTION: [illegible]			
APPROVED: [illegible]			
REMARKS: [illegible]			



Wake Up
see the lies



YOU HAVE BEEN HACKED
MUTHA F*CKA



friend was beaten to within an inch of his life.

After the incident, Mojo became active in several civil rights youth movements, gravitating towards increasingly more radical organizations as he grew frustrated with groups that were all talk and no action. He was willing to do whatever it took to bring about real change, and saw capitalism and a corrupt government as the root cause of all the problems plaguing urban America. He began to broadcast his message of "Wake Up, Look around You, See the Lies!" on pirate radio stations and Internet blogs. Hoping to reach a larger audience, he started using his abilities to hijack the airwaves of major West Coast television and radio stations, becoming a political nuisance in the process. Pushing the envelope even further, Mojo turned to cyberterrorism to get people's attention, hacking into the computer systems of several major banks and corporations to disrupt their operations, and replacing their home pages with his calling card: YOU HAVE BEEN HACKED MOTHERFUCKER! With his street smarts and low-key personality, Mojo managed to stay one step ahead of the authorities who now considered him a major threat to national security.

Mojo's exceptional abilities and daring, attention-grabbing activities soon brought him to the attention of MANTIS, an international terrorist organization bent on world domination. MANTIS agents approached Mojo and offered him a chance to truly make a difference, tempting him with technology beyond his wildest dreams. He quickly accepted their offer, and began working for them as a computer and communications expert. At first they rewarded him for his efforts within the organization, but once he was under their control, they began to apply pressure on him to carry out increasingly more unpleasant acts, some of which had repercussions for the innocent people of the very community he came from and was trying to help. When MANTIS started ordering Mojo to carry out cyber attacks that would result in the loss of innocent lives, he deliberately sabotaged their efforts and hoped they would not discover his deception.

His MANTIS masters were no fools and soon realized Mojo still had a strong moral sense of right and wrong. They preyed on this perceived weakness to apply even more pressure on him to carry out their orders, and Mojo became painfully aware that he

was nothing more than a slave to the organization. MANTIS scientists began poking and prodding him to discover the nature of his innate Super Talents, further adding to his humiliation. They crafted a high-tech optical device, in the form of goggles, which enhanced Mojo's tech-control abilities, allowing him to view multiple display screens at once. MANTIS programmers also created a sophisticated virtual reality world built into the goggles that would aid him while hacking and invading computers and technology. These cyber-shades, as Mojo called them, were also used by MANTIS to spy on all aspects of Mojo's life. Mojo discovered the treachery and attempted to remove the device from his eyes, only to find it contained an anti-tampering charge that reacted violently to his powers. The cyber-shades fused to his very skull, destroying his own eyes in the process.

Now blind and broken, Mojo was transferred to a secret MANTIS base on a deserted island off the coast of California in the Santa Barbara Channel. He was made a prisoner in the facility, and the only thing keeping him alive were the daily experiments he was subjected to by the MANTIS scientists. When an elite team of FIST Heavy Hitters raided the island and defeated the MANTIS operatives, Mojo was finally rescued from their clutches. Mojo's feeling of liberation was short-lived, however, as he was quickly identified as a known cyberterrorist possessing Super Talents and sent to one of FIST's secret facilities where he endured similarly brutal physical and mental interrogation. Once FIST was able to learn everything they could from Mojo about MANTIS and finally became convinced that he was nothing more than a pawn in the organization, they began to look for a way to use his remarkable abilities for their own purposes.

Director of FIST, Nathan Cooper, decided to offer Mojo a chance to avoid a life sentence at Crownpoint Supermax Penitentiary if he agreed to join FIST as a member of a new, covert operations team he was putting together called the Wolfpack. To sweeten the deal, Mojo was allowed access to anything he needed to repair his cyber-shades and restore his vision. After months of painstaking work, he was finally able to connect the cameras built into the lenses directly to his optic nerves and reprogram the built-in virtual reality to display the real world around him so he could "see" again. Unfortunately, there was one side effect; with the real world now coexisting within the same

STR

0

STA

2

AGL

3

DEX

4

FGT

3

INT

6

AWE

2

PRE

2

POWERS

Electrical Aura: Close, Damage 5 (Can electrically shock anyone hitting or grabbing him; Reaction effect (3 steps); Must be active source of electrical power in immediate vicinity)

Manipulate Electrons: Ranged, Damage 5 (Can blast target with electricity drawn from local source; Diminished Range (20 ft) only, Must have active source of electricity to draw on)

Manipulate the Machine: Tactile Area Communication 2 (Communicate with computers within 1 mile; Area, Rapid [x100], Subtle [encrypted]; Selective [must touch Target]; Limited: Less powerful w/out shades [not Rapid or Subtle])

OFFENSE

Initiative +3

Electric Blast +8 (Ranged, Damage 5, Short Range only)

Light Pistol +4 (Ranged, Damage 3)

Unarmed +3 (Close, Damage 0)

DEFENSE

Dodge: 8

Fortitude: 8

Parry: 8

Toughness: 6/2*

Will: 8

(*without Defensive Roll)

ADVANTAGES

Contacts (Nathan Cooper), Defensive Roll 4, Equipment 4, Second Chance 1 (Computers), Skill Mastery (Computers)

COMPLICATIONS

Wake up! See the Lies!

Strong sense of Right and Wrong

Former MANTIS Operative - Hunted by MANTIS

Convicted Cyber-Terrorist

Living in a Virtual World (blind without Shades)

Expendable

SKILLS

Expertise: Computers 8 (+14), Expertise: Electronics 6 (+12), Expertise: Streetwise 6 (+8), Expertise: Area - South Los Angeles 2 (+8), Ranged Combat: Electric Blast 4 (+8), Technology 2 (+8)

POWER POINTS

ABILITIES 44 + POWERS 29 + ADVANTAGES 11 + SKILLS 14 + DEFENSES 22 = TOTAL 120



EQUIPMENT

Mission Equipment

10 eps of mission specific equipment

Standard Equipment

Light Pistol, Commlink, GPS, Multi-Tool, Commlink



space as his virtual reality world, he is sometimes confused as to what is real and what isn't. Recognizing an opportunity to possibly make up for his past mistakes, Mojo finally accepted FIST's offer, fully aware that any sign of treachery on his part, or failure to obey orders, would undoubtedly see him sent to the Pit and locked away forever on terrorist charges.

Super Talents

During the Vietnam War, Mojo's father, Lawrence Washington, was continuously exposed to an experimental and highly classified form of radiation designed to knock out an enemy's communications and electrical power grids. In addition to a lifetime of physical and mental deterioration, this exposure also produced mutations in Mr. Washington's genes, which he then passed on to his son Kordell. These mutations have manifest in Mojo's innate ability to interface with any computer or electronic device he can see, allowing him to access information or operate that technology even at a distance without the need for direct contact with controls or input terminals. Mojo's MANTIS cyber-shades are specifically designed to enhance this Super Talent. With his genius level IQ, Mojo's computer hacking skills are unparalleled, allowing him to access and monitor most computer systems and communications networks. He also has the ability to steal electricity from devices around him, which he can manipulate and use as a short-range weapon against foes. Although this electrical charge is not powerful enough to kill, it can nevertheless stun and inflict pain on a target.

Personality Traits

Ever since he was a teenager, Mojo has been a difficult person to get to know, seeming more comfortable talking over the airwaves or posting his views online than speaking in front of a live group. He has always been an advocate for racial equality and social justice, but knows his youthful idealism led him to make some poor life choices. After his disastrous experience with MANTIS, he has grown even more distant, seeming to drift off at times into his own world of computers and technology. This has caused some people to mistake his behavior for autism. His true passion has always been Hip Hop music, and he is rarely seen without his headphones plugged in. A man of few words, Mojo chooses everything he says very carefully. He also has a habit of expressing himself through song lyrics, answering questions by using a line or verse from one

of the tunes in his head.

When an anti-tampering device in Mojo's cyber-shades permanently fused them to his skull and burned out his eyes, he dedicated himself to repairing them to restore his vision, and now he sees the world through an artificial cyberspace construct. At times, however, he confuses the real world for the overlapping, cyberspace virtual reality he feels more at home in. He often likes to relax by smoking a joint, usually when he is home alone by himself; but lately, he has enjoyed some deep conversations with Punchbag over a shared bag of weed.

Relationship with Teammates

Mojo respects Gunner as a competent team leader, but thinks that dude is a fool to remain a slave to the very same "powers that be" responsible for his horrific injuries. When Mojo first met Punchbag, he saw him as nothing more than a spoiled little rich kid given every opportunity in the world (including the unbelievable opportunity to stay a spoiled little rich kid forever). Over time, however, he has learned they have a lot more in common than he initially thought. Now he sees Punchbag as a brother-in-arms; after all, they are both on the run from those that would use them for their own agendas. You can't always be looking over your shoulder, so it's nice to know someone has your back. Nightshade is a beautiful lady, but Mojo has seen her temper up close and feels it's probably more trouble than it's worth to get involved. Still, she's a good ally to have in a fight. Hammer is just one crazy mother fucker, and Mojo feels it's best to keep him at a distance.

LIYA ZINNEMANN (CODENAME: NIGHTSHADE)

Background

As a little girl, Liya Zinnemann led a fairytale life surrounded by wealth and luxury. Her parents were Israeli antiquities dealers based out of Tel Aviv, and she traveled the globe with them on business trips, experiencing everything the world had to offer. She loved her parents dearly, and cherished the time she spent with them. They were all very happy in a life filled with fun and laughter. At the age of seven, her magical world was suddenly shattered when armed gunmen burst into her family's hotel room in Berlin and started



shooting, killing her parents right before her eyes and leaving a wounded, young Liya for dead.

Liya awoke many days later and found herself in a strange medical facility with two doctors in white lab coats looking over her - a kindly, older woman with a gentle face, and a gruff, more serious-looking man with a shiny bald head. The nice woman introduced herself as Dr. Ruth Goldstein, and her associate as Dr. Aaron Weintraub. After assuring the young girl she was safe and would be alright, Dr. Goldstein told Liya the truth about her deceased parents, who were in fact very high-profile Israeli Mossad secret agents, and that their antiquities business had just been an elaborate cover. She was currently in a secret facility and research lab in southern Israel where her parents had worked, and this would be her home now.

The young girl was adopted by the facility and became a favorite of the staff and agents who lived and trained there. Dr. Goldstein was more like a grandmother to Liya, serving as parent, physician, and teacher. Liya quickly adapted to her new-found home and family, but soon found herself longing to once again see the world beyond the facility walls that she wasn't allowed to leave thanks to that grumpy old Dr. Weintraub. As she grew older, the boredom grew, and she began looking for distractions to fill the void. She started to read all the latest fashion magazines, and daydreamed about one day becoming a model. Inquisitive by nature, and possessing a knack for finding her way into the most secure areas of the facility, she also began to explore the sections of her environment declared off-limits. This led to increased confrontations with Dr. Weintraub whenever she was caught, and soon she turned her attention to spying on him.

One day, when she had recently turned 13, Liya was crawling through the air conditioning ducts above Dr. Weintraub's office and overheard Dr. Goldstein ask if they could start planning Liya's Bat Mitzvah party. Weintraub screamed his adamant refusal at Dr. Goldstein, saying, "Lab rats don't get Bat Mitzvahed!" Confused and in tears, she quickly scurried away and lost her bearings. Liya became trapped and started to panic, causing the vent to collapse into the storage room below; she landed on some experimental equipment and sample jars. Although physically unhurt from the fall, Liya was coated in some form of gel that had escaped from one of the broken vessels. This gel was,

in fact, a DNA-mutation serum recovered by Mossad during one of their covert global missions. Weintraub was naturally livid, and after she was checked out and cleaned up, he took away all her privileges for three months.

It soon became apparent that something had changed deep down within Liya, and over the next few months, she became more sullen and serious, prone to fierce tantrums and occasional acts of cruelty towards some of the lab animals used within the facility. Dr. Goldstein was extremely worried about her well-being, but Weintraub was convinced it was just typical teen rebellion. During one incident, a security officer was called to deal with Liya's latest tantrum, and although their conversation was not recorded, witnesses stated that Liya refused to calm down. The security officer tried to physically restrain her, but instead, he simply pulled out his handgun and proceeded to shoot himself in the foot. After weeks of scientific observation, it was discovered that Liya now possessed a strange ability that enabled her to temporarily control the thoughts and actions of others, and that this mental control was very short lived and only seemed to affect men. Mossad jumped at the chance to develop Liya, and she began to undergo extensive military and covert training that molded her into a highly trained assassin.

When Liya turned 18, she began her life as a Mossad secret agent, proud to be following in her parents' footsteps. She was also thankful for the opportunity to finally leave the facility and see the outside world once again, and her cover stories while on an assignment often brought her into the glamorous realm of high fashion she so loved. She would never lose sight of her mission, however, tracking and eliminating her intended targets with accuracy and precision while growing more proficient with each passing year. She also never forgot the cruelty Dr. Aaron Weintraub had shown her, and when a trusted fellow operative approached her about the possibility of Weintraub being a double agent, Liya jumped at the chance to return to Israel and investigate.

Liya's covert reconnaissance of Dr. Weintraub revealed that he was spending an inordinate amount of time working in an ultra-secure section of the facility that she had never been able to gain access to as a child, and lacked access clearance to, even now. When she

SECRET



Wolfpack Agent
ZINNEMANN Liya
Codename: Nightshade
Place of Birth: Tel Aviv, Israel
Nationality: Israeli
D.o.B: 04/28/1981
Height: 5'8
Build: Athletic
Weight: 145 lbs
Eyes: Green
Hair: Black



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TOP SECRET

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ISRAELI JAHAD 8877666689

DELTA 445500 MISSION DETAILS

MOSSAD





was finally able to break in to take a look around, she was surprised to discover Dr. Goldstein inside, surrounded by 18 stasis chambers. Two of the stasis chambers were empty, but the remaining units each contained what appeared to be the form of a female subject in suspended animation connected to wire cables and floating in a bubbling green liquid. On closer examination, Liya was horrified to discover that each of the women looked exactly like her!

Dr. Goldstein tried to calm Liya down, telling her that she always feared this day would come. The woman who had been like a grandmother to her decided to tell her everything, revealing that Liya was one of 18 clones created in this very laboratory as part of Project LILITH, a top-secret Mossad program designed to create a super agent that could transfer all of its memories and skills to another clone body should it ever be killed or become otherwise compromised. The stasis chambers served as incubation units, and each clone was created at the same time and grown in parallel with the first activated clone should their bodies in stasis ever be needed as replacements. The cloning process only allowed for female phenotypes to be produced, and each clone was created in a test tube and grown in the chambers. The parents Liya had known as a child had merely adopted her to raise as their own. When Liya asked why two of the stasis chambers were empty, Dr. Goldstein told her with tears in her eyes, "Because dear, when your parents died in that attack in Berlin, so did you!" Liya reeled as she learned that she was the first successful test of the memory transfer protocol from one clone to another when she was only seven years old.

In complete shock, and losing all sense of who she really was, Liya failed to realize that Dr. Weintraub, accompanied by a squad of elite guards, had entered the lab. The angry scientist told Dr. Goldstein that she had said too much, then shot her in the head. Weintraub ordered the guards to terminate Liya so he could activate the next clone by using an older memory download so they could forget all this nasty business. Liya's instincts kicked in, and she quickly took down the heavily armed guards with her katana sword, but not before Weintraub made his escape. She fled the facility and escaped from the country, never looking back.

Unsure of her true identity and feeling all alone in the

world, Liya began to work as an assassin for hire, taking jobs from anyone willing to pay her price, regardless of who they were or who they wished to eliminate. Taking the name Nightshade for the flower she left as a calling card on all her victims, she did her best to survive and stay off of Mossad's radar. Her activities eventually caught the attention of the American agency FIST, however, and after studying her from a distance, they decided to bring her in and offer her a choice to either join the Wolfpack or spend a lifetime behind bars at Crownpoint. FIST sent Gunner with a team consisting, at the time, of Mojo and Punchbag to evaluate Nightshade up close; soon it became apparent that approaching her would not be easy. Mojo came up with a clever plan to set up a fake assassination assignment for her using Punchbag as a decoy, and they then used the window of opportunity to apprehend Nightshade. A fierce battle ensued when Nightshade recognized the deception as Punchbag jumped back up from being dead and put the nightshade flower in the lapel buttonhole of his jacket. The fledgling Wolfpack, however, was eventually able to subdue the beautiful but extremely pissed-off assassin. Seeing no other viable options for herself, Nightshade grudgingly agreed to sign on with FIST.

Super Talents

A highly trained assassin and covert operative, Nightshade specializes in martial arts, blades, and silenced firearms. Her preferred weapons are the Japanese katana sword and a Beretta 92FS Centurion, equipped with a silencer. Due to her accidental exposure to the DNA-mutation gel as a teenager, Nightshade is able to manipulate and control the emotions and actions of any male within eye contact range and must be in direct communication with her victim.

Nightshade is the second of eighteen identical clones to be activated by Mossad scientists working on Project LILITH and designated Liya II. If the next copy (Liya III) is ever activated by Dr. Weintraub, she will possess all of her predecessor's memories and abilities up to the point Liya II discovered the existence of Project LILITH and fled Mossad. None of the remaining sixteen Liya clones in stasis possess Liya II's mind control ability as they were never exposed to the DNA mutation gel that brought it about. Naturally, Mossad would like to get their renegade clone with this unique ability back.



NIGHTSHADE

STR

0

STA

4

AGL

2

DEX

2

FGT

6

INT

0

AWE

0

PRE

3

POWERS

Mind Control: Mind Control 8 (DC 18; Limited: Require eye to eye contact, Limited: Males only)

OFFENSE

Initiative +2

Katana +12 (Close, Damage 3, Crit on 18-20)

Light Pistol +8 (Ranged, Damage 3)

Mind Control 8 (DC 18)

Unarmed +12 (Close, Damage 0)

DEFENSE

Dodge: 10

Fortitude: 8

Parry: 10

Toughness: 6/4*

Will: 8

(*without Defensive Roll)

ADVANTAGES

All-out Attack, Attractive 2, Chokehold, Contacts (Nathan Cooper), Defensive Roll 2, Equipment 4, Improved Critical 2: Katana, Improved Defense, Improved Disarm, Improved Hold, Improved Trip, Move-by Action, Power Attack, Quick Draw, Seize Initiative, Teamwork

COMPLICATIONS

Carbon Copy Clone: Product of Project: LILITH, Expendable
Quick to Anger
Sadistic Streak
Vengeful

SKILLS

Close Combat: Katana 6 (+12), Close Combat: Unarmed 6 (+12), Deception 3 (+6), Expertise: Fashion 4 (+4), Insight 4 (+4), Investigation 4 (+4), Perception 4 (+4), Persuasion 5 (+8), Ranged Combat: Light Pistol 6 (+8), Stealth 6 (+8)

EQUIPMENT

Mission equipment

10 eps of mission specific equipment

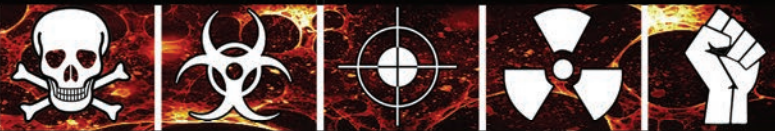
Standard Equipment

Katana (Sword), Light Pistol



POWER POINTS

ABILITIES 34 + POWERS 16 + ADVANTAGES 22 + SKILLS 24 + DEFENSES 24 = TOTAL 120



LIYA III

With the moral compass of Project LILITH permanently out of the picture, Dr. Aaron Weintraub was free to continue the cloning program without any interference from Dr. Ruth Goldstein and activated the Liya III clone. This new Liya had no knowledge of her predecessor's discovery of the cloning program she was created from, nor Dr. Goldstein's murder at the hands of Dr. Weintraub. She resumed her life as a Mossad agent, believing she was honoring the memory of her parents and adoptive grandmother, who Weintraub said had died peacefully of old age while Liya was away on assignment. With no more mind-control abilities, and all knowledge of his treachery erased, Dr. Weintraub was confident he had regained complete control over his unwitting subject.

About six months prior to being assigned to head the Wolfpack, US Marine Corps Gunnery Sergeant Daniel "Gunner" Knox, a modified cybernetic soldier with extensive cybernetic and nanotechnology implants, was sent on a top-secret mission – leading a team of Navy SEALs into Lebanon to rescue and extract a Palestinian scientist who specialized in Super Talents and was seeking asylum in the United States. Liya III led the Israeli Mossad counter team whose objective was to prevent the scientist's escape by any means necessary. A fierce battle ensued, but the Americans finally won the day with Gunner personally taking down the beautiful, but deadly, katana-wielding assassin; their mission was a success. Months later when Gunner was sent with Mojo and Punchbag to recruit Nightshade (Liya II) into the Wolfpack, he "recognized" her immediately from the encounter in Lebanon, and became confused and curious because he knew he had confirmed the kill. Nevertheless, he decided to keep the information to himself, especially when it became clear that Nightshade didn't recognize the equally hard to miss cybernetic soldier at all.

One thing is certain, however – if Dr. Weintraub has activated Liya IV, she is going to want a rematch with Gunner...

Personality Traits

The ultimate femme fatale, Nightshade is stunningly beautiful, intelligent, and a master at manipulating men. She is quick to anger, however, with a terrible thirst for revenge if any wrongs are committed against her. After her accident with the DNA mutation gel, she developed a sadistic streak and is occasionally disposed to random acts of cruelty. She has been enamored with the glamorous world of high fashion ever since she was a young girl, and will often pose as a model when she needs a cover story for her assignment. As a calling card, she always leaves a single, deadly nightshade flower on the body of her hit. The only female member of the Wolfpack, and well aware that most men are putty in her hands, Nightshade has become less inclined lately to use her mind-control abilities on her male teammates. The fact that she is a clone is a dark secret she keeps to herself, however, and has not shared this with any of her teammates.

Relationship with Teammates

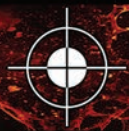
Nightshade respects Gunner as a skilled and competent leader, but egotistically, she views herself as his equal rather than a subordinate. She has also noticed that Gunner always looks at her like he knows something that she doesn't about herself, but Nightshade does her best not to let on about her suspicions. She knows Hammer is completely insane and a potential loose cannon, but she empathizes with him and (in

her own way) looks out for him, even telling Nathan Cooper off once for not doing anything to help with Hammer's mental illness and deliberately keeping him crazy for FIST's own benefit. She thinks Punchbag is an arrogant, sophomoric, complete waste of space who brings nothing of value to the team. The fact that her abilities and training as an assassin would have little effect on him disturbs her, even if he is kind of cute. Mojo is an enigma to her, but still waters run deep, and she is beginning to recognize there is more to him than meets the eye.

Beretta 92FS Centurion



Overall Length: 7.8 in.
Barrel Length: 4.3 in.
Weight: 33.2 oz.
Caliber: 9x19mm Luger/Para
Magazine: 15
Action: Recoil Operated Semi-Auto
Trigger: Double-Action
Sights: 3-dot Fixed



THE GUARDIANS

The Guardians were founded in 1976 by the US government and FIST in response to the increased threat both at home and abroad from Super Talented villains. Heavily promoted as America's first national hero team, the federal government gave the Guardians a carefully constructed media image backed by a powerful public relations machine. The original members were drawn from some of the most powerful known Super Talented individuals of the day, including team leader Sam Thornton (codename: Captain Vigilance), American opera singer Angelina Conti (codename: Aria), Joseph Running Deer of the Cherokee Nation (codename: The Avenging Arrow), and physicist Dr. Calvin Thompson of Howard University (codename: Patriot Ghost). Over the years, the team roster has changed as members retired, were killed in action, disappeared, or otherwise moved on, but the government-controlled media formula remains the same to this day.

Their popularity with the American public quickly grew as the Guardians' exploits were featured all over the evening news, and their images began to appear on everything from toys to cereal boxes. The public was so conditioned to respond positively to America's heroes by a tightly controlled media machine that in 1984 when the excessive actions of several Guardians, including Aria and G.I. Justice (who had recently replaced Patriot Ghost on the roster), resulted in the destruction of the Washington Monument and subsequently the deaths of 240 people at a Super Talented Rights protest on the National Mall, the American people were willing to accept the official report blaming the organization known as the Pantheon. Many of the Guardians had deep personal problems and moral flaws that were carefully kept out of the media by the government spin doctors at FIST.

Many former Guardians are still in the public eye today. Captain Vigilance left the Guardians in 1980 to pursue a career in politics, and currently represents the people of Indiana as their US Senator. Dr. Calvin Thompson now works as a prominent research scientist for the SCOPE division of FIST, and G.I. Justice went on to become a successful action movie star in Hollywood. Julian Jones (codename: Doctor Datastream) is now the Assistant Director for Science and Technology at FIST. A few, like the Avenging Arrow,

went into seclusion after they retired to quietly enjoy their privacy after being in the public spotlight for so long. Only one former Guardian, known as the Watcher, ever spoke out against the team and tried to expose some of its dirty secrets; he was quickly branded a traitor linked to the Pantheon by FIST's powerful media machine. None of the official story was true (in fact the Pantheon still doesn't trust him), and today the Watcher operates alone as a rogue vigilante on the run from the authorities.

TEAM BACKGROUND

The current Guardians roster includes The American, Destiny, and Stockade. They report directly to Deputy Director of Operations and media spokesperson for FIST, Catherine Morello, although Nathan Cooper has been known to personally brief them on high profile missions. The American (well-known NASA astronaut, Ollie Franklin) was the first to be recruited to replace the aging G.I. Justice as team leader in 1999, and Destiny (Dr. Susan Blythe) was drafted next in the following year. The two newest Guardians cemented their role as heroes and won the hearts of the American public when they fought alongside the veteran Iron Armadillo and successfully prevented a major terrorist attack involving Islamic militants who had hijacked planes and planned to fly them into landmark buildings in New York City and Washington, D.C. on September 11, 2001. Eventually, Iron Armadillo decided to retire to his ranch in Santa Fe, and Stockade (former champion NASCAR driver, Rock Hamlin) joined the Guardians in 2010.

Like their illustrious predecessors, the Guardians are considered to be the most powerful Super Talented heroes on the planet today, and each has been given a carefully crafted media image by FIST's powerful public relations team. While the public is aware that Franklin is the American and Hamlin is Stockade (thanks to FIST's media promotion of their previous high-profile careers), only Destiny's true identity remains a secret. The Guardians get the red carpet treatment wherever they go, including media coverage, parades, statues, keys to the city, licensing deals, toys and action figures, magazine covers, and more. Despite their public face and media image as All-American heroes, however, the reality is that the Guardians are an emotionally damaged collection of corrupt, greedy, and morally weak individuals who are living a big lie.

OLIVER “OLLIE” FRANKLIN (CODENAME: THE AMERICAN)

Background

Oliver Franklin's earliest memory of himself is that of himself as a little boy lying on a New Jersey beach on a warm summer night staring up at the stars and wishing he could fly. It was certainly not that improbable - after all, a man had just walked on the moon for the very first time that same summer. It was the innate human desire to explore, to go beyond the known boundaries and experience what lay beyond. He imagined it would be like swimming in the ocean all the way out to the horizon, and then further and further, and further still, until he could swim no more. It was the only way to truly know what lies beyond what can be seen from the shore.

Ollie, as he was affectionately called by his family, had a rather unremarkable and uneventful childhood growing up in Middletown, New Jersey. He grew up in a rather normal and stable family environment, his father was an aeronautical engineer and his mother, a stay-at-home housewife. He had two older siblings, a brother and a sister, and rounding out this typical American family was a pet dog named Tramp. His love of flying led him to choose the Civil Air Patrol over the Boy Scouts, and he played hockey and baseball all through high school. Ollie also excelled academically and was accepted at the United States Air Force Academy in Colorado Springs where he majored in aerospace engineering. His true desire, however, was to get into the cockpit of a fighter jet.

After graduating from the Academy, the newly commissioned second lieutenant was accepted into the Euro-NATO joint jet pilot training program at Sheppard Air Force Base in Texas. Ollie served the next four years in the Air Force with distinction, then decided it was time to move on to something bigger. At 25 years of age, Captain Oliver Franklin applied to the astronaut candidate program at NASA and was readily accepted based on his exceptional military service record and academic background. In 1993, the young boy who once dreamed of flying to the stars went into space for the first time as the pilot aboard the Space Shuttle Xerxes.

Over the next few years, Ollie returned to space eleven more times as the pilot on what NASA called

routine shuttle missions. For Ollie, however, the thrill and excitement was anything but routine. During that time, he met a lovely girl named Kate and eventually married her. Kate Franklin relished playing the part of the astronaut's wife and living in the national spotlight. They built a beautiful house in Cocoa Beach near Cape Canaveral. Soon they had a daughter, and then a son. They were the perfect American family with a bright and happy future, and not even the sky was the limit.

In 1998, Ollie Franklin was promoted to Mission Commander for the launch of the Goliath, NASA's newest member of the Space Shuttle fleet. His crew was made up of friends he had known for years in the space program, all of whom looked up to him with great respect and admiration. The Goliath's primary mission was to perform routine maintenance on several military and privately owned satellites. Commander Franklin was excited for the new challenge, confident in his ability to lead his team. The countdown and lift-off were viewed by the largest television audience ever for a shuttle launch, and the photos of Commander Franklin kissing his wife and children goodbye made the cover of every newspaper in the country.

The mission had been going well and without incident when Mission Specialist Jee Sun Kim reported a strange anomaly forming off the starboard side of the Goliath. It appeared to be some unknown form of cosmic energy emitting strange tentacles of violet light that didn't seem to obey the known laws of physics. Commander Franklin reported the discovery to Mission Control in Houston and said he was going in to take a closer look. Houston ordered Franklin to stay on course and avoid contact until they could further study the anomaly from the ground using satellite data. Realizing that the Goliath was in the best position to collect sensor readings from the cosmic event, Franklin ordered Mission Pilot Joe McMahon to take the shuttle as close as possible to the anomaly. When the crew looked at him with concern in their eyes, more for his career than any possible danger, he simply said, "We came out here to explore."

As they approached the strange cosmic phenomenon, the crew of the Goliath stared in wonder at the sheer beauty lying before them. The shuttle's sensors were going haywire, unable to comprehend the readings that were flooding in. It was an odd sensation, as if

SECRET



TOP SECRET
CONFIDENTIAL
TOP SECRET

Guardian Operative
FRANKLIN Oliver
Codename: The American
Place of Birth: New Jersey, USA
Nationality: American
D.o.B: 08/07/1966
Height: 5'11
Build: Athletic
Weight: 205 lbs
Eyes: Red
Hair: Blonde

MEDS!!



To my Darling Jane



Thinking of you!

Ollie

xxx



NASA RESEARCH CENTER COLLECTION
NASA PHOTO: GI-2502-YSG DATE: 4-12-2009
SUBJECT: GOLIATH INCIDENT

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time were standing still, or perhaps every moment in time was happening simultaneously. The shuttle crew began to experience every emotion they had ever experienced, from joy and happiness, to sorrow and sadness, longing and fear, and finally terror. Without warning, the writhing tendrils of purple light lashed out at the Goliath, engulfing the shuttle in a strange energy that knocked out all systems, including life support. As the anomaly disappeared, Houston lost all contact with the Goliath.

NASA immediately launched the Space Shuttle Ramses on an emergency mission to discover what befell the crew of the Goliath. When they arrived, they found most of the crew deceased, their bodies horribly mutilated by radiation. Only Commander Franklin remained inexplicably alive considering how long life support had been offline aboard the Goliath. He was rushed back to Earth aboard the Ramses for emergency treatment and evaluation, repeating the phrase "they spoke to me" over and over again. It soon became apparent that Ollie had been radically altered by his encounter with the cosmic anomaly. He now possessed powerful Super Talents beyond anything that had ever been seen before. FIST was called in, although everyone knew there was little even they would be able to do if Commander Franklin were to present a threat. A decision was made by the highest levels of government to cover up the actual events of the Goliath disaster, and a cover story was spun casting Ollie as the heroic sole survivor of an odd cosmic anomaly beyond his control that took the lives of his fellow crew mates. To protect the public from widespread panic, any hint of some form of alien intelligence being involved was left out of all official reports.

It was impossible, however, to hide the dramatic changes that had overcome Ollie, and the public, as well as those who knew and worked with him before the Goliath tragedy, began to view him with both awe and fear. His wife, Kate, and the children became afraid of him as well, not because of the physical changes and new abilities, but the changes in his personality. Ollie admitted he was depressed and felt guilty about leading his crew mates to their deaths, but Kate sensed it was something more than that, as if he were becoming an entirely different person. Ollie knew Kate was right, that something inside him, something alien, was indeed changing him into some-

thing else, and it frightened him. The strain proved too much for their marriage and the couple soon divorced. Not wanting to cause them any more pain and terrified of what he might become, Ollie walked out of their lives forever.

Shortly thereafter, Commander Franklin resigned from NASA, much to the relief of his superiors who were uncomfortable with the thought of how he (not to mention the public) would react if they were to simply dismiss him. FIST, who had been keeping close tabs on Ollie and offering their services to help him deal with his emotional problems and adjust to his newly found abilities, asked Ollie to take over as team leader of the Guardians, emphasizing how a change like this might do him some good. They hoped to kill two birds with one stone by easing the public's fears of what the prominent astronaut had become, and more importantly, keeping the most powerful individual on the planet under their control. The FIST public relations team went to work and created a new moniker and public persona for him. With much fanfare, FIST announced to the world that former astronaut and national hero, Commander Oliver Franklin, was to be the new leader of the Guardians, and known as The American.

The American would prove himself to the nation and the world by saving countless lives on September 11, 2001 when he led the Guardians in preventing a major terrorist attack on American soil. He continues to live up to his responsibilities as a Guardian to protect the American people and their interests, although some pundits and members of Congress have begun to question if someone so powerful might one day turn into a threat. Secretly, FIST has been looking into options to neutralize the American if such action should ever become necessary. FIST doctors keep him doped up on antidepressants and behavioral control drugs, and hope that will suffice for now.

Ollie has grown closer to his teammate Destiny, and considers her a confidant and his one true friend in this world. He knows she harbors strong romantic feeling for him, but he is reluctant to return her affection for fear he might destroy her too, like he did his family. Inside, Ollie continues to question himself about who he really is and what he is becoming. He realizes public opinion would turn on him if it ever became known that his Super Talents were the result of



THE AMERICAN

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	12	8	8	6	3	3	8

POWERS

American Attacks: (Array)

- **Laser Eyes:** Ranged, Damage 10
- **Shock n' Awe:** Burst Area Affliction 12 (Clap hands to deafen and shock, Burst Area: 30ft radius; 1st Degree: Impaired and Dazed, 2nd Degree: Disabled & Stunned; Extra Condition; Limited Degree; Personal Immunity, DC 22)
- **Shockwave:** Burst Area Damage 12 (Clap Hands to create shockwave, Burst Area: 30ft radius; Personal Immunity)

American Invulnerability: Immunity 6 (Environmental Cold, Heat, Pressure, Radiation, Suffocation [all])

American Viewpoint: Flight 12 (Fly 16 miles/round, 4,000 mph)

OFFENSE

Initiative +8

Laser Eyes +14 (Ranged, Damage 10)

Shockwave (Burst Area, Close, Damage 12)

Shock n' Awe (Burst Area, Affliction 12, DC 22)

Unarmed +9 (Close, Damage 15)

DEFENSE

Dodge: 12

Fortitude: 12

Parry: 12

Toughness: 12

Will: 12

ADVANTAGES

All-out Attack, Connected (FIST), Favored Environment (airborne), Interpose, Leadership, Luck 1, Move-by Action, Takedown

COMPLICATIONS

Motivated by Fear of Failure - Living up to Public Image
Survivor Guilt - Depression
Fear of Intimacy
Holding on to Humanity
American Icon

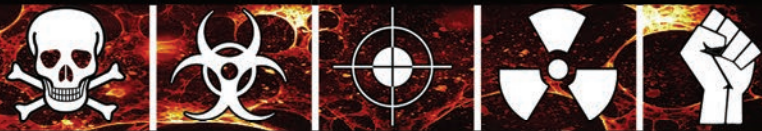


SKILLS

Close Combat: Unarmed 3 (+9), Close Combat: Grapple 3 (+9), Expertise: Computers 3 (+6), Expertise: Electronics 3 (+6), Expertise: Leadership 3 (+11), Expertise: Military 7 (+10), Ranged Combat: Eye Beams 6 (+14), Ranged Combat: Thrown Item 1 (+9), Technology 3 (+6), Vehicles 6 (+14)

POWER POINTS

ABILITIES 126 + POWERS 57 + ADVANTAGES 8 + SKILLS 19 + DEFENSES 19 = TOTAL 229



contact with some otherworldly intelligence. What he fears most, however, is his inevitable transformation into something else that he knows will one day come. On some nights, Oliver Franklin returns alone to that same beach he knew as a child, stares up at the stars and considers flying straight up to the farthest star he can see from these earthly shores, then flying some more, further and further, and further still, until he can fly no more.

Super Talents

When Space Shuttle Goliath encountered an unknown anomaly in space in 1998, Commander Ollie Franklin's genetics and physiology were radically altered by exposure to cosmic radiation. As a result, he developed several Super Talents more powerful than anything previously seen on Earth. The American possesses unbelievable physical strength and is capable of lifting objects weighing up to 10,000 tons and has even lifted buildings off their foundations. His dexterity and coordination also exceed human norms. The American has the innate ability to fly at supersonic speeds up to 4,000 miles per hour. His body is exceptionally resistant to physical damage, and he can survive a trip into deep space (including reentry) without any form of protective space suit or oxygen supply. Finally, his eyes can emit a powerful and deadly laser-like blast beam capable of disintegrating and vaporizing targets.

Personality Traits

After the tragic incident aboard the Space Shuttle Goliath, Ollie Franklin returned to Earth a different person, not just physically, but mentally as well. He still suffers from intense survivor's guilt, blaming himself for the death of his crew because of his ill-advised choice to investigate the bizarre anomaly they detected on that fateful day. This deep depression combined with his radical physical changes eventually led to his divorce from his wife, further compounding his emotional troubles. The American finds it very difficult to live up to his public image as a patriotic hero and paragon, especially when he can sense that everyone increasingly views him with both awe and fear. In response, SCOPE has placed him on a highly addictive antidepressant cocktail of meds that includes a behavior-controlling compound to keep him in check. Lately, the American has noticed the very essence of his personality starting to change as if he were somehow evolving into someone or something

else that is more than human and far superior. Every day he battles to hold on to his humanity even though he realizes that ultimately he has no control over this inevitable transformation.

Relationship with Teammates

The American is aware of Destiny's romantic feelings towards him, but after his marriage failed due to the physical and personality changes that happened to him after the Goliath incident, he now struggles with intimacy. As much as he hates causing her any pain, he feels he has no choice but to keep pushing her away. Still, he trusts Destiny's instincts and abilities as a team member. His assessment of Stockade is less charitable, and the American sees the former NASCAR driver in the armored power suit as reckless and self-serving. He feels Stockade is just an accident waiting to happen and offers little to the team. He only wishes FIST could see this as well, or at least stop ignoring the problem before somebody gets hurt. All of this interpersonal drama and emotional baggage just makes it harder to live up to FIST and the US Government's carefully crafted media image of the Guardians.

DR. SUSAN BLYTHE, PHD (CODENAME: DESTINY)

Background

Pick up any pop-culture/current-events magazine or watch any TV documentary about the Guardians and you can learn all about the beautiful, heroic woman with amazing telekinetic abilities who goes only by the name of Destiny. She was born on a farm in rural Iowa. In high school, she was a cheerleader and prom queen. She was a Midwest dairy princess known for her mouth-watering, blue ribbon cherry pies. After discovering her Super Talents and using them to rescue a man from a grain elevator accident, she decided to dedicate herself to helping others and protecting the American way of life. She joined the Guardians and the rest is history. Destiny is truly America's Sweetheart, the All-American girl next door. At least that's what FIST wants you to believe.

Susan Blythe, the woman known to the world today as Destiny, was actually born somewhere on the road in a traveling carnival show where her parents performed. Her mother was gifted with the psychic Super Talents of both precognition and postcognition, and used the stage name Madame Zora. Her father was

SECRET



Guardian Operative
BLYTHE Susan
Codename: Destiny
Place of Birth: Iowa, USA
Nationality: American
D.o.B: 03/12/1977
Height: 5'7
Build: Athletic
Weight: 125 lbs
Eyes: Blue
Hair: Red

to hear with her ever
to my heart. It's
ating and jumping. I've
at the sky everyday
Share the same sky.
miss you. I wish you
I dream about you
Counting the

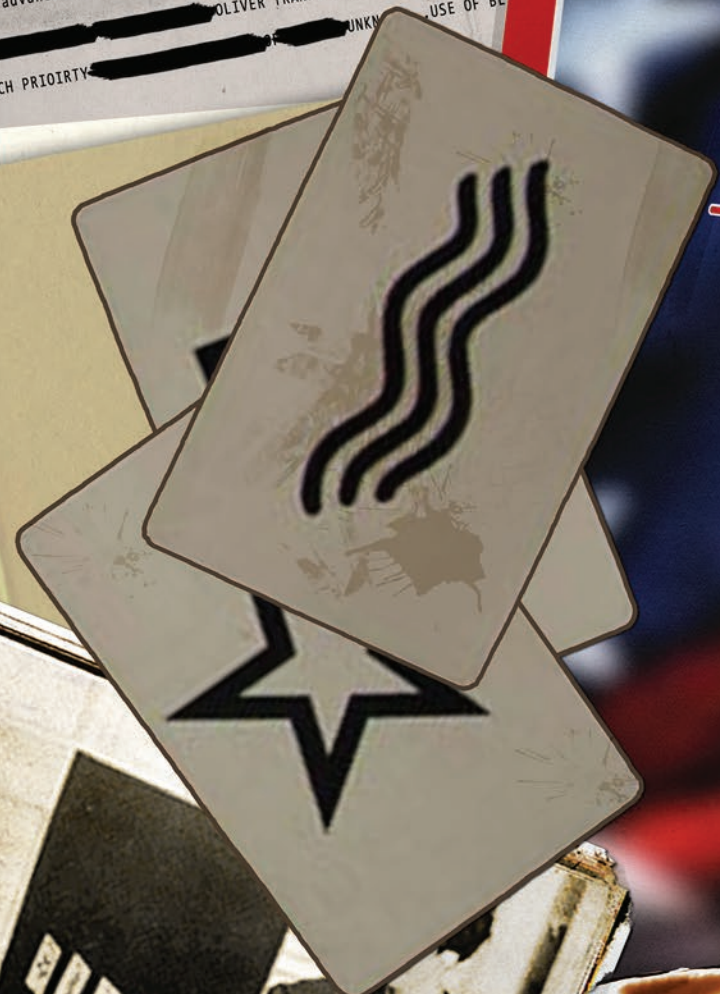
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TOP SECRET

advanced telekinetic abilities...rating
capable of advanced levels of...ESP and...
UNDERLYING...OLIVER FRANKLIN DANGER TO SLEEPERS IN...
NEURAL RESEARCH PRIORITY...USE OF BL...

SEPTEMBER 4TH, 2012

PERSON OF THE YEAR

TIM



Destiny

THE ALL AMERICAN SWEETH



The Great Zingarelli, a stage magician who used his limited telekinetic abilities to enhance his act. The carnival had become a hiding place for Super Talented people like her parents who refused to register with the federal government. One night in 1980 while performing in Iowa, FIST raided the carnival grounds on the outskirts of Davenport based on a tip called in by one of the local residents. Many Super Talented individuals were rounded up, including Susan's parents, but not before they could smuggle their three-year-old daughter past the FIST agents with the help of an older, little-person couple named the Blythes who they had befriended while working in the carnival. The carnival permanently disbanded after the raid, and Susan never saw her parents again.

Realizing it was time to retire from the carnival circuit, the Blythes decided to raise Susan as their own child to protect her from whatever fate befell her parents. They settled in Davenport and attempted to provide the young girl with a normal life, but their strange family never seemed to quite fit in. By the time she was six, Susan began showing signs of latent telekinetic abilities similar to those possessed by her birth father. She could bend spoons or move a cup a few inches using only her mind, but despite her amazement, it was nevertheless a difficult thing to do, and sometimes it would cause her nose to bleed. Both impressed and fearful, the Blythes warned Susan that she must always keep her abilities secret and never show them to anyone ever, under any circumstance. Despite their dire concerns, Susan became obsessed with psychic abilities, not just telekinesis, but remote viewing, precognitive dreams, retrocognition, and ESP as well. She devoured every library book and watched every documentary she could find on the subject. Her unique passion, however, only served to further drive away her adolescent peers. She became increasingly more introverted and tried her best to ignore the cruel taunts of her classmates by hiding behind her school books.

One day while passing through the high school gym, Susan came upon a group of students that included varsity quarterback Tommy Andrews, the worst of her tormentors. Tommy was atop the scaffolding hanging decorations on the ceiling for an upcoming dance when he began to make fun of her, saying she could never get a date to the dance because she was too ugly. The other students began to laugh at his cruel

remarks, and an uncontrollable rage began to overcome Susan. Suddenly, Tommy came crashing down, a broken neck killed him instantly. When the school principal arrived, he found Susan shaking in the corner and bleeding profusely from the nose. The cause of death was ruled an accident, albeit a bizarre one, as nobody could fully explain how all the pins in the scaffolding might have popped out. Horrified by what she had done but too afraid to tell anyone about it, Susan decided to dedicate herself to mastering control over her telekinetic ability so she would never hurt anyone again.

Unbeknown to Susan, the school janitor had witnessed the incident and later confronted her about how he knew she used Super Talents to kill that boy. He had served in the Vietnam War and had seen people like her before, people the military was especially interested in. The janitor added he had undeniable proof she was the one who made those pins pop out. He threatened to report Susan to the authorities who would lock her up in a cage and throw away the key unless she agreed to perform certain favors for him of a sexual nature. He began to run his fingers through her hair and started to unbutton her blouse. Terrified, Susan pulled away and ran home to tell her parents about the incident, only to be greeted instead by a small army of armed FIST agents in black vans. Feeling guilty about Tommy Andrews' death and knowing there was nowhere else to run, Susan didn't resist when they took her into custody.

While her initial evaluation by FIST wasn't a very pleasant experience, when it was over she noticed a change in the way the FIST agents acted towards her; they were smiling now, almost warm and pleasant. Susan was introduced to Dr. Nila Chatterjee, a leading authority on paranormal abilities who worked for the SCOPE division of FIST. She remarked how impressed she was with Susan's academic achievements and interests, saying she reminded her of herself when she was her age. Dr. Chatterjee told Susan she was very interested in learning more about her telekinetic abilities and wanted to bring her back with her to her lab, not as a lab rat, but as a full-fledged research assistant. She added that if Susan agreed to work for FIST, the agency would pay for her college education with a full scholarship. Realizing her old life was over and that she could never return home, Susan agreed to join FIST.



Susan threw herself into her work with Dr. Chatterjee and began attending college, where she studied psychology and neuroscience as they applied to parapsychology, hoping to better understand, and eventually control, psychic phenomena. She was a brilliant student, and Dr. Chatterjee gave her more freedom to pursue her own theories. Susan became convinced that if she could increase the strength of psychic abilities such as her own telekinesis, the end result would be better control and effectiveness. Under Dr. Chatterjee's supervision, she developed several drugs designed to enhance the areas of the brain responsible for psychic abilities in combination with electrical stimulation of the cerebral cortex, but early tests on animal subjects were inconclusive. Frustrated with the results and realizing she would never get approval for human trials, Susan made the fateful decision to try the drug therapy on herself.

The experiment was a disaster. An accidental overload in the electrical circuits of the brain-stimulation device flooded Susan's neural pathways with far more electrical current than the experiment was designed for, and she began to scream uncontrollably. Her telekinetic ability augmented to a level never before seen, Susan managed to lift a two-ton freezer with her mind and hurl it through the wall. Fearing an outside attack on the SCOPE facility, a team of FIST Heavy Hitters responded to the lab, but Susan made short work of them by telekinetically tossing them around like rag dolls. When Dr. Chatterjee arrived with backup, they were finally able to sedate Susan. Realizing what Susan had done to herself, Dr. Chatterjee insisted she be taken to her house overnight for observation. While Susan slept in her mentor's guest bedroom, she tossed and turned through the night and had terrible nightmares. When she finally woke the next morning, she felt like she was back in control, unaware that the real nightmare had only just begun.

While Susan was having her restless sleep, Dr. Chatterjee had died in the next room during the night. The FIST coroner gave the cause of death as a sudden brain aneurism, but somehow Susan knew she was responsible. She would later confirm her suspicions when similar occurrences left a roommate, a boyfriend, even a stranger in a neighboring hotel room, suddenly dead for no apparent reason whenever she experienced a nightmare, sometimes even brutally so. She has never shared this discovery with FIST,

and if they know about it, they haven't acted to stop her. Susan returned to her studies and began working towards her doctorate, hoping to one day reverse the damage she had done to herself. She became depressed and withdrawn, fearful of getting too close with anyone for fear she might kill them. The doctors at SCOPE gave her antidepressants, and it wasn't long before FIST found a use for her newly enhanced telekinetic abilities.

FIST Deputy Director of Operations, Catherine Morello, summoned Susan to her office in New York with a proposition. The higher-ups at FIST were greatly impressed with Susan's telekinetic abilities and how she was learning to control them. A position had opened on the Guardians, America's premier team of Super Talented heroes, and she wanted Susan to fill it. FIST would create her a fictional persona so her true identity would remain secret, and she would be free to continue her academic career. Deputy Director Morello told her that it was a great honor and her country needed her, but Susan didn't miss the implied underlying message of "not to mention you owe us." Fearing she might lose her access to SCOPE's state-of-the-art research facilities if not worse, Susan agreed to join the team. With much fanfare, America was soon introduced to the newest member of the Guardians, Destiny.

Destiny has since become one of America's most beloved Guardians, especially after she heroically prevented several airline jets from flying into the World Trade Center in New York and the Pentagon in Washington, DC on a September morning in 2001 with her Super Talented abilities. She dutifully puts on a smile and does everything FIST asks of her, making public appearances, smiling for the cameras, and signing autographs. Destiny's fictional persona was even chosen as TIME Magazine's Person of the Year. Inside, however, she is slowly dying from all the lies and the unending loneliness. As for the anonymous Susan Blythe, she completed graduate school, earning her PhD in parapsychology, and continues to search for a cure for the side effects of her horrific nightmares. She has fallen in love with her fellow teammate, Ollie Franklin – a kind, gentle soul, and the only person in the world unaffected by her deadly nightmares. Susan tries to spend as much time as she can with him when they are not in their Guardian roles in hope that he will one day be able to return the love she feels for him.



DESTINY

PL 12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
1	2	2	2	2	5	4	2

POWERS

Impervious Defense: Impervious Will 12

Nightmares: Burst Area Damage 4 (Burst Area: 30ft radius; Limited: Usable Only Whilst Asleep, Uncontrolled)

Telekinesis: Flight 4 (Speed: 30 miles/hour, 500 feet/round); Force Field 14 (+14 Toughness); Move Object 10 (25 tons, DC 25; Damaging, Precise)

OFFENSE

Initiative +6

Move Object 10 +2 (Ranged, Damage 10)

Nightmares (Burst Area, Close, Damage 4, 30ft radius)

Unarmed +6 (Close, Damage 1)

DEFENSE

Dodge: 8

Fortitude: 7

Parry: 8

Toughness: 16/2*

Will: 12

(*without Force Field)

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 3: America's Sweetheart, Benefit, Status 3: Leading Paraphychoogy Research Scientist, Connected, Contacts, Defensive Attack, Extraordinary Effort, Improved Initiative, Move-by Action, Teamwork

COMPLICATIONS

Living up to her public image

Severe Nightmares: Destiny suffers from severe nightmares that are sometimes projected into the dreams of others. She cannot control, prevent or otherwise influence her own horrific dreams and these nightmares can cause physical harm to anyone asleep or awake around her whilst she suffers from one. Nearby people can often find themselves inexplicably bleeding, beaten, or even killed as a result of these dream manifestations. Unrequited Love: Destiny is in love with Ollie Franklin

SKILLS

Close Combat: Unarmed 4 (+6), Expertise: Academia 6 (+11), Expertise: Clinical Psychology 6 (+11), Expertise: Parapsychology 10 (+15), Insight 6 (+10), Investigation 6 (+11), Perception 6 (+10), Persuasion 8 (+10), Ranged Combat: Telekinesis 12 (+14), Technology 2 (+7)



POWER POINTS

ABILITIES 40 + POWERS 67 + ADVANTAGES 15 + SKILLS 33 (66 RANKS) + DEFENSES 19 = TOTAL 229



Super Talents

Dr. Blythe's research into improving mental Super Talents allowed her to greatly increase her own telekinetic abilities, but at a terrible cost. Destiny's enhanced telekinesis allows her to lift objects as heavy as a city bus and throw them by using only her mind. Additionally, she is able to mentally generate a powerful, nonlethal psychic blast and a personal force field. She is also able to use her telekinesis to fly at speeds up to 75 miles per hour, although her faster colleagues will carry her if the Guardians need to be somewhere far very fast. The downside to all this is that Destiny is prone to severe nightmares, over which she has no control, that are capable of causing great physical harm, even death, to anyone else within 50 feet of her while she is dreaming.

Personality Traits

Of all the Guardians, Destiny least resembles the media-hyped persona carefully crafted for her by FIST. In truth, she despises her "America's Sweetheart" public image, preferring to lock herself away in her lab and continue her research into parapsychology and related Super Talents. Her severe nightmares have prevented her from getting close with anyone for fear of severely hurting them or worse, and the loneliness has become too much to bear. She desperately tries to hide her pain when around others, but fears that it is only a matter of time before it begins to slip through the cracks in her faltering public facade. If that happens, FIST will most likely intervene by pumping her full of antidepressants and other drugs to regain control of their token All-American "girl next door."

Relationship with Teammates

Destiny is deeply in love with the American, but her feelings are unrequited. Knowing the astronaut is the only person in the world immune to her deadly nightmares makes his rejection all the more painful, and she struggles to maintain her public image while working with him on a daily basis. Her love for him hasn't blinded her to the recent personality changes going on within the American, however, and she now fears losing him in more ways than one. Destiny despises Stockade, finding him to be crude, crass and thoroughly repugnant. His public innuendos of a deeper relationship between them bothers her greatly, but she dismisses all the nosy questions from reporters with a fake smile and a carefully worded noncommittal response. In reality, she'd love to crush

his armor around him with her telekinetic abilities.

ROCK HAMLIN (CODENAME: STOCKADE)

Background

For most of his early life, Rock Hamlin felt like he was always on the outside looking in. His father was Wink Hamlin, an extremely popular NASCAR driver and seven-time Winston Cup winner who had recently retired from the circuit. Wink, who had been married with a family for over 30 years, became a tabloid sensation in the late Seventies when he had a very public affair with Rock's mother, a young and beautiful French model named Giselle Landreneau. Giselle had come to Hollywood with dreams of becoming an actress, and she latched on to the handsome and wealthy older man in hopes of expanding her social circle to further her career. Rock was born in 1980, and his father ended the relationship soon afterward, leaving Giselle alone with their newborn son.

Rock's childhood was unpleasant, at best. His mother's acting career failed to take off after Wink left her, and she turned to alcohol to drown her sorrows and cocaine when she wanted to feel good about herself again. She was constantly taking Wink Hamlin to court to sue for child support, and once drove Rock to his father's Bel Air mansion to show him how well his other children got to live, making a very public spectacle of herself. Despite his absence, Rock was fascinated with his famous father's racing career, and dreamed of one day following in his footsteps. Although his mother was bitter, neglectful, and self-absorbed, she did manage to do one good thing for Rock when she convinced his father to sponsor his son in kart racing. Karting was Rock's one escape from his troubled life, and being behind the wheel and pushing his kart as fast as it could go was the greatest sensation he had ever known. Most of all, he reveled in the thrill of risk-taking, and it paid off with several national championship titles.

In high school, Rock wasn't much of a student, and auto shop was usually the only class he could ever consistently pass. He graduated from karting to amateur stock car racing, once again making a name for himself with his impressive showings. Rock wanted to impress his famous father more than anything, but the former NASCAR champion never came to any of



his son's races and showed little interest other than signing the checks. Rock's boyhood fantasy of having a real father-son relationship eventually turned into anger and then hatred, and he vowed to one day surpass his father's record-breaking seven national championships. After graduation, when his classmates were headed off to college, Rock Hamlin decided to turn pro. It wasn't long before he found sponsorship with KT Oil who were impressed with the pedigree and prestige his famous last name provided, even if Rock wanted nothing more to do with his father. At least now he wouldn't have to rely on the old man to pay his bills anymore.

As a professional NASCAR stock car driver, Rock Hamlin had more success and was earning more money than he had ever known. He had a reputation for being a winner, but also reckless and a risk-taker on the track. When out of the driver's seat, he had another reputation in the tabloids as a playboy who liked to party hard and could always bring out the paparazzi whenever he showed up. Despite his character flaws, he was a true champion, and by the time he was 27 years old, he had tied his father's record with seven NASCAR Nexus Telecom Cup wins of his own. The sky was the limit for Rock Hamlin, and he set his eyes on the prize of surpassing his father's accomplishments and becoming the all-time greatest NASCAR driver in the history of the sport.

In August of 2008, Rock found himself at the Phoenix International Raceway standing on the doorstep of a record-breaking eight NASCAR championship victories. He had buried his mother earlier that week after her long battle with lung cancer, having made a vow to take his father's place in history away from him after the way he had treated them since the day he was born. The elderly Wink Hamlin was in the crowd that day, forced by contractual obligation to attend by one of his sponsors, a humiliating situation that Rock had pulled a few strings to arrange. Perhaps it was the extra emotional baggage he was carrying that day, or maybe it was his own arrogance and selfishness that was throwing his performance off. He began to take greater risks to compensate and catch up to the front runners. The strategy worked for a while, and he had just come back to second position on Lap 212 when he struck another car and spun violently out of control. His car flipped over several times before crashing into the wall, bursting into flames on impact.

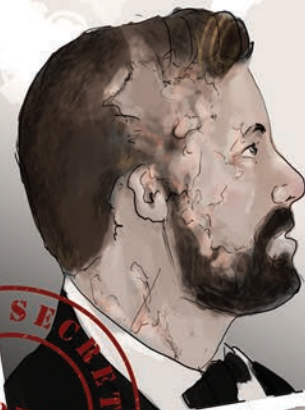
When they pulled Rock Hamlin from the wreckage of one of the worst accidents in the history of racing, his body was badly burned, his legs and pelvis crushed. It soon became apparent that he had been paralyzed from the waist down and would never walk again. It was a miracle he even survived at all. His recovery was long and difficult, hampered by his depression over all he had lost. Even his father was finally touched by the tragedy and went to the hospital to visit his son and make amends, but Rock refused to see him. Rock only wanted his life back, all of it: the fame, the glory, the women, and especially the never-ending piles of money.

Overcome with anger, grief, and self-pity, and contemplating suicide, Rock was about to give up when he was visited by Nathan Cooper, the Director of FIST, and an obscure board member of his stock car sponsor, KT Oil. Cooper presented the paralyzed driver with an offer that would put him back in the spotlight and allow him to walk again. He told Rock about all the advancements in military-grade power suit technology the SCOPE division of FIST had developed in recent years, and that if he was willing to come work for FIST, and serve as a high-profile member of the Guardians, he could have access to all of this and more. Realizing this could be a second lease on life and seeing the potential such an opportunity presented for fame and financial gain, Rock Hamlin accepted Cooper's offer on the spot.

Rock Hamlin was outfitted by SCOPE with their most advanced state-of-the-art armored power suit and underwent intensive training in all its weapon systems and functionality. Thanks to his daredevil nature and love of speed, he mastered the sophisticated technology in no time. Meanwhile, the FIST public relations team heavily promoted the newest addition to the Guardians, playing up Rock Hamlin's popularity as a NASCAR champion and how he overcame all the odds to walk again. In a huge media circus, Rock Hamlin was introduced to the world in a ceremony to reveal his new Guardian codename, Stockade.

Throwing himself completely into the role of Stockade, Rock Hamlin has adapted to his new role as a national hero. The same lack of fear and recklessness he displayed during his NASCAR days still serve him well today whenever he dons his armored power suit. He has also used his position on the Guardians to his

SECRET



TOP SECRET
CONFIDENTIAL
TOP SECRET

Guardian Operative
HAMLIN Rock
Codename: Stockade
Place of Birth: California, U.
Nationality: American
D.o.B: 12/04/1982
Height: 5'10
Build: Athletic
Weight: 170 lbs
Eyes: Blue
Hair: Brown

Saturday, August 30, 2008

The

NASCAR Horro

Rock Hamlin, seven times winner of the Spring Cup series was involved in a horrific crash whilst competing at the Phoenix International Raceway. Hamlin was in second position of lap twelve when his turbo charged Chevrolet Impala struck another car. Hamlin's flipped multiple



CHAMPION PARALYZED
MEDICAL CONDITION AFTER 200mph HORROR CRASH



Rock Hamlin



STOCKADE'S ARMoured POWER SUIT

After Rock Hamlin was paralyzed from the waist down due to a severed spinal cord in an auto racing accident, SCOPE designed a special suit of body armor that allowed him to walk again. This armored suit not only provides resistance from physical damage, but also enhances the wearer's physical abilities as well. It also provides the wearer full protection in both high altitude and underwater environments. Shoulder-mounted missile launchers fire various types of ordnance. Jets mounted on the back of his armor allow Hamlin to fly at supersonic speeds. There is also a built-in anti-missile defense system similar to those found on modern fighter jets. Finally, the helmet is equipped with the latest enhanced visual-detection technologies.

financial advantage, signing lucrative corporate sponsorship and licensing deals. Truth be told, he could care less about the people he saves as long as the cameras all stay focused on him.

Super Talents

In addition to allowing him to walk, and even run again, all of Stockade's Super Talents are provided by his armored power suit built by SCOPE. Thanks to advances in metallurgy, the exoskeleton framework and armor plating provide maximum protection from all kinds of physical damage as well as environmental conditions like high altitude and underwater pressure. State-of-the-art electro-hydraulic systems allow Stockade to lift objects as heavy as a military tank, while at the same time enhancing his coordination and reaction time. Back-mounted jets allow him to fly anywhere in the world at supersonic speeds up to 4,000 miles per hour. The armored power suit is also equipped with shoulder-mounted missile launchers that can fire various types of ordnance, such as high-explosive missiles, underwater torpedoes, mini cluster missiles, and stun grenades. The reinforced helmet, however, is the most sophisticated component of the armored power suit and allows for an enhanced 360° circular field of vision. Additionally, the helmet provides telescopic, infrared (IR), X-ray, and night vision capabilities. Stockade is also protected by a built-in anti-missile defense system which feeds data input from his helmet directly to the shoulder-mounted missile launchers.

Personality Traits

Stockade has always loved the spotlight and enjoys the national attention he garners as a member of the Guardians. He has always been a risk taker, a trait which inevitably led to his debilitating accident in his racing days, but in his armored power suit he once again feels invincible. Cocky and self-assured, Stockade enjoys playing the part of the millionaire playboy daredevil and never misses an opportunity

to promote himself in front of the media as a hero. At the end of the day, however, Stockade is only out for himself. Motivated by personal financial gain, many of the investments Stockade has secretly made with his sponsorship money have been morally and ethically questionable. While he has accepted the fact that he will always be reliant on his armored power suit to move, he is very self-conscious of the burn marks and scars from his accident that cover his body. Because of this he avoids any intimate contact with members of the opposite sex, despite his public reputation as a ladies' man.

Relationship with Teammates

Stockade often feels intellectually intimidated by both of his fellow Guardians, one a prominent research scientist, and the other a former astronaut, so his ego compensates for his perceived personal shortcomings in other ways. He knows Destiny despises him, so he goes out of his way to make her feel uncomfortable whenever the opportunity arises, patting himself on the back for his cleverness whenever he gets away with doing so in front of the public. It bothers him that Destiny acts like she is too good for him, so Stockade often belittles her with inappropriate and derogatory sexual remarks. Stockade sees the American as competition for the spotlight (after all, NASA astronaut mission commander trumps NASCAR race car driver any day in the public eye), so he will often take greater risks to keep the attention on himself. Afterward, he dismisses the American's legitimate concerns for the mission and safety of the team as jealousy, and plays down any accusations of putting everyone in jeopardy with his rash actions. And with the way the American has been getting further and further out there away from reality lately, he really is one to trash talk.



STOCKADE

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12/0*	0	10/0*	9/3*	6	0	1/0*	0

* without armour

POWERS

Armor Sensory Systems: (Removable) **Heads Up Display:** Enhanced Dexterity 6, **Helmet Sensory Package:** Senses 9 (360 degree vision), Telescopic Vision (x100), IR, UV, X-Ray vision), **Helmet Sight Enhancement:** Enhanced Awareness 1 (Limited: Just sight), **Target Acquisition Enhancement Device:** Enhanced Fighting 6

Flight System: (Removable) Flight 11 (Fly 8 miles/round, 2000 mph)

Missile Attack Weapons: (Array, Removable)

- **Cluster Missiles:** Ranged, Damage 8 (Rapid Firing missile cluster; Multiattack)
- **Missile Launchers:** Burst Area, Ranged. Damage 8 (High Explosive Missile/Torpedo (works underwater); Burst Area: 30ft radius)
- **Stun Grenades:** Burst Area, Ranged, Affliction 8 (1st Degree: Impaired & Dazed, 2nd Degree: Disabled & Stunned, Burst Area 30ft radius, Extra Condition; Limited Degree, DC 18)

Physical Augmentation: (Removable) **Ego Augmentation/Protection Device:** Enhanced Will 3, **Fortitude Augmentation Device:** Enhanced Fortitude 12, **Reaction Time Augmentation Device:** Enhanced Agility 10, **Strength Augmentation Device:** Enhanced Strength 12

Protective Armor: (Removable) Protection 14, **Life Support - High Altitude & Underwater:** Immunity 5 (Environmental Cold, Heat, Pressure, Suffocation [all])

OFFENSE

Initiative +10

Cluster Missile +16 (Ranged, Damage 8, Multi-Attack)
Missile +16 (Burst Area, Ranged, Damage 8. 30ft Radius)
Unarmed +12 (Close, Damage 12)

DEFENSE

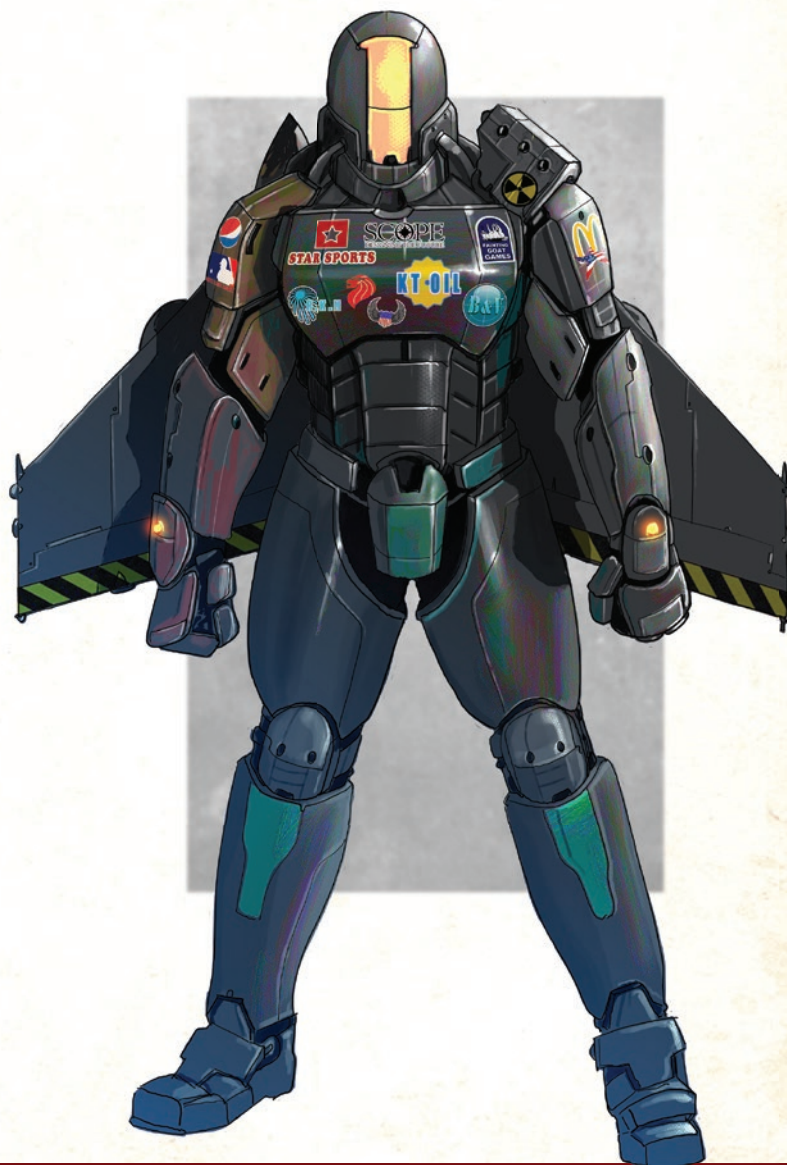
Dodge: 10/0* Fortitude: 12/0*
Parry: 8/2* Toughness: 12/0*
Will: 6/2* (*without armor)

ADVANTAGES

Accurate Attack (Suit Systems), All-out Attack, Assessment (Suit systems), Close Attack 6 (Suit Systems), Connected (FIST), Eidetic Memory (Suit Systems), Favored Environment (Airborne), Move-by Action, Power Attack (Suit Systems), Precise Attack 1 (Ignore Concealment), Ranged Attack 7 (Suit Systems)

POWER POINTS

ABILITIES 6 + POWERS 128 + ADVANTAGES 22 + SKILLS 15 + DEFENSES 4 = TOTAL 175



COMPLICATIONS

Must Live Up to Public Image
Cannot walk without armored power suit
Body scarred by severe burns
Out for himself

SKILLS

Expertise: Business 10 (+10), Expertise: Pop Culture-Auto Racing 8 (+8), Vehicles 12 (+21)

SCOPE

Since 1989, SCOPE (SCientific OPERations) has been the science and technology research division of FIST and the United States government. Originally founded as a think tank of Super Talented intellects, it has grown into one of the most powerful and influential research and development companies in the world today. Its primary mission is to develop new ways to take average people and bring them up to par with those possessing Super Talents. In this pursuit, SCOPE has become a leader in cybernetic enhancement, power suit design and development, space and aeronautics, medicine, pharmaceutical engineering, and other technologies. In an age where the line between the public and private sectors has become increasingly blurry, the organization is semi-privatized with heavy funding from various private individuals and corporations, such as defense contractor Brand & Vorsh.

SCOPE's main facilities and laboratories are located in Arlington, VA on the bank of the Potomac River, adjacent to Fort Myer and the Pentagon. FIST Assistant Director for Science and Technology, Julian Jones, oversees SCOPE division and reports directly to Deputy Director Catherine Morello. Since SCOPE is a division of FIST, all security equipment and personnel is provided by that agency. The R&D staff is comprised of some of the brightest scientific minds and leading experts on Super Talents in the country, many of whom possess Super Talents themselves, which accounts for the vast diversity in ongoing research projects. In addition to the military and industrial applications, projects coming out of SCOPE have also improved everyday life for the general population as well.

Despite all this, SCOPE has not been immune from criticism and suspicion. Super Talented rights activists have questioned the moral and ethical implications of many of the division's projects, most notably their research center at Crownpoint Supermax Federal Penitentiary. Corporations, such as Jonathan Fisher's N-Tec, have leveled charges of industrial espionage on more than one occasion. In fact, stealing and reverse engineering technology developed by other companies, and even Super Talented geniuses working on their own, seems to be business as usual at SCOPE

now. This doesn't seem to bother the profit-minded investors in the least as they rush to get new products out on the market for their corporate, government, military, and general public customers.

THE PIT: CROWNPOINT SUPERMAX FEDERAL PENITENTIARY

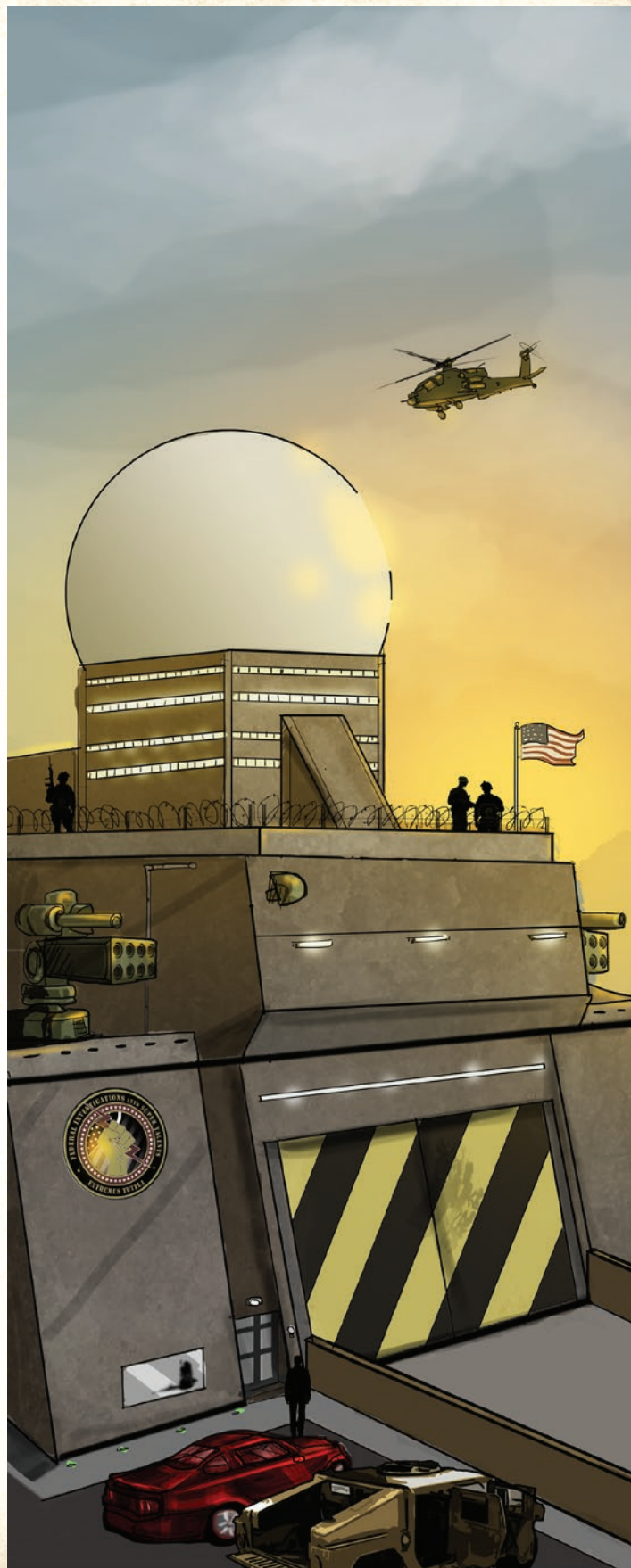
In 1974, following a series of high-profile crimes committed by criminals possessing extraordinary powers, President Gerald Ford went on national television to announce the construction of a new federal super-maximum security penitentiary designed specifically to hold Super Talented individuals. Most of the federal, state, and municipal penal institutions of the day were poorly equipped to properly handle (let alone contain) Super Talented inmates, putting prison personnel, local communities, and other inmates at extreme risk. A remote site in the New Mexico desert that had been used in the past for nuclear weapons testing was chosen as a location, and leading experts on Super Talents from the military, industrial, and scientific communities were brought in to consult on the penitentiary's design.

Built within a decommissioned nuclear silo 500 feet below ground, Crownpoint Supermax Federal Penitentiary's completion was announced by President Jimmy Carter in 1980. President Carter also decided to hand control of the facility over to FIST rather than the Federal Bureau of Prisons, a decision which was highly criticized by Super Talented rights groups. Crownpoint Supermax gained a reputation during the Reagan administration of being a dumping ground for Super Talented criminals, sometimes without due process of law, earning Crownpoint a new nickname as inmates and the public began referring to the penitentiary as simply "The Pit." Rumors also began to spread about the government performing secret experiments on the prisoners, sparking further concern among Super Talented rights groups. When President Bill Clinton signed Executive Order 96-300, exempting Crownpoint Supermax Penitentiary from revealing any records or information surrounding the operational activities within the prison in 1996, Super Talented rights activists took this as an admission of guilt that experiments were indeed being performed on prisoners at The Pit.



Today, Crownpoint is a highly secure, state-of-the-art penal facility capable of holding up to 300 Super Talented inmates. In addition to being structurally designed to withstand and suppress the inmates' Super Talents, various devices like laser fields, force fields, and control collars are used to contain the population, as well as pharmaceuticals designed to inhibit their powers. Entrance into Crownpoint involves passing through a series of security checkpoints with biometric and subdermal scans, and FIST Investigators with mind-reading abilities scan surface thoughts and verify visitor identity. Security is provided by specially trained FIST Rapid Responders, and a team of Heavy Hitters is in residence at all times as well. As an added precaution, a small team of Super Talented FIST agents with powers and abilities uniquely suited and carefully matched to the prison population has been put in place at Crownpoint to back up the regular security personnel, prevent escape attempts, and counter the abilities of the most violent prisoners.

Hyrum Shumway is the warden at Crownpoint and answers directly to Paul Brennen, Assistant Director for Super Talented Response Services at FIST. The prison medical department is headed by Dr. Heinrich Sperner, a specialist in Super Talented physiology and pathology who fled East Germany in the 1960s under a cloud of suspicion. SCOPE maintains a controversial research center at the prison, and works very closely with Dr. Sperner and his staff. Incarceration at Crownpoint is essentially solitary confinement, and interaction between prisoners is strictly forbidden. Contact with the outside world is also extremely restricted. There are approximately 250 Super Talented inmates currently housed in The Pit.







CHAPTER 3: EXTREME ADVENTURING

Extreme Earth is a campaign setting that is both vast in scope and varied in its conflicts and offers countless opportunities for action and adventure. This chapter will focus primarily on the FIST perspective in an Extreme Earth campaign, whether you are using that organization from within or without. What follows are suggestions and guidelines only. GMs and players should feel free to create a campaign that reflects their vision of Extreme Earth in any corner of the world they wish to explore, in any role they desire to play. Chapter 1: Welcome to Extreme Earth provides insight into the history of the world and current state of affairs that can serve as a springboard for your imagination.

In this chapter, we will begin by exploring the American society that gave rise to FIST as it exists today. We will then present some sample campaign models that can serve to bring the PCs together as a team. Next, we will examine some of the enemy organizations that FIST considers to be the most dangerous threats to American life and security today. Finally, we present Merchants of War, a two-part adventure by Adrian Smith designed to introduce players to the harsh realities in the world of Extreme Earth. This adventure can be played using either the Wolfpack characters presented in Chapter 2: FIST or with PCs created from scratch using the rules for character creation found in Chapter 1: Welcome to Extreme Earth.

AMERICA: A PSYCHOLOGICAL DYSTOPIA

"A fictional Dystopia is better than a fake Utopia." — Robert Friedrich

At face value, the United States of America on Extreme Earth appears very similar to its counterpart on our own world. From the flag-lined streets of the manicured suburbs to the concrete jungle blocks of the crime-ridden inner cities, many of the values, beliefs, and struggles of everyday citizens are all too familiar.

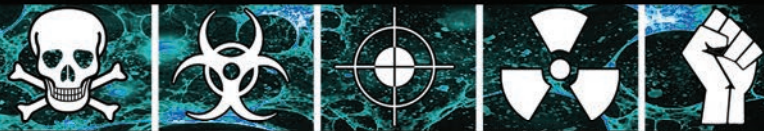
There are some Haves and many Have Nots, and the America of Extreme Earth is no stranger to poverty, racial tension, sexism, homophobia, transphobia, and environmental issues. An unending war rages in a world on the brink of depleting all of its natural resources. While there are some groups and individuals on Extreme Earth who try to fight for change, most are content to just ignore the problems. Ultimately, one major difference forces these important social issues to take a back seat: the existence of Super Talents.

It has become far too easy to suppress all these unpleasant facts of life and replace them with mindless patriotism and consumerism. Motivated by greed and a lust for power, the Powers That Be have cultivated a national atmosphere of fear and ignorance directed at those with Super Talents in order to obtain the obedience and control necessary to achieve their own goals. Freedom and democracy are given lip service but have become an illusion as American citizens give up more and more of their personal liberties for fear of the Super Talent threat to society. The message is reinforced daily by government officials, the media, and even from religious pulpits. Neighbors no longer trust neighbors, and families have been torn apart. The end result is a psychological dystopia where everyone has become imprisoned, even if only within their own minds.

THE CORPORATIONS

"Wealth aggregates and becomes political power. Simple as that. 'Corporation' is just the most recent name for it." — Daniel Suarez, Freedom™

In the America of Extreme Earth, the corporations pull the strings and hold all the cards. They are owned by the wealthiest and most powerful men and women in the nation. They control the banks, the media, and the government at all levels. They write the nation's laws to favor their own interests and protect themselves from all liability. The United States military is their own private army that fights the wars they declare in board



rooms. Greed and power are their only motivation, and every employee, every citizen, every Super Talented individual exists to serve their needs until they are no longer useful.

There are no ethics in their corporate policies, especially the ones they don't advertise. Experimentation on human subjects, be they society's outcasts like the homeless or Super Talented individuals handed over to them by FIST, is a common practice. Entire communities are treated like laboratories and enlisted men and women may be treated as guinea pigs without their knowledge or consent. There are no boundaries and no restraints in the pursuit of profit. Like modern day Frankensteins, it is the pinnacle of hubris.

Player characters working for corporations either before or during their adventuring career need to consider the following:

- **They Know Everything About You:** Your bosses know where you live. They know who your family is and who your friends are. They have your psychological profile. Even your very genetic makeup is stored in their databases.
- **Your Past Can Come Back to Haunt You:** They know everything you ever worked on, even peripherally, while in their employ, and they can spin it so you take all the blame.

Note to the GM: If any of the PCs acquired their Super Talents from experiments conducted in a corporate lab, at least one homecoming is in order during the course of the campaign.

THE GOVERNMENT

"In the year 2025, the best men don't run for president, they run for their lives. . . ." — Stephen King, The Running Man

The Founding Fathers would never recognize what the American government on Extreme Earth has become today. While the trappings are all still there – the three branches of government, the Constitution, the Bill of Rights – they have become empty words and figurehead positions. The corporations and their wealthy owners are the true power behind the American government, and they buy and sell congressmen, sena-

tors, even presidents. Their powerful influence affects not only the federal government but state and local governments as well. And while there is a facade of democracy, elections in America are easily rigged.

It's a blurry line between where government ends and the corporations begin. Many government agencies and departments are semi-privatized corporations, with elected and appointed officials profiting substantially from their positions. Senators maneuver all day long to divert tax dollars to their favorite projects and eventually into their pockets. Most politicians come from the corporate world and see their political offices as another rung on the ladder to success. There are still a few crusaders who manage to get elected now and then, but their careers usually fall quickly as scandals and other failings of character are manufactured and flooded to the media.

Player characters working for politicians or holding political office themselves either before or during their adventuring career need to consider the following:

- **You Better Play Ball:** Mavericks, crusaders, and loose cannons don't last long in American politics; they make powerful enemies quickly. Most importantly, never bite the corporate hand that feeds you.
- **You Answer to the People:** If the Powers That Be want to take you out, they will use every resource at their command to discredit you in the eyes of the American public. The truth is irrelevant.

Note to the GM: Consider giving the PCs a US Senator as a mentor or mission contact. Then let them discover during the course of the campaign if their benefactor is truly on their side or just using them for his or her own benefit. Senators can be powerful allies that can pull strings and get the PCs access to information and equipment they might not otherwise have.

THE MEDIA

"Everything faded into mist, the past was erased, the erasure was forgotten, the lie became truth."
— George Orwell, 1984

The mainstream American media on Extreme Earth is manipulated and sometimes controlled by the



corporations and the government. Spin doctors and public relations directors are an important and essential part of every corporate firm and government agency. Freedom of the Press has been reduced to a convenient sentiment as news stories are planted and even vetted on a daily basis to say exactly what these powerful entities want the American people to think, feel and believe. Another tactic they use is to flood the airwaves and the Internet with empty fluff about celebrities and sporting events to distract the public from the very real issues of the day.

Despite all this, some journalistic integrity still exists. Rogue news agencies and reporters sometimes try to shine a light on the truth and stand up to the corruption. The corporations and government do their best to discredit these sources, but some stories are just too big to cover up. When they fail, the spin doctors aren't far behind to mitigate the damage done, and there is no limit on the number of media outlets willing to play along. Telling the truth can be a dangerous game, however, and problematic journalists have a way of being silenced permanently by any means necessary. And with so many talking heads, the public rarely notices.

Player characters working in the media as journalists or reporters during their adventuring career need to consider the following:

- **Someone is Always Listening or Reading:** No small town newspaper, radio or TV station is too insignificant to avoid the scrutiny of the Powers That Be.
- **Don't Become the Story:** Know who you are going up against because they will quickly become your worst enemy. Once you have their attention, they will do anything and everything to discredit you, or worse.

Note to the GM: Government and corporate manipulation of the media can be a constant source of frustration to the PCs, especially when the truths they discover on their adventures is covered up or suppressed.

THE POLICE STATE

"There will come a time when it isn't 'They're spying on me through my phone' anymore. Eventually, it will be 'My phone is spying on me'." — Philip K. Dick, *Do Androids Dream of Electric Sheep?*

Playing into people's fears and paranoia, America in the 21st century has become a fully-realized police state on Extreme Earth. Constant video surveillance and monitoring in public places is a way of life. No communication is private as the government has the right to listen in on your phone conversations and intercept your email all in the name of national security. Even your personal medical history is not protected from government scrutiny. The government has access to your fingerprints, your genetic makeup, your medical records, your credit history, your bank accounts, even the name of the last book you checked out of the library or website you browsed online.

FIST has been given broad powers and maintains a sophisticated database containing detailed information about every American citizen, Super Talented or not. This database is tied into every state and municipality in the country, giving nearly instantaneous access to any personal record law enforcement may require. Sophisticated biometric and facial recognition software have been integrated with this central database and the national network of surveillance camera systems linked by satellites allowing FIST to monitor and track specific individuals almost anywhere in America and in some cases, other parts of the world.

Around the country, most cities have seen the rise of the militarized police force. Police departments have been outfitted with the latest military-grade weapons, vehicles and other technological hardware under the guise of combating Super Talented threats, but these acquisitions are increasingly being used for more mundane law enforcement activities involving everyday citizens. More and more, municipalities are starting to turn their police departments over to the private sector. The end result is a standing army in the streets that doesn't answer to the citizens they are supposed to be protecting.

Player characters actively adventuring in America on Extreme Earth need to be mindful of the following:



- **National ID Cards (NICs):** In 1999, President Clinton signed into law a bill that established a national identification card program that every American citizen would be required to carry at all times. The government initially promoted the convenience of having a single universal card that could be all things at once. Today, these National ID Cards (often called NICs) serve as passports, driver's licenses, bank cards, credit cards, and more. They also contain extensive biometric and genetic information including retinal scans and fingerprints to match the holder to the card. Failure to present your NIC is a federal offense and can result in heavy fines or imprisonment. If you pay someone to make you a fake NIC card, you better hope they knew what they were doing the first time you are required to present it.
- **Biometric Scanners:** These sophisticated security devices are the best way to verify a person's identity based on their NIC. They are mostly found at airports, bus terminals, train stations, government buildings, and corporate offices. They are extremely difficult to fool.
- **Wiretaps:** The United States no longer requires a warrant to tap private phone lines or monitor private cell phone calls. Never assume you aren't being listened to by someone.
- **Surveillance Cameras:** Not only is someone always listening, but someone is always watching too. FIST and other law enforcement agencies are quite adept at using surveillance camera footage to identify and track persons of interest. It is next to impossible to travel freely without being seen, but with the right equipment it can be done. Remember to take appropriate countermeasures.
- **GPS Tracking Devices:** FIST currently tags all registered Super Talented individuals with a subdermal GPS tracking device, but a few members of government are starting to call for such devices to be planted in every American citizen. So far, there has been strong public resistance to the proposal, but a compromise involving adding GPS tracking devices to NICs is gaining some traction.

Note to the GM: This constant surveillance and monitoring is a great tool to build an atmosphere of para-

noia in an Extreme Earth campaign. The PCs will need to spend time and resources to circumvent it.

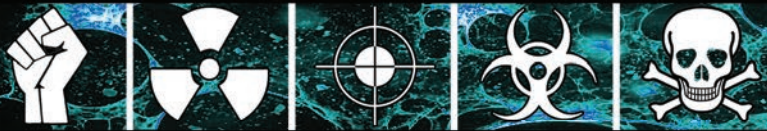
CAMPAIGN MODELS

The following campaign models are intended to provide a common ground to bring player characters together as a team. Each model assumes that the player characters possess Super Talents, either innate or from technology. If you choose one of these models for your campaign, the GM may decide to use the others as antagonists for the PCs to encounter during their adventuring careers. The PCs' loyalties might even change as the campaign progresses and the truth about who they really work for is revealed. Players may even decide that their characters appear to be working for one organization (such as FIST) but work in an undercover capacity for one of the others. These campaign models are not the only possibilities, however, so feel free to create your own.

AGENTS OF FIST

Working for FIST is the default campaign model assumed in Extreme Earth. This includes not only the black ops style missions of the Wolfpack but the field operations of the various FIST agents and response teams. Being a FIST agent gives the player characters access to the resources and protection of one of the most powerful organizations on Extreme Earth, but they may find that to be a double-edged sword. Chapter 2: FIST describes this organization in greater detail.

The easiest way to jump right in is for each player to choose one of the Wolfpack characters to play in the campaign with any remaining members run by the GM as NPCs, or have some players double up on characters if they wish. Original characters can also be created by the players to serve as the Wolfpack instead of the pre-gens (or add to their number). If you do decide to create your own Wolfpack team members as PCs, be sure to spend some time as a group coming up with some relationships between PCs as part of your back story. Wolfpack members should possess Super Talents and backgrounds that are suited for black ops and covert missions as FIST will have used these as the basis for recruiting the character to the team.



Extreme Earth campaigns featuring the Wolfpack are globe-spanning and dangerous. The PCs are also considered expendable by their superiors so they should not count on any outside help. The introductory adventure at the end of this chapter represents a typical Wolfpack mission. Other possibilities include:

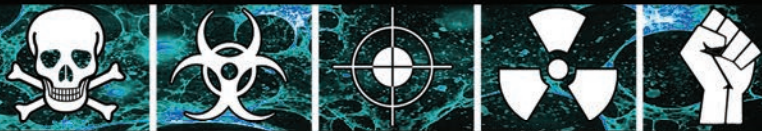
- **The Black Cave:** A powerful warlord of the Arabian Wastes has recovered a computer hard drive containing many sensitive files related to the Iraqi Hafaza super soldier program that he intends to auction off to the highest bidder. FIST has intercepted chatter indicating that MANTIS, China, Venezuela, and Chechen jihadists have all expressed interest in acquiring the hard drive. The warlord has set up a heavily fortified base in the Tora Bora cave complexes in the White Mountains of Afghanistan where he has invited potential buyers to make their offers. FIST would not only like to prevent this from happening but would like to take possession of the hard drive for themselves. In order to keep the American government's hands publicly clean, the Wolfpack is sent in to infiltrate the base and recover the hard drive before it can be sold to an enemy of the state. The warlord has over 100 heavily armed men and it is not known if any of them possess Super Talents. Additionally, MANTIS will most certainly have a formidable presence nearby. This mission will not be easy...
- **Lockdown:** A riot has broken out at Crownpoint and several extremely dangerous Super Talented inmates have taken control of their cell block. Three separate teams of Heavy Hitters sent in to quell the uprising have failed to report back in. Warden Shumway has requested help from Director Cooper who has decided to send the Wolfpack in to deal with the situation. Above all, Cooper would like to keep this incident out of the papers. One of the rioting prisoners has managed to hack the security system so the Wolfpack will find many of the safeguards turned off or reconfigured to be used against them. The situation is further complicated when one of the riot leaders is discovered to be an old friend of one of the PCs.

Another option is to have the PCs begin the game as FIST investigators assigned to assess individuals and incidents where Super Talented abilities are suspect-

ed. The PCs will typically follow up on leads reported to FIST by local law enforcement and the general public. Their investigations will be similar to those carried out by the FBI and are considered to be under federal jurisdiction. Each PC FIST Investigator should be assigned a pair of image enhancement sunglasses (see Chapter 2: FIST) and a phone number to call for backup from Response Units or Heavy Hitters if the situation gets out of hand. Most of the time, however, FIST Investigators are more than capable of taking in suspects for further assessment all on their own.

Typical missions Agents of FIST might be assigned include:

- **Back to School:** In a rural Pennsylvania high school, a young student has suddenly manifest as a Super Talent possessing abilities that allow him to create and manipulate fire. When school officials announced they were contacting the authorities to hand him over to FIST, the student struck out and took several other classmates and teachers hostage in a science lab. The PCs arrive on the scene as the FIST Investigators in charge assess the situation and attempt to bring the young man in without any harm coming to the hostages or other bystanders. It becomes clear that the Super Talented student is scared, but he is also backed into a corner with the potential of becoming even more dangerous. Did we mention the entire town is built over an old coal mine filled with highly flammable gases?
- **The Big Heist:** A series of high profile bank robberies across Southern California are being committed by a gang of Super Talented criminals with no qualms about flaunting their abilities in broad daylight. Most of the banks were equipped with the latest security and surveillance systems but the gang was able to bypass them with ease. The bank robbers have so far evaded capture by local law enforcement including their special units trained to deal with Super Talented threats. The PCs are called in to assess the crime scenes, interview witnesses, and try to identify the perpetrators based on their observed abilities from FIST's database of known Super Talents. They might even consider setting up a sting operation if they can determine the gang's next target.



THE RESISTANCE

The Pantheon resistance movement was founded in 1972 in response to the Compulsory Talent Registration Act by Ares, a former Super Talented war hero and the first super soldier produced by the United States military. Since its inception, the Pantheon has opposed the United States government and their FIST enforcers in a series of high profile confrontations intended to protect Super Talented individuals from what they perceive as grievous human rights violations. FIST has spent the better part of a quarter century swaying public opinion against the Pantheon with charges of terrorism and treason to the point that many Super Talented citizens now view the group with distaste and distrust. For those that do join the Pantheon, it is because they have seen through the government's lies and deception, usually by firsthand experience with the abuses of FIST.

In this campaign model, the PCs are innate Super Talented individuals who have been recruited by the Pantheon and will comprise a Freedom Cell, the basic organizational unit of the Pantheon. A Freedom Cell is based on the classic clandestine cell structure designed to prevent infiltration by opposing enemy operatives by limiting the number of people who know the Pantheon's membership and plans should any cell member become captured or otherwise compromised. The PCs will receive their mission instructions and any resources they need from an anonymous NPC contact (perhaps even the one who recruited them initially) who knows more about them than they will ever know about their contact. It might even take a few missions to develop trust in this individual, especially since the contact will often refuse to answer their questions for security reasons. Another thing the PCs will learn as the campaign progresses is that the Pantheon is not without money and resources – somebody is bankrolling this thing. For more information, the GM should see the Pantheon entry below under Enemies of the State.

Some suggestions for missions include:

- **Takin' It to the Streets:** In a federal courthouse in Butte, Montana, a group of six Super Talented defendants stand convicted of violating the Compulsory Talent Registration Act and conspiring to overthrow the United States government. In the past, these peaceful but outspoken Super Talent

rights supporters have been sympathetic to the Pantheon. Their farms have even served as safe houses for Pantheon members operating in the area. The people of Montana have a fierce independent streak, and some of the locals aren't so convinced of their guilt, preferring a philosophy of live and let live. The judge has sentenced them to indefinite imprisonment at the Crownpoint facility in New Mexico, effective immediately. The Pantheon has assigned your Freedom Cell to intercept the armed caravan leaving the courthouse and rescue the Butte Six. You know you can expect resistance from heavily armed agents of FIST, including at least one team of Heavy Hitters, but what if the Guardians show up?

- **Who Watches the Watcher?:** Once a prominent and well-respected member of the Guardians, the Watcher now operates as a lone vigilante striking out against the very organization he used to serve. Branded a traitor and a terrorist, FIST outright lied to the American public when they linked him to the Pantheon. The truth of the matter is that the Watcher has never had any sort of connection to the Pantheon (although sometimes their mutual interests appear to converge), and it is uncertain if he can be trusted. Is he truly what he says he is, a vigilante striking out against the actions of FIST he once publicly condemned, or is this just an elaborate FIST plot to sneak a mole into the inner workings of the Pantheon? If he is a potential mole for FIST, he has, to date, made no attempt to contact the Pantheon and offer his services. Your Freedom Cell has been assigned to observe and assess the Watcher who has recently been very active around the Port of Philadelphia where he has taken an interest in SCOPE shipping containers. If things start appearing to go south for the Watcher, will you step in and provide a rescue, or is this just an elaborate trap set by FIST? Perhaps identifying what exactly is in those shipping containers will help you make your choice...

RATTLER USA

Founded in 2000, Rattler USA is the private military division of Brand & Vorsh (B&V). It consists of highly trained units of mercenaries equipped with the latest weapons and military hardware produced by B&V. This includes technology that allows its mercenaries to compete on par with Super Talented combatants. Ca-



pable of rapidly supplying military forces of any size, from small specialized units to private armies, Rattler USA's services are available to the highest bidder anywhere in the world with no questions asked. The current director of Rattler USA is María Cruz, a retired CIA operative with a ruthless reputation.

In a Rattler USA campaign, the PCs are unlikely to possess innate Super Talents but rely instead on their specialized equipment such as armored power suits supplied by their employer. In many ways, their missions will be very similar to the globe-spanning covert operations undertaken by the Wolfpack. While the mission objectives are set by the client, briefings and orders always come directly from the PC's superiors at Rattler USA. The PCs may eventually find themselves confronted with moral dilemmas as they learn that their employer isn't too particular in who they take on as clients.

In this campaign model, the PCs will find themselves well equipped and well paid with access to backup in the field if the need should arise. Rattler USA is willing to protect its investment in personnel, but at the end of the day it's all about the bottom line, so they know when to cut their losses too. Typical missions include:

- **The Rumble in the Jungle:** The government of the Central African Republic has contracted Rattler USA to send in an elite unit consisting of the PCs to hunt down and eliminate a small band of rebel insurgents hiding out in the Eastern Congolian

swamp forests across the border. The rebels are heavily armed with Russian weapons and many are known to possess Super Talents. If the PCs take the time to investigate, they will learn the insurgents have taken up arms against their government to protect themselves and their families because the African nation has agreed to hand over any Super Talented individuals within its borders to the United Kingdom for "research" in an effort to keep British forces from invading the country in their recent push to reestablish colonialism on the continent.

- **Mexican Standoff:** On the face of it, the mission seems simple enough: infiltrate the camp of the former Mexican general hellbent on "liberating" the Mexican Quarantine Zone and take him out permanently. The insane general and his heavily armed band of Mexican ex-pats are now holed up on the outskirts of the Guatemalan city of Quetzaltenango, and the local government wants him out before he does something stupid and the horrors of the Mexican Quarantine Zone spill out into their country. Trouble is, there's a competing band of mercenaries in the area calling themselves the Wolfpack with orders to bring the general in alive for questioning because it looks like MANTIS has been bankrolling his little army. This stinking mess has FIST's name all over it!

ENEMIES OF THE STATE

NOTE: This section is intended for the GM's eyes only!

The United States of America has many enemies, both foreign and domestic. Ever since the advent of Super Talents, the danger these enemies present to homeland safety and security has risen dramatically. The American government has empowered the Department of Federal Investigations into Super Talents (FIST) to protect its interests both at home and abroad from these Super Talented individuals and organizations using whatever means necessary. When it comes to preventing terrorism and other potentially catastrophic events, FIST stands as the first – and sometimes only – line of defense.

This section presents general background information on four of the most dangerous Super Talented organi-



zations that FIST has identified as posing the greatest threat to the American way of life. It is important to note that the designation of these organizations as enemies of the state have sometimes come about due to political machinations, personal agendas and even prejudice. While organizations like MANTIS and the Sicari clearly demonstrate a clear and present danger with criminal intent, that distinction is not so black and white when the true agendas of the Pantheon and the Freakshow are taken into consideration. As the PCs explore their world, they may find themselves questioning their preconceived notions and facing difficult moral dilemmas.

Future Extreme Earth sourcebooks will explore these enemy organizations in more detail.

MANTIS

The international terrorist organization known as MANTIS is perhaps the greatest threat faced by not only the United States but the entire world today. MANTIS first made its existence known in 1978 when it claimed responsibility in a televised confession broadcast over hijacked airwaves for the bombing of the US embassy in France that killed 124 people. Since that time, MANTIS has proven time and again that it possesses the resources, technology and motivation to carry out their threats with increasingly more deadly attacks against the established world order.

Since its inception, MANTIS has made it clear that it seeks nothing short of total world domination through terrorism and subversive activities. It opposes any government, corporation, or other organization that would subjugate the Super Talented or use them for their own advantage. MANTIS views Super Talented individuals as the new dominant species on earth, and those without such special abilities as an inferior life form. Over the years, MANTIS has successfully recruited an army of Super Talented operatives, many of whom are highly skilled in the sciences, computer systems, and technology. They also recruit individuals without Super Talents as it suits their needs, usually in rank and file positions.

Despite being active for over three decades, much about MANTIS is still unknown. It is believed to have acquired its substantial funding by hacking into the international banking system and other acts of cyberterrorism. Its operatives have been raiding military



and corporate facilities for years to steal weapons and technology. When secret MANTIS facilities and bases are discovered and raided, it has protocols in place that wipe most of their sensitive data from computers long before FIST agents can recover any information that might reveal their identities or plans. Most of the intelligence FIST has managed to garner about MANTIS has come from placing undercover agents within the organization and from interrogating captured MANTIS operatives. Perhaps the biggest mystery of all is just what the name MANTIS means. If MANTIS is an acronym that stands for something, its members have never revealed what that is.

The leader of MANTIS is believed to be an individual known only as Figurehead. Absolutely nothing about Figurehead's identity, including nationality or gender, is currently known by FIST or any other agency. During rare public appearances, Figurehead always wears a mask that completely covers his or her face and speaks with a computer synthesized voice to obscure any attempts at identification. It is even possible that Figurehead isn't just one individual; several criminal profilers at FIST have posited that Figurehead is not the leader of the organization but merely a spokesperson for MANTIS as a whole. This theory is further supported by the findings of a think tank from the Society of Gifted Intellects in the UK who believe MANTIS is led by not one individual but a select council of



unknown Super Talents.

While MANTIS is well known for committing high profile, large scale terrorist attacks designed to spread fear by maximizing casualties and damage, it has turned to more covert activities in recent years. It has begun to manipulate smaller terrorist organizations and rogue states around the globe to carry out its bidding. MANTIS operatives are also believed to be placed in undercover positions in various governments and corporations around the world, perhaps even in FIST itself. One thing is for certain, however. MANTIS has no regard for human life and will do anything in its power to advance its agenda. For more information about MANTIS, see the introductory adventure *Merchants of War* at the end of this chapter.

THE PANTHEON

In all of history since Super Talents first appeared in the world, no organization has been more maligned by FIST and the United States government than the Pantheon. At its heart, the Pantheon is an American resistance movement committed to restoring and protecting the rights of Super Talented individuals. It opposes any and all attempts by the federal government to reduce the Super Talented community to second class citizen status through compulsory registration and confinement. The Pantheon has also shown it is not afraid to take overt action to protect Super Talented American citizens from injustice, intolerance, and imprisonment at the hands of FIST and other organizations.

The Pantheon has been very successful in rescuing Super Talented individuals from persecution at the hands of FIST and the government. In retaliation, FIST has made the Pantheon a scapegoat for some of its own tragic mistakes, most notably the deadly attack in 1984 on the National Mall that led to the deaths of over 240 people and the destruction of the Washington Monument. Through its control of the media, FIST has managed to convince the American people, even many Super Talented citizens as well, that the Pantheon is little more than a terrorist organization without regard for human life. Because of this, most of the membership of the Pantheon is made up of Super Talented individuals who have seen through the deception first hand.

At the head of the Pantheon is the Super Talented



super soldier Ares, once a national war hero and now considered a dangerous fugitive from justice on FIST's infamous Blacklist Files. Ares leads by example much as he did when he was a soldier in the Korean War. He will gladly fight beside any Pantheon Freedom Cell (see *The Resistance* campaign model above) and is often present at the most high profile Pantheon rescue missions. Ares still wears his original red, white and blue uniform to honor the American ideals of freedom, liberty and justice he still believes in, despite the fact that his country has turned its back on him.

Unbeknownst to FIST, the Pantheon is secretly backed by billionaire Jonathan Fisher, the Super Talented genius and founder of N-Tec International. Fisher first approached Ares in 1995 after he became fed up with rampant corporate espionage against his company and the government using the technology they stole from him to oppress Super Talented individuals. In addition to financial support, Fisher provides the Pantheon with advanced N-Tec technology and medical care for any Super Talented individuals who become injured in the line of duty, and provides surveillance data to Ares from aboard his private space station, the Retreat.

Most of the Pantheon's membership has refused to register with CTRA and lives off the grid, a difficult feat in a world consumed by paranoia and obsessed



with surveillance. Monitoring the Pantheon and tracking its activities has proven difficult for FIST despite all of its technology and resources. FIST relies primarily on planting its agents as moles in the organization to gather intelligence, but the Pantheon's Freedom Cell structural organization makes learning anything of value difficult at best. There is also the risk that the more time undercover agents spend within the Pantheon, the more likely they will learn that everything they have been told about this so-called terrorist organization and taught to believe might not be the case.

THE SICARI

With governments, corporations, and militaries around the world acquiring Super Talented individuals to advance their agendas, it was only a matter of time before organized crime would conspire to do the same. The Sicari (from the Latin 'sicarii' meaning 'assassins') are the Super Talented arm of the American Mafia. While they work for all the major crime families in the big cities, the Sicari are considered to be a family unto themselves out of respect for their unique special abilities. In these circles, however, fear is very often the same thing as respect.

The first known instance of the use of a Super Talent by a member of the Mafia occurred in 1957 during the FBI raid of the farmhouse of Mafia boss Joseph Barbara in Apalachin, New York. Barbara was hosting a major summit of all the American crime family bosses at his home when the FBI got wind of it and moved in. Michael Rosato, the son of one of the prominent New York City capos from the Lucchese crime family, was reportedly seen running into the woods behind Barbara's farmhouse to escape arrest "like a blur" at a speed beyond human capability. When confronted by FBI agents later, Michael was able to produce credible witnesses that saw him drinking at a bar 40 miles away in Elmira at the time of the raid.

The Sicari were created in 1985 when Gambino crime boss Paul Castellano recruited several Super Talented family soldiers to form an elite unit of hitmen whose unique abilities would allow them to operate without drawing police attention to the family's involvement. Castellano had been in Apalachin in 1957 and witnessed the remarkable escape of Michael Rosato before he was himself arrested, realizing then and there the potential such Super Talents could offer. During



the 1970s, he recruited several Super Talented foot soldiers in the family's bloody Hell's Kitchen turf war with the Irish mobsters known as the Westies. Castellano was always more of a businessman than a Mafia boss, however, and a young upstart from Queens by the name of John Gotti decided to make a play for control of the family based on this perceived weakness. Before he could act against the boss, the newly created Sicari quickly stepped in to eliminate the threat to Castellano's life by removing Gotti from the picture permanently.

With his position as head of the Gambino crime family strengthened, Castellano decided he would next move against the other four crime families in New York. The Sicari vehemently refused to assist him in this endeavor, however, saying that such an action would be dishonorable as the other family bosses had done nothing against him to warrant it. Angered by their refusal, Castellano ordered his men to kill the Sicari, but the Super Talented assassins made quick work of them all instead. The prestigious and powerful Gambino crime family was no more.

The Sicari presented themselves to the remaining four crime family bosses of New York City and made the proverbial offer they couldn't refuse. They explained that from now on they alone would be the keepers of the balance. They would serve as the ultimate enforcers, and their sphere of influence would include all contract killings. All mob hits would from now on be carried out exclusively by the Sicari. Above all, they would be the final arbiters of what hits honor would allow. The Super Talented assassins were unanimously



granted full Mafia crime family status by the other family bosses.

Today, the Sicari have expanded their influence over major crime families in several other major cities including Boston, Chicago, and Los Angeles. FIST considers them to be a major threat because they now pull all the strings when it comes to organized crime in America. With the blatant aid of Super Talents, the Sicari are known to be responsible for the gangland-style executions of several prominent corporate and government leaders who got in the way of Mafia interests in recent years. Finding enough evidence to make charges stick, however, continues to be a problem for law enforcement. Agents at FIST have recently begun to make clever use of CTRA violations to take down otherwise untouchable Mafia dons and their hitmen regardless of whether or not they possess actual Super Talents.

THE FREAKSHOW

Imagine what it would be like to be so physically altered by your Super Talents that you no longer appear human anymore, to the point you only cause fear and revulsion in anyone that sees you. It would be impossible for you to hide out in the open like many other Super Talents manage to do, so your only options would be to either escape to the fringes of society or face permanent confinement in a FIST prison facility. On the run, you would be reduced to living like an animal, always looking over your shoulder for the FIST agents relentlessly on your trail. The isolation would become too much to bear and eventually you would seek out others like yourself.

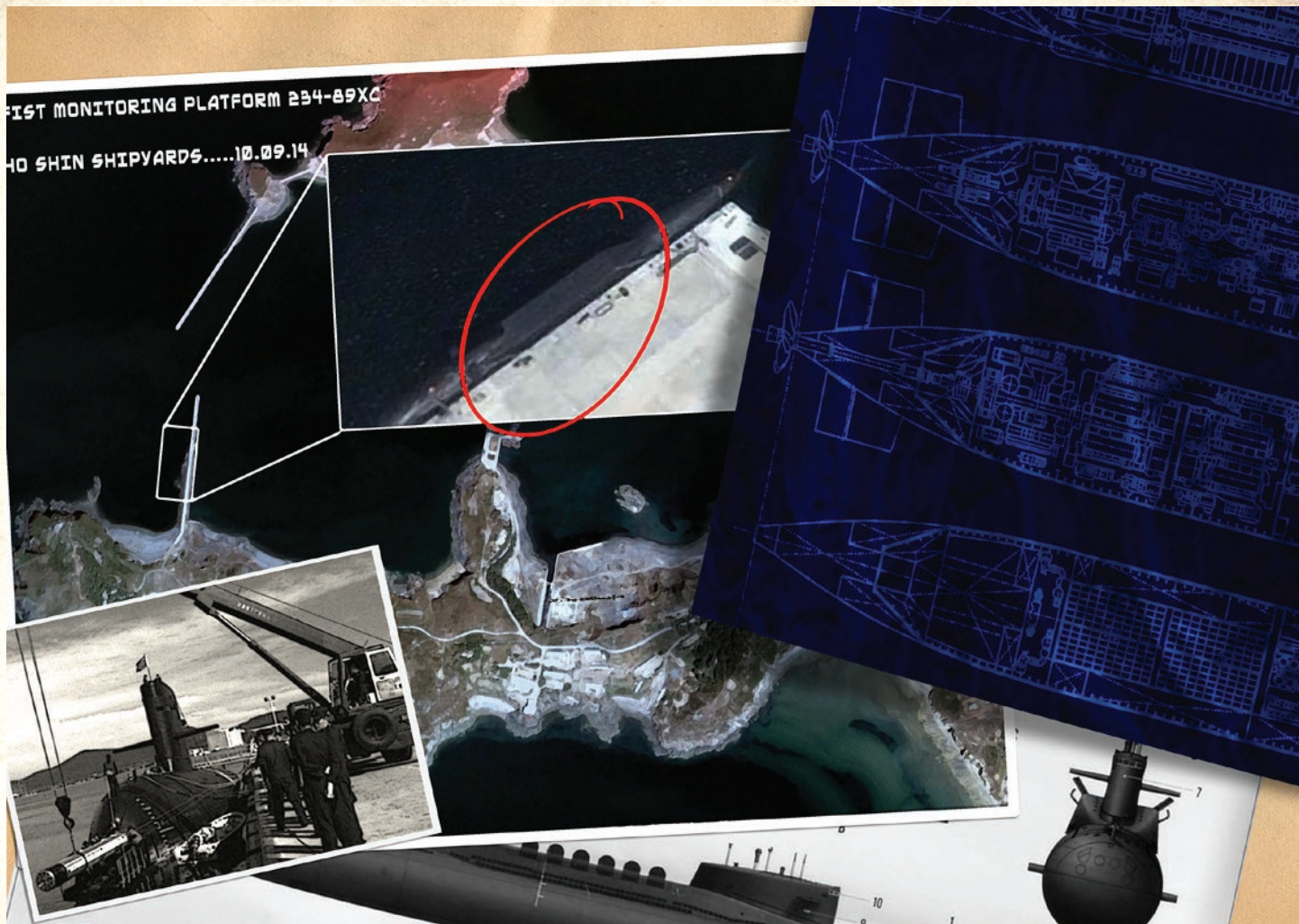
For many years, this is exactly how many of these poor unfortunates existed, the victims of countless government, corporate, and military experiments now tossed aside and rejected by everyone. Some managed to find others like themselves to form isolated communities in abandoned tunnels and desolate woods, far away from prying eyes. They were content to live out their lives in this manner and keep to themselves, staying as far away from the rest of society as possible. Then one cold day in the early spring of 1998, all of that changed beneath the streets of Rochester, New York.

A small community of these severely mutated Super Talented refugees had taken up residence in the

deserted tunnels of an abandoned subway project in the upstate city of Rochester on the shores of Lake Ontario. Perhaps this particular city was just a little too small, or its citizens a little too vigilant, but the tunnel dwellers found it increasingly difficult to go unnoticed by the people living above. With political pressure mounting, the mayor turned to the governor of New York who in turn went to President Clinton for a solution to the growing problem. The President ordered FIST to conduct a raid on the abandoned Rochester subway tunnels to flush out and detain the unregistered Super Talented refugees in violation of CTRA.

As teams of FIST responders and heavy hitters stormed the tunnels, a gas main broke in an unrelated incident causing a small explosion beneath the streets. The FIST agents on site mistakenly took this to mean the Super Talented mutants were armed and had rigged the tunnels with bombs and booby traps. The situation quickly escalated into bloodshed, and only a handful of the Super Talented refugees managed to escape with their lives. Super Talent rights activists tried unsuccessfully to use this incident to condemn the President and FIST, but the citizens of Rochester and beyond were actually pleased that the situation had been finally resolved.

After the tragic events of Rochester, it became clear to the isolated groups of mutated Super Talented refugees that they needed to form an alliance for mutual protection. Calling themselves the Freakshow after the derogatory term used by FIST agents for their kind, they began to form an informal network of communities and establish a modern day underground railroad to help others like them to escape from FIST's relentless persecution. Much of their intercommunication has been made possible by sympathetic members of the Pantheon with whom they share mutual goals. Today, FIST considers the Freakshow a significant threat and continues to pursue them for failure to register under CTRA, but the alliance network has made their job more difficult than ever before.



INTRODUCTORY ADVENTURE: MERCHANTS OF WAR

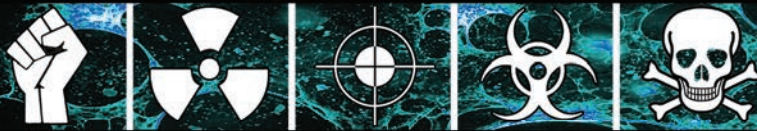
Merchants of War is a two-part adventure designed to introduce the Extreme Earth campaign setting to new players. While this starting adventure was designed as a quick-start for use with the five pre-generated Wolfpack characters found in the previous chapter, it can just as easily be used with four to six original starting level PCs created by the players. The adventure focuses on Extreme Earth's default black ops campaign model and assumes the players will be working for or with FIST. In addition to providing challenging combats, the PCs will also face difficult moral dilemmas while carrying out their mission. In Part One: Assault on Acantilado del Norte, the PCs will attempt to determine the fate of a decommissioned Chinese nuclear sub recently sold on the black market. In Part Two: Into the Cold, the PCs will use the infor-

mation obtained on Acantilado del Norte to prevent a terrorist attack on the United States of epic proportions. The PCs will also have their first up-close-and-personal encounter with operatives from MANTIS, an international terrorist organization hell-bent on world domination!

PART ONE: ASSAULT ON ACANTILADO DEL NORTE

THE BRIEFING

After a lengthy training and familiarity period, the Wolfpack are ready for their first official mission. Their current location is within a FIST safe house facility. They receive the following mission brief via an encrypted video call from Director Nathan Cooper. Cooper is his usual, ever-charming self.



"Good morning, Team. Reports from my training staff indicate you are suitably prepared to undertake your first highly important mission for the agency. I know you are all keen to prove to both myself and the American people that the correct choices were made when you were inducted into the Wolfpack program."

A number of video clips and slides are then shown to the Wolfpack, including satellite images of a naval dockyard. The images show a submarine being stocked and prepared for the sea. Judging from the insignia and uniforms of the naval technicians, the docks are obviously within the People's Republic of China.

"According to FIST intelligence, a decommissioned 09-11 Xia Class Nuclear Sub has been recently sold by the Chinese to an unknown buyer. We are confident that no nuclear weapons are on board however we believe the sub has a fully functioning payload and delivery system. I am sure many of you remember the devastating terrorist attack on Santa Barbara in 1994. We know MANTIS were behind that attack and we have strong evidence that the biological weapons used were fired from out at sea. There is no way in Hell that FIST can allow a similar attack to happen again.

"A well known arms dealer, Carlos de Silva, brokered the deal between the Chinese and an unknown buyer."

(The photograph of de Silva is shown to the Wolfpack.)

"De Silva is your typical millionaire playboy who's made a fortune from selling arms across the world. We are concerned as it is known that he has had previous dealings with MANTIS. It's time this guy was shut down...permanently.

"We believe that de Silva knows the game is up and that he is currently held up on his private island retreat, Acantilado del Norte, which lies 20 miles off the coast of Chile. In light of our current Military campaign in Venezuela and the fact that Chile is a vital ally to the US, we obviously do not want the Chilean government to know



of this mission, hence the reason I have made the decision to send in the Wolfpack.

"Gentleman, the mission is simple: infiltrate the island, get your hands on de Silva and interrogate him to determine who the Chinese sold the sub to. We believe he may have the information stored electronically, probably on a data stick. The island is heavily guarded by de Silva's mercs. There are also unconfirmed reports that he may also have brought in further protection in the form of a Super Talented individual, so be on your guard. You need to shut down any communications on the island that could alert the Chilean armed forces."

(The Island Satellite map is shown to the team.)



Acantilado del norte

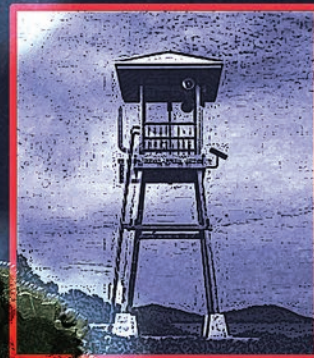
31°29'54.26"S 73°42'47.56"W

HIGH ALTITUDE THREAT TRACKING

E- LIGHT ARMORED VEHICLE



A- SENTRY TOWERS



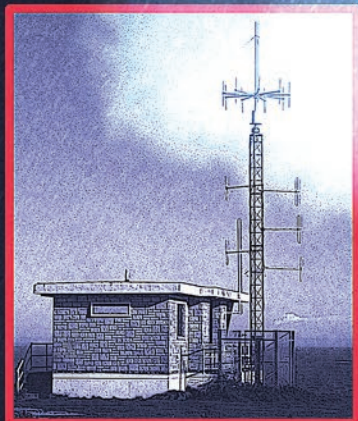
D- ESCAPE ROUTE



C- ESCAPE ROUTE



B- COMMUNICATIONS





Cooper's usual charming and ever-smiling guise suddenly becomes very serious.

"Let me be very clear gentleman, at no time can de Silva be allowed to escape or any Chilean authorities alerted to your mission ... Do not fuck this up or each of you will be sent back to the shit hole that we found you in ... Any questions?"

APPROACHING THE ISLAND

FIST have managed to pick an opportune moment to launch this mission as the island has been plagued by a heavy storm for the past several days giving additional cover to the PCs. Rain storms sweep across the island reducing visibility, and the occasional roll of thunder and accompanying lightning provide distractions to the patrols. The guards themselves, although well paid, are disgruntled by the poor weather and may not be on the peak of alertness, concerned more with getting out of the weather than stopping an attack that is unlikely to happen.

Two days later the Wolfpack are deployed several miles off of the island by the USS Brutus under cover of darkness (providing total concealment up to the island's shores) and use a RHIB (rigid-hulled inflatable boat) to travel the rest of the way. Cutting the motor before they get within earshot of the island and then paddling in is the sensible way to continue although the poor weather helps muffle a lot of sound. The choppy seas require a DC 10 Vehicles roll to navigate the heaving waves. Success means that they manage to stay on course, a single failure means that they drift off course and may find themselves approaching a different part of the island than the landing zone (at the GM's discretion) and two failures mean that a huge wave catches the boat and throws the PCs into the sea requiring them to make a DC 15 Athletics check to swim ashore (See M&M3e, pg. 65 for more info on swimming). A particularly devious GM could use this opportunity to make the mission even more challenging by having various pieces of equipment sink without a trace into the dark water (and grant a hero point to each PC affected).

The main threats the PCs need to avoid as they approach the island are the guard towers (Size: Tiny, Toughness: 9), most likely the one on the west coast. There are four guard towers in all overlooking the complex, each manned by two of de Silva's mercs.

Ambient lighting from the smaller buildings shed enough light to reduce concealment to partial to anyone traveling across the island and the guards constantly sweep the area with spotlights (Environment 3: Light, Area: Cone) in order to find any intruders. Have the guards make a perception check whenever a PC enters within 80ft of a tower (DC 14 +1 per 10ft from the tower to spot anyone not taking any precautions or a DC of a character's Stealth roll +1 per 10ft from the tower if they are. Once spotted, the one guard will sound a loud klaxon that can be heard all over the island and the second will attempt to shoot at the intruder (See the "What happens when the alarm sounds?" sidebar for more information).

LANDFALL

When they finally make it to the shore, the PCs need to decide where to land their craft. Using the recon map, the suggested location is as near to the comms shed as possible but the PCs are free to decide to do otherwise. They will still need to avoid detection from the guard towers mentioned above as lighting in the area of the building combined with the weather provides only Partial Concealment (-2 to any attacks). They also need to be wary of the three four-man patrols that scout the southern island at all times. During the night, each soldier's rifle is fitted with a flashlight allowing them to see for 30ft into the darkness and make perception checks to spot any PC nearby. (DC 12 +1 per 10ft or Vs Stealth +1 per 10ft).

SOUTH ISLAND LOCATIONS

The island's southern end is more military in design than that in the north. Buildings are functional rather than aesthetic, constructed out of whitewashed metal sheets bolted to a prefabricated frame that rattles in the wind and rain. A LED light sits over the door of each building illuminating the area directly outside for 15ft eliminating any concealment bonuses.

S1) Comms Shed (Size: Diminutive, Toughness: 9, Security: 20): The first target that the PCs should hit is the comms shed. A guard is positioned outside and inside it's manned by one technician that is responsible for monitoring the communications on the island and the CCTV feeds from the helipad (S5), jetty (S5) and the wooded area (N4) as well as the IR detection system found there. The comms shed can also make calls to de Silva's contact in the Chilean armed forces



should the alarm be raised.

There are several ways that the communications can be disrupted. Mojo can use his Electrical Control powers to cause a surge in the radio equipment but needs to be inside the shed to do so. The GM could complicate matters by having the lighting outside the shed flicker or fail altogether or having the entire electrical system feed back to the generator and black out the stores and maintenance sheds as well. Both situations should reward a hero point and should alert guards that something is wrong.

A more blatant approach would be to use explosives to destroy the entire shed which would again alert the guards, while a third approach would be to just let Hammer or another character smash up the equipment inside.

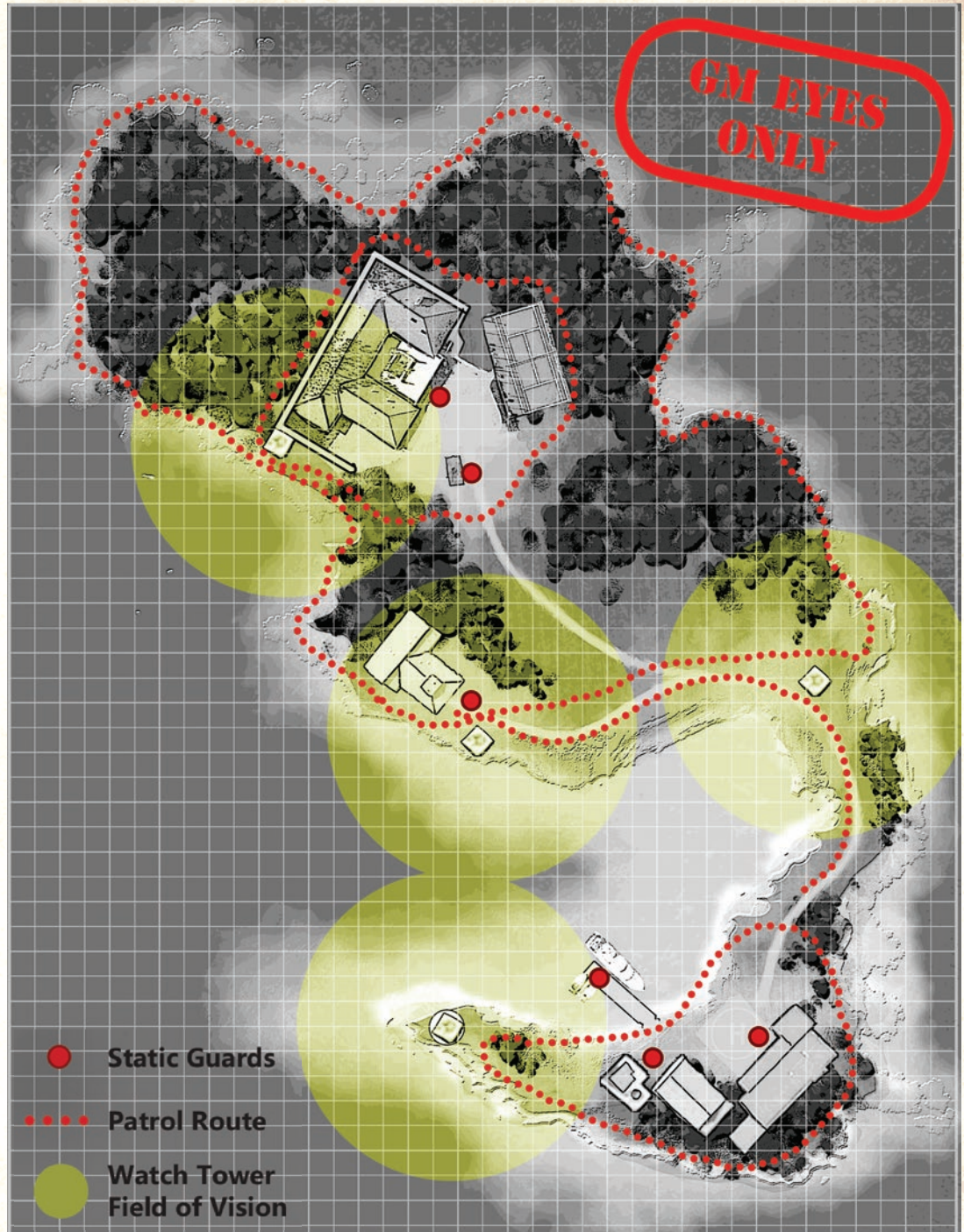
S2) Equipment Stores (Size: Tiny, Toughness: 9, Security: 20):

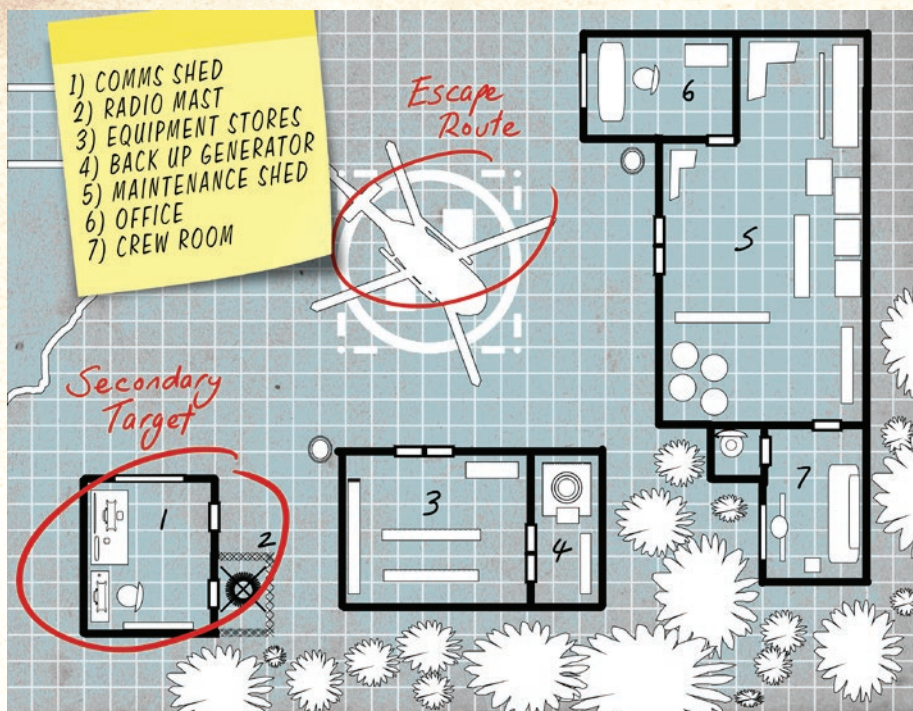
The Stores contain replacement parts for the searchlights, CCTV system, and other non-military items as well as housing the generator for the southern buildings. If Mojo were to use his Electrical Control powers here the feedback would cause the entire southern complex to black out as described above, but the GM shouldn't give a hero point for doing so.

S3) Maintenance Shed (Size: Small, Toughness: 9, Security: 20):

The maintenance shed contains spare

parts for the yacht, Humvee, and helicopter as well as bulbs, circuit boards, etc. needed in the upkeep of the island's other systems. Just inside the door are four fuel cans for each of the various vehicles. If they are used to accelerate any explosive, the damage is increased by 1 rank per can used. When not elsewhere, the island's technician (distinct from the other guards because he is wearing oil stained dungarees rather than the regular uniform) can be found here sitting at





a small camping table nursing a flask of coffee (at the GM's discretion). If questioned, he knows all about the multiple security systems the island deploys (except the hidden panic room at the mansion), as well as any other information the GM thinks pertinent. It is also possible that the helicopter pilot can also be found here sheltering from the rain in the crew room. His knowledge of the island is fairly limited but he may be "persuaded" to fly the PCs off the island when they need to escape. Use standard Guard stats, but armed only with a light pistol for both men except the technician also has Int 2, Technology 12 (+14) while the pilot has Dex 3, Vehicles 12 (+15).

S4) Helipad: The helicopter stationed here is one of the means of escape that de Silva or the PCs may use to escape the island. The PCs will need to decide if they wish to use this route or destroy it in order to stop others from doing so. Flying the helicopter in the stormy weather requires a DC 15 Vehicles check in order to make the journey safely.

Helicopter (Size: H, Strength: 8, Speed: 7, Defense: 6, Toughness: 9)

S5) Jetty: The second means of escape from the island is the large luxury yacht docked at the jetty. A guard post at the end of the jetty has been abandoned by its guard who against orders has taken

refuge on the lower decks of the yacht. It is unlikely he will be alerted by PCs (unless they are being particularly noisy) until they actually board the yacht. Again, the PCs will need to decide whether to use it as a way to get off of the island or destroy it to prevent others from using it. While it is slower than the helicopter, its size and weight mean that a DC 10 Vehicles roll is sufficient enough to pilot it in the storm.

Yacht (Size: H, Strength: 10, Speed: 5, defense: 6, Toughness: 9)

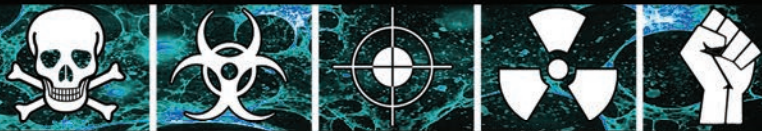
Once the comms shed is destroyed and hopefully one of the escape routes has been decided upon the PCs should make their way to de Silva's mansion at the north of the island.

NORTH ISLAND LOCATIONS

The north of the island is de Silva's private compound where he entertains guests, holds meetings with business contacts and has been his primary hideout for the last eight months. De Silva has recently added a full size tennis court when after a recent health scare a doctor told him he needed more exercise. So far it has been used only twice, with de Silva's mind normally concerned with money, women, cigars, and alcohol rather than his own personal health.

N1) Barracks: The remaining eight members of de Silva's mercs (standard guards) are at rest here waiting for their next patrol. A secured room (DC 20 lock) at the rear of the barracks contains additional equipment including spare rifles, grenades, uniforms, and ammunition. These can be used to replenish lost equipment or aid their infiltration of the island.

N2) Kennels: A side door gives access to kennels where four more of de Silva's genetically engineered hounds are kept ready to rotate with those on patrol. Anyone that the dogs are unfamiliar with approaching this part of the building could possibly start them barking at the intruders. Have the dogs make a DC 10 Perception check with any degree of success mean that the characters have been detected. Should this happen, one guard from the barracks will investigate



the noise but due to the dog's temperamental nature this isn't an unusual occurrence so he will not immediately assume that intruders are the cause.

N3) Humvee: A fairly battered Humvee is stationed outside of the wooded area of the island, sometimes patrolling the road to the south. It is always manned by one driver and one gunner, although it is able to carry a total of five people should the need arise. Its less than perfect status means that it is possible for players to use a hero point to cause the engine to cut out during a chase, or for the GM to award a hero point if the PCs are using the vehicle to escape.

Humvee (Size: H, Strength: 8, Speed: 5, defense: 6, Toughness: 12, 50mm Machine gun: Ranged Multiattack Damage 6)

N4) Wooded Area: A large wooded area covers almost the entire northern end of the island as well as surrounding de Silva's mansion on three sides. A web of IR detection systems crisscross various locations among the trees that are monitored by the comms shed (S1) and the security office in de Silva's mansion. A DC30 perception check is needed to detect the concealed sensors although Gunner can easily make out the beams if he shifts his bionic eye into Infrared or Ultravision. Any beam broken sends a signal to the comms shed and the technician then coordinates the patrols to investigate (this is another reason why the comms shed is the primary target). Without a technician, then any breaking of the system will not be reported leaving both the patrols and the security staff in the mansion unaware of any intruders.

N5) Dog Patrols: Four patrols of a guard and gene-dog check this area at all times. These guards are equipped with night vision goggles rather than the flashlights of the other patrols. Any time the GM decides that the PCs are within detection range (30ft of the guard and gene-dog), have the patrol make a Perception check (DC 12+1 per 10ft) to see if there are able to spot a PC, or versus a PC Stealth check +1 per 10ft if the PCs are attempting to hide. If guided to a location where a PC was spotted, a gene-dog will be able to track a PC on a successful Perception Check. The GM can decide that any detection by a gene-dog won't be called in to other guards until the guard himself has visual confirmation due to the animal's overly-aggressive behavior that causes them to chase

WHAT HAPPENS WHEN THE ALARM SOUNDS?

If at any time, any of these alarms are raised, the island goes on full alert:

- 1) All mercs are sent out to search for and dispatch the intruders; the armored Humvee will provide heavy firepower as needed.
- 2) De Silva will immediately make his way to his Panic Room.
- 3) The Beast will defend de Silva's mansion.
- 4) De Silva's paid allies within the Chilean Navy will be contacted for assistance (hence the reason the comms shed needs to be taken out).

down animals with equal fervor to intruders.

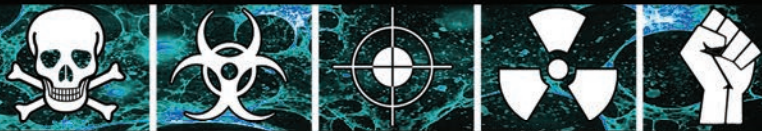
N6) Mansion (Size: Huge, Toughness: 10, Features: Computer, Dock, Grounds, Hangar, Library, Living Space, Panic Room, Power System, Security System 3[DC20]): This three-story red stone building is de Silva's hideaway on the island and his paranoia keeps it well protected. The walls are reinforced concrete (Toughness: 10), all windows are made of bulletproof glass (Toughness: 4), and all doors are locked with electronic keypads (DC 20). Outside, along with the gene-dog patrols, a CCTV camera covers each of the buildings facings and is monitored by a guard in a security room inside the mansion. If the GM decides, it is possible that Mojo can use the electrical charge within these cameras to feedback along the entire security system, knocking out the entire power supply for the mansion.

INSIDE THE MANSION

Ground Floor

1) Courtyard: The courtyard contains a well-groomed garden with a central pool and fountain. The gate is always locked (DC 20) with de Silva and his security officer having the only two keys. The fence itself is made of reinforced steel (Toughness 10).

2) Foyer: Painted in dark yellow and flanked by expensive antique vases that de Silva brought with no knowledge of exactly what they are, it is designed to show a sense of opulence to any visitor or potential client that walks through the door.



EQUIPMENT ON THE FLY

While the Wolfpack and many other PCs are trained military specialists, most players are not and there will likely come a time when an essential piece of equipment has been forgotten and the mission is in jeopardy. To hopefully stop this from happening, players are encouraged to spend points on the Equipment Advantage that do not relate to particular items but rather create a “pool” that can be used on mission at the cost of a hero point when needed. The maximum Equipment points of any piece of equipment is the same as the standard Advantage’s and those points can only be used once until the PC is able to resupply them in any way, or any other time the GM decides is feasible. This means that if a PC needed plastic explosive to take down a bridge and they have an Equipment pool large enough to pay for it (along with the hero point cost) the GM should allow it because the character planned for just this type of situation.

GMs could also allow PCs to add their Equipment points together in order to create a group pool where any character can spend these points as long as the hero point cost is paid and the total doesn’t exceed the points available. Particularly kind GMs may even allow larger items such as helicopters, motorcycles or the like to be placed ready to aid the PCs’ escape due to their precise planning of the mission. A GM will obviously have to be wary of the way these points are spent so they don’t ruin an adventure and of course should feel free to refuse any request made.

3) Dining Room: The dining room contains a large mahogany table with nine matching chairs as well as a large drinks cabinet where bottles of incredibly expensive wine are on display, more as an attempt to impress any guests than to be actually opened and served.

4) Kitchen: De Silva’s housekeeper/cook, the elderly Isa Torres, is here cleaning the appliances after being stuck on the island due to the heavy storm. She is surprised by any PC she sees inside the mansion but is in no way hostile and will comply with any instructions given to her. Her presence in the mansion should cause a quandary for the PCs. Isa is entirely innocent but the PCs are instructed to make sure that no one knows of FIST’s involvement with the mission. While killing her will cause a moral dilemma for some of the PCs, keeping her alive could cause a more catastrophic problem for FIST and the USA. If she is the only one left alive once the PCs leave, eventually one of de Silva’s military contacts will investigate his disappear-

ance and will question Isa as to exactly what happened. Unless the PCs are particularly talkative when they encounter Isa such as announcing they are from FIST, the USA, or even mentioning the name Wolfpack, the Chilean Government will be suspicious of their involvement but will have no concrete proof as to exactly what happened. The GM can expand upon this as they see fit in future adventures.

5) Stores: This large cupboard holds de Silva’s extensive Blu-ray collection as well as a hidden pistol in case the need arises.

6) Security Room: This room is manned at all times by one guard who with de Silva’s constant eye on him knows better than to shirk his responsibility like other guards on the island. The guard rotates shifts with another one from the barracks every four hours in order to keep their vigilance as keen as possible. All CCTV cameras, doors and window locks are monitored from this room, and any tripping of these systems will cause the guard to flip a switch activating a bright red light to flash on the wall alerting de Silva (who can also have the CCTV feeds streamed to his television). The guard can also communicate with the other patrols on the island by radio headset, but the storm has interfered with the quality of these calls.

7) Bathroom: This small bathroom is well decorated with the most up-to-date style and amenities.

8) Stores: This large cupboard contains nothing but towels and bathroom supplies.

9) Lounge: Anyone looking from the outside (or from the inside if they’ve somehow managed to gain entry into the mansion without triggering the many security devices) will find a disgruntled de Silva here watching the Godfather 3 on a 72” 4K HDTV while finishing a third bottle of Carmenere red wine. The same storm that has kept his housekeeper Isa Torres stuck on the island has deprived him of the two prostitutes that were supposed to be there. A huge bookshelf in the northwest corner contains several first editions and other books of interest that de Silva has collected; all of them are unread and are merely props in his attempt to show a sophisticated persona. A heavy pistol is always within de Silva’s reach in this room and he will pick it up as soon as he is made aware of any commotion before heading to his panic room on the



second floor.

Second Floor

10) Landing: The wooden paneled landing of the second floor gives access to the meeting room and office as well as a concealed door to de Silva's panic room. A large upholstered bench sits opposite a huge bulletproof window that has been designed to let in as much sun as possible.

11) Gym: The room would be largely unused if not for The Beast who trains there more out of a sense of routine than necessity.

12) Meeting Room: This large room is where de Silva usually completes his business deals. A large table surrounded by twelve chairs sits at the room's center and a well-stocked drinks cabinet sits between the windows on the far wall.

13) Study: This room is largely unused except when de Silva wishes to try and show a more intellectual side to a client. They largely consist of philosophical works, business studies, history and biographies, but almost every book is unread and being used as a prop.

14) Office: A large antique desk dominates this room expertly ruined by having holes drilled through the top of it to allow a laptop power lead to pass through. The laptop itself contains very little information that the Wolfpack could use as de Silva stores anything important that could be used against him on a flash drive that can be found in the safe inside the panic room. The rest of the office is stocked with books about modern weaponry, and reports from all over the world detailing war zones and uprisings (and therefore potential clients).

15) Bathroom: A small bathroom with all modern amenities.

16) Panic Room (Toughness: 15, Security DC 20): The panic room is accessed from a concealed door off of the landing that requires a DC 15 Perception check to discover. Inside all of de Silva's important information, money (an additional 4 Wealth ranks – value \$150,000 US), and a small quantity of narcotics are kept in a large safe (Toughness: 15, Security DC 20). De Silva also keeps a machine pistol here at all times

along with food and water for just over three days. A small radio routed through the security room allows him to contact the guard downstairs and the comms shed. If both of these are rendered useless it doesn't have enough power or signal to broadcast off of the island.

Third Floor

17) Hallway: This hallway is decorated in garish red wallpaper along with several plants and vases.

18 & 19) Guest Bedrooms: The two servant bedrooms are similar in style to de Silva's own but slightly less opulent. The front facing bedroom is currently being used by Isa Torres and she may be found here rather than the kitchen as determined by the GM. The second bedroom is currently being used by The Beast.

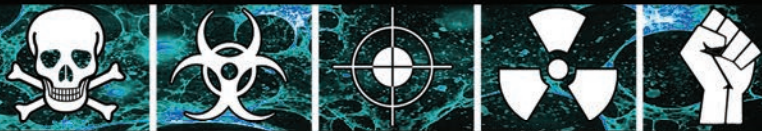
20 & 21) Guest Bedroom: These two bedrooms are used if negotiations wear on and clients decide to stay on the island or if the weather makes travel impossible. They are decorated in the same style as de Silva's with large HDTVs and art, again in an attempt to impress any visitors.

22) Gym: De Silva completed this second gym soon after he began to employ The Beast, but all the exercise equipment again lies unused apart from the hot tub he had put in soon afterwards.

23) Master Bedroom: De Silva's bedroom is stylishly decorated and includes an en suite bathroom, a king-sized bed, wardrobe stocked with hundreds of designer clothes, a 32" HDTV linked to the CCTV, and a red alarm light the same as that found in the lounge. Another heavy pistol is concealed in a drawer in a bedside cabinet.

THE BEAST

Alberto "The Beast" La Bestia is normally found anywhere de Silva is inside the mansion quietly observing and ready to act. At the first sign of trouble (lights going out, alarms sounding or obvious gunshots) The Beast advises de Silva to retreat to the panic room while he searches around. He uses his acute sense of smell first of all to try and detect anything unusual (DC 10+1 per 10ft or distance to the target). Its acute quality means that The Beast will at least be able to determine a vague direction of any intruder. As soon as any trespasser is discovered, he will attack with



extreme ferocity, not stopping until he is killed or knocked unconscious.

QUESTIONING DE SILVA

De Silva's biggest motivation is to stay alive and he will try everything in his power to do so. He may be made to talk with a successful Intimidation check versus de Silva's Will save (+8) but his initial reluctance to answer any questions about the Xia Class Nuclear Submarine will quickly dissipate as soon as he realizes his life might be at risk.

De Silva tells the PCs that although he brokered the sale between the Chinese and the buyer he has no idea who he was working for. He can tell them that the man he met was a Mr. Roman and that the details of the money transfer to the Chinese, along with his commission, can be found among his records on the flash drive. De Silva's business is information, and knowing where a nuclear submarine may be hiding might have proved useful in the future. In fact that information may actually save his life. He was clever enough to place a tracker on the submarine tucked away in the engine room and can provide the PCs with its location.

De Silva will promise anything he is able to obtain in order to survive his encounter with the Wolfpack (information, money etc.). However, if he is set free he soon realizes that the numerous clients he has had over the last few years are unlikely to take his betrayal of their secrets to the US Government well, and his life would surely be at risk if he fulfilled any promises. He drains as many accounts as he is able to and disappears soon afterwards.

Whether de Silva lives or dies should be another moral decision that the GM should try and play up. Although de Silva's promises will be largely ignored, the PCs won't know this at this time and some members of the Wolfpack might see his death as unnecessary since he is more of a middle-man rather than someone who poses a direct threat. Remember that although FIST want assurances that the attack cannot be traced back to the US, most of the Wolfpack members do not want to be under their control. Giving them a new contact that may allow them to do this is something they should consider. The GM should try and encourage this discussion although it could quickly be rendered moot by a bullet from one of the more aggressive members.

THE ESCAPE

With the state of the storm and the distance to any kind of safe haven, the two best means of escape are the yacht and the helicopter (see their entries above for Vehicle check DCs). The GM needs to decide quite how the escape will play out. If the PCs have been particularly stealthy, they may have eliminated any resistance they have encountered and the escape could prove quiet but unexciting. If the GM feels that there hasn't been enough action, he could have one of the guards notice something suspicious and alert the others forcing the PCs to shoot their way off of the island. If the GM plans on doing this he should award each PC with a hero point in order to encourage them to make the escape as dramatic as possible.

CARLOS DE SILVA'S ARMED GUARDS PL 7

Background

Wealthy South American arms dealer Carlos de Silva has in his employ approximately 20 hired mercenaries from around the world to protect Acantilado del Norte, his private island estate off the coast of Chile. These trained soldiers are heavily armed with assault rifles and grenades but possess no Super Talents. Teams of two can be found in the island's four watchtowers at any given time; the remainder will be found patrolling the island by ground. Two of the patrolling guards will be in a light armored Humvee with a mounted heavy caliber (50 caliber) machine gun. Six of the guards will each be accompanied by a genetically modified guard dog. These are all ruthless men loyal to the highest bidder who ask no questions as long as their paychecks clear.

GENETICALLY ENGINEERED GUARD DOGS PL 6

Background

Carlos de Silva owns six genetically engineered guard dogs specifically designed by the American biotechnology firm Gen-Lab to be twice as powerful and more effective than their regular breed counterparts. They were created using the DNA of several guard dog breeds and enhanced with gene sequences from other species including arctic gray wolves, golden jackals, and grizzly bears. The resulting new species possesses greater strength, enhanced hearing, a supe-



rior sense of smell, and develop a loyal bond with their owners and immediate handlers. They are extremely vicious and once they attack a target, they cannot be easily called off. Their genetic enhancement comes with a price, however. The dogs suffer from a very short life span (survive less than three years) and possess an unstable cellular structure that can be disrupted by sonic attacks.

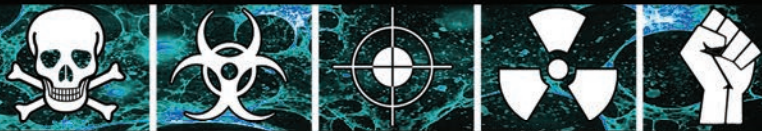
ALBERTO “THE BEAST” LA BESTIA PL 10

Background

Alberto “The Beast” La Bestia is the Super Talented personal bodyguard of wealthy South American arms dealer Carlos de Silva. He was genetically altered with DNA from South American big cats (pumas and jaguars) which made him bigger, stronger (strength equivalent to that possessed by Hammer), faster (runs at speeds up to 60 mph), and tougher (ability to resist taking damage on par with Hammer). The big cat DNA also provides him with enhanced perception and stealth. He also has two retractable claw-like metal blades on each hand which he wields in combat with lightning speed. An intimidating solid gold orb replaces the right eye he lost in a fight many years ago, but it is strictly ornamental “bling”.

Born in Mexico, The Beast was formerly an enforcer for a Mexican drug cartel that paid for his black market DNA enhancement and genetic manipulation. He escaped the Mexican Quarantine Zone that took out his former bosses by fleeing into the jungle where he quickly learned to survive in that environment as well as he did on the urban streets. The Beast became a merc for hire and now works for de Silva. Make no mistake, Alberto La Bestia is the biggest threat to the PCs on Acantilado del Norte. He swaggers with bravado and machismo and is a bit of a sexist pig, a fact Nightshade might be able to use to her advantage...





ARMED GUARDS + GUARD DOGS

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2(5*)	2(2*)	0(2*)	0(0*)	2(3*)	0(-4*)	0(2*)	0(0*)

OFFENSE

Initiative +0 (+2*)

GUARDS

Assault Rifle +6 (Ranged, Damage 5)
Fragmentation Grenade +6 (Burst Area, Damage 5, DC 15)
Knife +6 (Close, Damage 3)
Unarmed, +8 (Close, Damage 2)

GUARD DOGS

Smash Attack +7 (Close, Damage 5)
Take Down +7 (Close, Damage 5)
Bite +7 (Close, Damage 5, Crit on 19-20)

DEFENSE

Dodge: 5 (7*)
Fortitude: 6 (9*)
Parry: 7 (7*)
Toughness: 6 (5*)
Will: 4 (3*)

SKILLS

GUARDS

Athletics 2 (+4), Close Combat: Unarmed 2 (+4), Expertise: Animal Handling 4 (+4), Expertise: Military 4 (+4), Intimidation 2 (+2), Perception 2 (+2), Ranged Combat: Assault Rifle 2 (+2), Ranged Combat: Fragmentation Grenade 2 (+2), Stealth 3 (+3), Technology 2 (+2), Vehicles 4 (+4)

GUARD DOGS

Athletics 6 (+11), Close Combat: Unarmed - Bite 4 (+7), Close Combat: Trip 4 (+7), Deception (+0), Expertise: Tracking 8 (+10), Insight (+2), Intimidation 4 (+4), Perception 4 (+6), Persuasion (+0), Stealth 4 (+6)

ADVANTAGES

GUARDS

Close Attack 4, Equipment 9, Improved Hold, Improvised Weapon, Ranged Attack 4

GUARD DOGS

Improved Trip [No penalty for Trip Action], All-out Attack, Diehard, Improved Disarm, Improved Critical 1 [Crit on Bite on 19-20], Prone Fighting, Takedown 2

POWERS

GUARD DOGS

Stamina Booster drugs: Enhanced Fortitude 5 [Drug regimen in food hyper-accelerates adrenaline for recovery], **Dermal Armor:** Protection 3 [Dermal armor on bones and covering soft areas; Sonic Attacks ignore dermal armor], **Genetically added cat-like reflexes:** Enhanced Dodge 3 [Panther DNA enhances canine reflexes], **Shrew Fighting reflexes enhancement:** Enhanced Parry 2 [Uses bulk to deflect attacks]

Canine Senses: Senses 3 [Low Light vision, Acute Olfactory, Tracking]

Nano-stimulated Strength: Enhanced Strength 3 [Non-Bite damage of 5]

Alt: Reinforced Bite: Damage 3 [Bite-Only damage of 5]

COMPLICATIONS

GUARDS

Asks no questions

Loyal to the money: Da Silva's guards will only endanger themselves as long as it is worth the money they have been paid.

Ruthless Mercenary: Da Silva's Elite Guard are vicious and will pursue opponents until they are killed.

GUARD DOGS

Ferociously loyal to handlers

Short Life Span (less than 3 years)

Unstable cellular structure (vulnerable to Sonic Blast Attacks)

Hard to stop once they attack

Tactical training: Knock opponent down, then Bite

EQUIPMENT

GUARDS

Assault Rifle, Binoculars, Bulletproof Vest, Camo Clothing, Commlink, Flashlight, Fragmentation Grenade, Handcuffs, Knife, Night Vision Goggles

* Guard Dogs

POWER POINTS (GUARDS)

ABILITIES 12 + POWERS 0 + ADVANTAGES 19 + SKILLS 15 (29 Ranks) + DEFENSES 18 = TOTAL 64

POWER POINTS (GUARD DOGS)

ABILITIES 14 + POWERS 22 + ADVANTAGES 8 + SKILLS 17 + DEFENSES 7 = TOTAL 68



THE BEAST

PL 10

STR

8

STA

4

AGL

3

DEX

0

FGT

3

INT

0

AWE

5

PRE

2

POWERS

Claws: Strength-based Damage 1 (Multiattack, Penetrating)

Tough Hide: Protection 4 (+4 Toughness)

Animal Instincts: Senses 1 (Acute: Smell)

Predator's Haste: Speed 5 (Speed: 60 miles/hour, 900 feet/round)

OFFENSE

Initiative +7

Claws +11 (Close, Damage 9 Crit on 19-20)

Unarmed +8 (Close, Damage 8)

DEFENSE

Dodge: 8

Fortitude: 10

Parry: 8

Toughness: 8

Will: 8

ADVANTAGES

All-out Attack, Benefit, Ambidexterity, Close Attack 5, Improved Critical: Claws, Improved Initiative, Move-by Action, Power Attack, Tracking, Uncanny Dodge

COMPLICATIONS

Sexist Male Pig: Alberto is extremely sexist and will normally underestimate the abilities of female opponents.
Swaggering with Bravado and Machismo: Alberto is easy to taunt with a challenge to his manliness.

SKILLS

Athletics 4 (+12), Close Combat: Claws 3 (+6), Deception 5 (+7), Expertise: Nature 4 (+4), Expertise: Streetwise 4 (+4), Intimidation 6 (+8), Perception 8 (+13), Stealth 8 (+11)



POWER POINTS

ABILITIES 50 + POWERS 13 + ADVANTAGES 13 + SKILLS 21 (42 Ranks) + DEFENSES 19 = TOTAL 116



PART TWO: INTO THE COLD

After providing FIST with de Silva's bug frequency, they finally manage to track down the submarine to the northwest coast of Greenland and a Russian-built facility called Deepcore 2. FIST has very little information on Deepcore knowing only that it was built in the mid 1960s as a research facility, but it seems that any further information has been redacted or destroyed by the Russians in the late 1980s.

The real truth about Deepcore 2 is that it was constructed as a home base for the Russians to search for the body of Red Star, a Soviet Era Super Talent presumed dead after a conflict with the US around the icecaps of the Barents Sea in 1963. A number of Deepcore bases were established across the Arctic Circle to search for the Soviet hero's remains. The Russians were partially successful in their hunt

and managed to recover some of Red Star's remains, more than enough for the next step of their plan to create a series of clones of the fallen hero.

Over the next two decades, the Russians grew a series of six clones but none of them developed to the standard set by the original and soon afterward the project was abandoned. The clones were put into stasis in the hope that they could be of use in the future but all documents pertaining to the project were destroyed and the clones were shipped off to another destination. It was only recently that MANTIS rediscovered the base not exactly knowing what secrets it contained. Seeing the base as a perfect "secret facility" that was already equipped to handle a submarine, MANTIS's plan on launching a large EMP warhead against Washington DC could proceed in the next few days. The launch location has been chosen so that it is close enough to the US coast that it would take too



long for any aircraft to intercept the missile's flight before it reached its target.

A few days after returning from de Silva's island, the Wolfpack are transported to the Thule Air Force Base in northwest Greenland and briefed on their mission.

"Okay Wolfpack, you managed to pull off the first part of this operation, let's see if you handle the second half. The USS North Dakota, a Virginia-class fast attack submarine has been diverted from its North Atlantic patrol duties to monitor and intercept any non-US subs found to be leaving the area. You will be on this submarine and from there you will make your way to the Deepcore base and infiltrate the ventilation system found on the surface. Once inside, you are to determine just what MANTIS is planning to do with their submarine, place your four detonation charges in locations where they can do the most damage and then get yourself out of there."

"A direct assault has been put on hold until we can determine just what MANTIS has planned for their submarine. This will only last for three hours from the time you report in that you have reached the base until we are ordered to rain down hell on the bastards and reduce the base to rubble. You best not be there when that happens."

"Hopefully before all this happens, you will be able to determine just what they are up to, eliminate any MANTIS threat, and place charges of your own at key areas of the complex allowing for a more controlled end to this situation."

"So gear up and get ready. Oh and don't forget its cold out there."

At this time, the GM will need to consider what equipment will be made accessible to the Wolfpack using their Equipment pool points. (Cold weather gear and climbing gear should definitely be on the agenda!) The "Equipment on the Fly" rule from the first part of the adventure can also be used during the mission.

ARRIVAL

The USS North Dakota surfaces forty minutes away from the target allowing the Wolfpack to make land-

fall by RHIB (rigid-hulled inflatable boat). The sea is calm but a light snow continues to fall. The GM can make the journey as difficult as he feels necessary by adding half submerged ice flows and other obstacles that require a vehicles test to get the PCs to their destination safely.

Normal access to Deepcore 2 is via submarine on level 3, so the PCs will have to use the alternate route of the air vents. The journey from the landing point to Deepcore is around an hour's walk through deep snow. Arctic weather conditions require a Fortitude check of DC10+1 per previous check to be taken every ten minutes. Proper clothing can reduce this check to once an hour. The first failure renders the character Fatigued, a second Incapacitated and a third reduces the character to dying.

As they PCs get nearer to the base, they see a small patrol of two Cryo Commandos and two MANTIS field technicians inspecting the ventilation system and making sure they are working efficiently. One of the field technicians is working on an iced up vent while his companions look on. The PCs will need to take this patrol down as quickly as possible to stop them from alerting the rest of the base by radio. The GM should be aware that allowing them to do so will make the rest of the raid considerably more difficult as the entire place will be on alert. The GM should award the PCs a hero point if this happens unless it is due to their own mistakes.

The second stumbling block caused by the patrol is that they are due to report in every half hour and sooner or later they will be missed. The GM should decide just how long it has been since their last report and therefore imposing a second deadline. It is suggested that a Cryo Commando should be reporting in just as the PCs arrive allowing them the full time advantage.

GETTING INSIDE DEEPCORE

The ventilation system consists of a series of four 3-foot diameter concrete wells capped by a heated grill. Each one is also guarded by an alarm that detects any tampering (DC 20 to remove), but if the PCs are quick enough to defeat the patrol the alarm system would be down for some time as the field technician was still repairing one of the vents and had already informed security to shut the system down so



needed maintenance could take place. The vent drops down 60 feet before reaching the bottom at the environmental system below (area 8). A PC using climbing gear needs only make two DC 5 Athletics Check while an unprepared one needs to make ten DC 15 Athletics Checks. A fall Inflicts 7 damage at 60 feet reduced by 1 rank for every half of the distance traveled (30, 15 and 6ft) including falling into the fan system below. There is also a chance that a field technician or other enemy may hear any noise made from the fall.

DEEPCORE LEVEL 1

The upper level of Deepcore is mainly used as the residential area of the facility. In order to prevent flooding, the doors are similar to those found on a submarine. Any door that is locked requires a DC 15 Strength check to break through or a DC 20 Technology check to disable the locking device. The doors themselves have a Toughness of 8.

The Slaughter Squad member Spasm can be found here along with the standard MANTIS field techni-

cians.

1) Galley: This fairly unclean galley is where all meals for the Deepcore staff are prepared. The cook, Vitaly Abramov, is ex-Russian military and combat trained although his considerable bulk hampers his skills somewhat. He is usually found moving between here or areas 2 and 3. Any combat taking place here will easily alert anyone in area 3.

2) Kitchen Stores: These stores contain food and ingredients used in the galley.

3) Mess Hall: The mess hall has enough large benches to seat half of the facility's staff. At almost any time of day a small group of soldiers can be found here (usually five) and any sound of fighting will easily carry into areas 2 and 4.

4) Rec Room: A small room separated off of the main mess hall that houses an old 8-bit console, a video recorder and a collection of tapes all left over from the original Russian occupation in the 1980s. There



WHAT HAPPENS WHEN THE ALARM SOUNDS 2?

If the alarm sounds in the Deepcore facility several things will occur. All field technicians and Cryo Commandos in their quarters will gear up and begin to patrol the facility, staying in almost constant radio contact. Spasm and Shadow will begin to patrol levels 1 and 2 while War Dog holds point on level 3. War Dog will stay in contact with the command center at all times in order to track down any intruders. Any PC discovered will be taken to the brig as long as the capture doesn't endanger too many MANTIS agents in the attempt. If it looks like MANTIS may be on the losing side and it is at all possible, field technicians will move the EMP device to the submarine and attempt to escape and stage their attack at another opportunity.

are normally two or three MANTIS field technicians found here along with Spasm when he is not in his own quarters.

The GM should try and emphasize Spasm's mental disability. Spasm has a sense of duty to the Slaughter Squad in that he doesn't want to let his "friends" down but will constantly tell the PCs that he doesn't want to hurt them either. He should be played like a frustrated child that will lash out at any attacker but can possibly be talked to beforehand. Two Degrees of success in a persuasion check will be enough to cause him to pause in his attack as long as no aggressive action is taken against him. If there are still any active MANTIS field technicians nearby, their shout of encouragement will be enough to motivate Spasm to attack.

5) Stores: This large room is the general store for this level. Inside are replacement uniforms, toiletries and other small items.

6) Restroom: These are standard military-style lavatories, basic but functional.

7) Living Quarters: These sparse living quarters contain very little in the way of comfort. Two sets of bunks sit against the far wall and four small cupboards sit at either side. At least half of these are occupied at any one time and if too much noise is made in the corridors outside the occupants are likely to notice.

8) Environmental Systems: The door to this room is

locked (DC 20). This is the entry point into the facility that the PCs are recommended to use. The characters will need to break their way out of the ventilation machinery once they arrive, an easy enough process but potentially a noisy one. Particularly clever PCs may be able to use the vents to their advantage. While the vents that link this room to the lower levels are too small to crawl through, the PCs could use them to deliver smoke or even gas to the lower levels before they enter them. The GM should decide how effective this tactic is but it is recommended that none of the Slaughter Squad should be included as well as a number of guards so as not to make the adventure a walkover.

9) Officers' Quarters: There are three officers' quarters on this level, one for each member of the Slaughter Squad. All three are of military design but the individual members have personalized them somewhat. The northern most room is Spasm's. A table has been placed in one corner that has a collection of coloring pencils and paper on it and various child-like pictures are taped to the walls. A large photograph in a black frame shows Spasm, dated some years back, dressed in wrestling gear holding a championship belt above his head. The glass has been cracked either by a punch or an item thrown against it.

The middle room is Shadow's. A large painting of Mount Fuji hangs on the far wall and a black silk kimono lies across the bed. A frequently used whetstone in a decorative wooden case sits on the corner table.

The southernmost room is War Dog's. Except for a red Soviet flag hanging on the wall, this room is the least decorated of the three. A small pile of weapon and technology journals lay next to the bed and a small tool kit sits on the table.

DEEPCORE LEVEL 2

The stairs to this level are guarded by two Cryo Commandos.

1) Command Center: Two guards stand outside this room and the door is locked (DC20). This room was originally used to coordinate the search for Red Star and is now being used to monitor the submarine as well as handle communications between the various guards in the base. Inside are four MANTIS field



technicians as well as the disgruntled MANTIS base commander, Anders. He is unhappy that he is being overshadowed by the Slaughter Squad because he feels that he can easily handle the current mission. It is also the most common location to find Shadow herself (which appeals to the commander's sense of irony). She sits in a corner chair wishing that she was doing something more active and will virtually leap at the chance to fight the Wolfpack. She is not foolish though and if the battle turns against her she will turn to her smoke form and flee into the air vents either ready to strike again or escape the base completely if too badly injured.

Once the command center has been cleared of opponents, the PCs can use the systems here to cause more problems for the occupants. They can monitor the radios of all the guards in the facility or make a more overt move of sending static over every radio in the base and cutting all communication off between the squads of guards (a DC 15 Technology roll). The command center also has control of the docking mechanism for the submarine. Damaging the controls

here will keep the submarine immobilized so that it cannot escape during the attack. An emergency release can be found on the submarine dock itself (see level 3, area 9 for details).

The third point of interest in this room is the large viewing window. A stray shot or detonation charge placed here will quickly flood any opened rooms. This can be a means of stopping the enemy from reclaiming the command center and any other flooded rooms or as a means to spice up any fight taking place here. The GM should award a hero point if he uses this as a complication during combat. (See the Not Waving But Drowning sidebar.)

2) Weapons Locker: This locked room (DC 20) contains spare ammunition and rifles along with several suits of body armor. Two sets of Cryo Commando gear can also be found here. This is a good location to plant one of the team's detonation charges.

3) Stores: This small storage area is used to hold spares for any vehicle that MANTIS uses in the area,



NOT WAVING BUT DROWNING

In the event that any of the viewing windows are broken on levels 2 and 3, there is a real threat of drowning from the incoming sea water. A character can be swept away just by the sheer force of the incoming water and must make a Strength check versus a DC 10 or be moved as far as a GM sees fit. Rooms exposed to the incoming water should fill at a rate the GM seems reasonable for the size of the leak. Any character forced underwater can begin to drown, being able to hold their breath for 10 plus twice their stamina rounds before having to make a DC 10 Fortitude check. Failing this check renders the character Incapacitated, reduced to Dying one round later. A character cannot recover from these conditions until they are removed from the water. All attacks made underwater also suffer a -2 penalty to the roll.

mainly snowmobiles and half-tracks.

4) Stores: This store is used to keep spares for any electrical or mechanical equipment found in the base. Boxes of spares line the walls while larger pieces sit in the middle of the room still in their packaging.

5) Stores: This store was used to hold equipment used in the nearby laboratory. Very little is left inside except a few dusty pieces of scientific equipment most of which are thirty years out of date.

6) Restroom: Another set of standard military restrooms.

7) Labs: These laboratories were originally used in the attempts to clone Red Star but are currently being used to finalize MANTIS's EMP device. The large warhead sits on a crane that is ready to move into the submarine when necessary and it is being attended by a team of three MANTIS field technicians. Should the PCs activate the device within Deepcore 2, every electrical system in the base would shut down including Gunner's and War Dog's Cybernetics and would remain so until they are repaired. Any nearby character would also suffer a Damage 8 effect from the concussive force. This is not advised.

8) Medical Bay: This room contains medical equipment for the facility and is staffed by one doctor (use normal guard stats). Using the facility allows any hero to heal one ongoing condition or one level of damage for free.

9) Quarantine: Six large stasis pods are placed around the edges of this room each one covered in a thick layer of dust. The room has largely been ignored by MANTIS but one point of interest still remains: the tattered hammer and sickle-emblazoned red cloak of Red Star in a display case. If the characters report this, FIST will be able to determine that the Russians were at least successful in recovering Red Star's body all those years ago.

10) Brig: Behind this locked door (DC 20) are three small cells where any captured Wolfpack member will be held prisoner. Each cell is slightly stronger than the surrounding walls (Toughness 15) but with similar locks as the outer door. A Cyro Commando will always be stationed on guard here if any PCs are captured.

DEEPCORE LEVEL 3

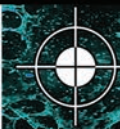
Two Cryo Commandos stand guard in the stairwell to this level. The doors on this level are of a different design than the rest of the base, similar to that found on a submarine in order to prevent flooding. Any door that is locked requires a DC 15 Strength check to break through.

1) Nuclear Reactor: The door to the nuclear reactor room is locked (Lock DC 30). This deactivated reactor was used to power the facility when the Russians originally used it back in the 1980s. The reactor is fully decommissioned and no longer poses a danger to anyone.

2) Reactor Control: This heavily fortified room (Toughness 15) holds the controls for the nuclear reactor. From here the door to the reactor can be opened and locked. This room is largely ignored by MANTIS soldiers as they would rather avoid radioactive poisoning, even though the danger is no longer present.

3) Diesel Generator: This room holds a large noisy diesel generator that MANTIS is using to power the facility. If this is either shut down or destroyed the entire facility will go dark until the emergency lighting kicks in (-5 to attacks in darkness, -2 to attacks in emergency lighting). This will obviously warn the base that something is wrong, but it is unlikely that the PCs have managed to get this far without alerting anyone.

4) Workshop: This workshop is used to make repairs



on any of the two MANTIS submarines' systems. It contains numerous tools and equipment spread over the workbenches.

5) Airlock: This small airlock separates the base from the submarine umbilical. The safety system means that it is only possible to open each door after the first door has been locked and sealed and a three minute cycle has passed. A DC 15 Strength check allows a character to break the doors and forgo the three minute wait.

6) Diving Stores: This room contains ten suits of aquatic diving gear converted to cope with the cold temperatures by adding heating filaments to them. The PCs can use this equipment to aid their escape from Deepcore should the need arise.

7) Mechanical Stores: This room contains parts and spare tools for use in the workshop. The east wall has a large rack of shelving with hundreds of different components on them.

8) General Stores: This general store lays largely empty and covered with thick dust as it hasn't been used since the Russian occupation of the base.

9) Sub Umbilical: This retractable tube connects the airlock to the submarine.

10) Submersible Pool: This huge room is home to a small maintenance submarine that is the best way for the PCs to escape from the base once they have set their charges. The room is manned by four MANTIS field technicians, two Cryo Commandos and the Slaughter Squad member War Dog who will attempt to stop any PCs from getting to the submarine. War Dog himself is devoted to MANTIS and is unlikely to back down from any challenge, even if it means his own death. If he can take a few of the Wolfpack with him all the better. This room also has a viewing window similar to the command center (level 2, area 1) that can provide the same complications during any combat taking place here.



Once the combat has concluded, the PCs are able to place their remaining charges. At least one charge should be placed on MANTIS's 09-11 Xia-class nuclear submarine itself. Once this is done, the PCs are free to attempt an escape using the smaller maintenance submarine or diving gear.

Piloting the maintenance sub requires a DC 15 Vehicles check while escaping with the diving gear requires a DC 15 Athletics check. The GM should try and make the escape as dramatic as possible: as the explosion rips through the base, debris should fly toward the escaping PCs narrowly missing them. Anyone unfortunate enough to be caught in the blast should make a DC 20 Dodge roll or suffer a rank 10 Damage effect.

THE DEBRIEF

If the PCs are successful in their mission, they are called up before Nathan Cooper a few days later.

"So it seems that we weren't wasting our time after all. Not only did you manage to rob MANTIS of several key operatives you also put a stop to an attack that may have caused the deaths of hundreds of people. I'd say the Wolfpack project was a success and you all have a bright future of visiting as many hell holes and shitty situations as we can get you into. Give yourselves a pat on the back and get out of here. Dismissed."

ADVENTURE NPC'S

MANTIS FIELD TECHNICIANS - PL 5

Background

Field technicians can be found in every MANTIS facility around the world. While field technicians are trained in combat they are not professional soldiers; their area of expertise relies more on their technology backgrounds. Most are loyal to MANTIS but their wills are not unbreakable. There are 24 MANTIS field technicians currently stationed at Deepcore 2. Each is fully outfitted for the arctic environment, but these stat blocks can be used for future adventures featuring MANTIS operatives and locations.

MANTIS CRYO COMMANDOS - PL 7

Background

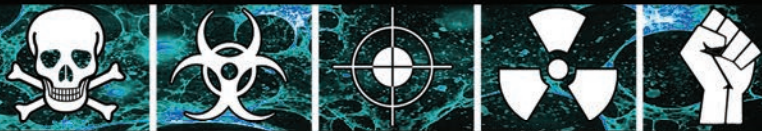
The Cryo Commandos are MANTIS's highly specialized professional winter soldiers. They wear light body armor and military-grade snowsuits that make them resistant to effects of cold temperatures and climates. They are highly loyal to MANTIS and are not easily broken. Cryo Commandos are highly trained in martial arts and military tactics and are armed with high tech weapons that utilize liquid nitrogen. Their liquid nitrogen throwers are similar to flamethrowers and cause cold burn damage. The tanks of liquid nitrogen they carry on their backs, however, can be cumbersome and vulnerable to counterattack. They also carry liquid nitrogen charges which do less physical damage but instead entrap and ensnare opponents by freezing them in place to hinder their movement. Some MANTIS Cryo Commandos have been known to possess innate Super Talents.

JIMMY LEE HAYWOOD (CODENAME: SPASM) - PL 10

Background

Before being recruited by MANTIS, Jimmy Lee Haywood was a professional wrestler from Kentucky. All his life he had been slow, both mentally and physically, and possessed a child-like quality. Wrestling was one of the few things he was ever good at, and it brought him a great sense of accomplishment when he became a WWF superstar. Then one day his world came to an end when his Super Talent manifested itself on live television. He watched in horror as his simple touch caused his opponent's cells to degenerate and break down into a bloody, spasmodic mess on the mat. He let out a loud wail as the same thing happened next to the referee who was trying to pull him away from the match.

Jimmy Lee soon realized that his mere touch brought death and took to wearing gloves to prevent hurting anyone else with what he called his "Death Hold" which was constantly active. FIST quickly took notice of the potential threat the former pro wrestler presented to the public, but before they could bring him in, MANTIS operatives managed to recruit him with promises of protection and a potential cure. The cure never came, and his recruiters have since coerced him



into using his Death Hold and exceptional strength for their own ends as a member of a MANTIS Slaughter Squad. Jimmy Lee Haywood aka Spasm feels he has nowhere else to go and reluctantly follows their orders. Nevertheless, he is deeply troubled at the prospect of having to hurt anyone. The PCs will be presented with a difficult moral quandary when they are confronted with a developmentally challenged individual who is clearly being used by MANTIS and doesn't seem happy having to hurt other people including themselves.

MAYUMI TANAKA (CODENAME: SHADOW) – PL 10

Background

Born in Kyoto, Mayumi Tanaka was a Yakuza assassin for the Tsukasa-gumi family syndicate before joining MANTIS and becoming a Slaughter Squad member. Covered in traditional Yakuza full body tattoos, she is a master Japanese swordsman and martial artist, preferring the katana and Jiu-Jitsu respectively. Her innate Super Talent allows her to transform into black smoke, but she must concentrate to remain in this gaseous state and cannot fight while in this form. The ability is enough to let her infiltrate (or escape) a room by passing through cracks in walls, vents etc. She would not be invisible in this form unless in total darkness or hidden in shadows.

Mayumi Tanaka aka Shadow joined MANTIS because it was the safest place in the world to hide after betraying her kumicho (the supreme head of her Yakuza family) who placed a high price on her head. She is still looking over her shoulder though, for as the traditional Japanese proverb goes, "old sins cast long shadows." In combat she is cruel and merciless to those she considers unworthy, but would welcome a suitable challenge from another swordsman and approach such a contest with honor. For now, Shadow relishes her role in MANTIS while stoically waiting for her past to inevitably catch up with her.

REZAR VESELI (CODENAME: WAR DOG) – PL 10

Background

The leader of the Slaughter Squad stationed at Deep-core 2, Rezar Veseli aka War Dog is a former Russian soldier turned mercenary. An Albanian national, Veseli was severely injured in combat during the Soviet war in Afghanistan in the 1980s. With all of his limbs gone, he was chosen for the Soviet Cybernetic Soldier program and outfitted with bionic arms and legs. These cybernetics were state of the art at the time, but are now obsolete and look artificial and mechanical. With the fall of the Soviet Union and the end of the Cold War, he became a war relic rejected socially and politically by the changing world around him. War Dog's cybernetics need constant (and expensive) specialty repair, so he eventually signed up with MANTIS, seeing this as his only viable option for survival in the modern world.

War Dog's Soviet era cybernetics may look crude by today's standards and lack modern nanotechnology but are nevertheless strong and resilient. Still, these early cybernetics would never allow him to pass as normal on the street. His left bionic arm is mounted with a flamethrower and heavy machine gun attachment. He is capable of running at speeds of up to 40 mph using his bionic legs. A seasoned soldier of the Soviet Red Army in his mid 50s with years of military training and combat experience under his belt, what War Dog offers MANTIS is truly more than the sum of his parts. There is an old Albanian saying, "work like a slave and eat like a gentleman." War Dog knows you have to adapt to survive.

SCOPE
DESIGNING THE FUTURE



MANTIS FIELD TECHNICIANS

PL 5

STR

0

STA

0

AGL

1

DEX

2

FGT

4

INT

3

AWE

0

PRE

0

OFFENSE

Initiative +1

Light Pistol, +7 (Ranged, Damage 3)

Unarmed, +6 (Close, Damage 0)

DEFENSE

Dodge: 4

Fortitude: 2

Parry: 4

Toughness: 4

Will: 4

ADVANTAGES

Equipment 3

LANGUAGES

Native Language

SKILLS

Athletics 4 (+4), Close Combat: Unarmed 2 (+6), Expertise: Technician 4 (+7), Insight 2 (+2), Investigation 2 (+5), Perception 6 (+6), Ranged Combat: Light Pistol 5 (+7), Technology 6 (+9), Vehicles 6 (+8)

EQUIPMENT

Bulletproof Vest, Commlink, Flashlight, Light Pistol, Toolkit (Basic)



POWER POINTS

ABILITIES 20 + POWERS 0 + ADVANTAGES 3 + SKILLS 19 (37 Ranks) + DEFENSES 9 = TOTAL 51



MANTIS CRYO COMMANDOS

PL 7

STR

2

STA

2

AGL

0

DEX

2

FGT

6

INT

0

AWE

0

PRE

0

POWERS

Battle Armor (Removable) Immunity 5 (Damage Effect: Cold); Protection 3 (+3 Toughness)

Cryo Grenade (Easily Removable) Affliction 6 (Linked; 1st degree: Hindered, 2nd degree: Immobile, 3rd degree: Incapacitated, DC 16; Alternate Resistance (Dodge), Increased Range: ranged); Burst Area Damage 3 (Linked; Burst Area: 30 feet radius sphere, Increased Range: ranged)

Liquid Nitrogen Thrower (Removable) Ranged, Damage 6)

OFFENSE

Initiative +1

Cryo Grenade +8 (Affliction 6, DC 16; Burst Area, Damage 3)

Liquid Nitrogen Thrower: +8 (Ranged, Damage 6)

Unarmed +6 (Close, Damage 2)

DEFENSE

Dodge: 8

Fortitude: 7

Parry: 6

Toughness: 5

Will: 5



ADVANTAGES

Favored Environment: Snow, Improved Initiative, Ranged Attack 6

SKILLS

Expertise: Arctic Survival 4 (+4), Expertise: Military 4 (+4), Technology 4 (+4), Vehicles 4 (+6)

POWER POINTS

ABILITIES 24 + POWERS 29 + ADVANTAGES 8 + SKILLS 8 (16 Ranks) + DEFENSES 18 = TOTAL 87



SPASM

PL 10

STR

7

STA

5

AGL

0

DEX

0

FGT

8

INT

-2

AWE

-2

PRE

-2

POWERS

Death Touch: Cumulative Affliction 10 (1st degree: Impaired, 2nd degree: Disabled, 3rd degree: Incapacitated, Resisted by: Fortitude, DC 20; Cumulative; Permanent)

OFFENSE

Initiative +0

Death Touch +10 (Cumulative Affliction 10, DC20),
Unarmed +10 (Close, Damage 7)

DEFENSE

Dodge: 5

Fortitude: 10

Parry: 12

Toughness: 5

Will: 3

ADVANTAGES

Chokehold, Close Attack 2, Improved Disarm, Improved Grab, Improved Hold, Power Attack, Weapon Bind

COMPLICATIONS

Child-like mentality, Doesn't like hurting people

SKILLS

Athletics 3 (+10), Intimidation 6 (+4)



POWER POINTS

ABILITIES 28 + POWERS 40 + ADVANTAGES 8 + SKILLS 5 (Ranks 9) + DEFENSES 19 = TOTAL 100



SHADOW

PL 10

STR

1

STA

3

AGL

3

DEX

0

FGT

8

INT

0

AWE

2

PRE

0

POWERS

Alternate Form (Gaseous) Flight 1 (Speed: 4 miles/hour, 60 feet/round; Concentration), Immunity 4 (Critical Hits, Suffocation [All]), Insubstantial 2 (Gaseous; Absent Strength, Concentration)

OFFENSE

Initiative +7

Sword +16 (Close, Damage 4 Crit on 19-20)

Unarmed +16 (Close, Damage 1)

DEFENSE

Dodge: 8

Fortitude: 7

Parry: 8

Toughness: 5/3

Will: 6

ADVANTAGES

Accurate Attack, Defensive Attack, Defensive Roll 2, Equipment 1, Improved Critical: Sword, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Move-by Action, Weapon Break

COMPLICATIONS

Always looking over her shoulder Waiting for her Yakuza past to catch up with her

SKILLS

Acrobatics 4 (+7), Athletics 3 (+4), Close Combat: Sword 8 (+16), Close Combat: Unarmed 8 (+16), Deception 4 (+4), Expertise: Streetwise 4 (+4), Perception 4 (+6), Stealth 8 (+11)

EQUIPMENT

Sword



POWER POINTS

ABILITIES 34 + POWERS 12 + ADVANTAGES 13 + SKILLS 22 (43 Ranks) + DEFENSES 13 = TOTAL 94



WARDOG

STR

7

STA

3

AGL

2

DEX

2

FGT

4

INT

0

AWE

2

PRE

4

POWERS

Cybernetic Arms: Enhanced Strength 5 (+5 STR)**Flamethrower Attachment:** (Array)

- Flamethrower Cone: Cone Area Blast 6 (DC 21, Cone Area: 60 feet cone)
- Flamethrower Line: Line Area Blast 6 (Alternate; DC 21; Line Area: 5 feet wide by 30 feet long)
- Machinegun Attachment: Blast 5 (Alternate; DC 20; Multiattack)

Cybernetic Legs: Speed 2 (Speed: 8 miles/hour, 120 feet/round)**Sub-dermal Armor:** Protection 2 (+2 Toughness)

OFFENSE

Initiative +2

Flamethrower Cone: (Cone Area, Ranged, Damage 6, DC 21)

Flamethrower Line: (Line Area, Ranged, Damage 6 DC 21)

Machinegun Attachment +14 (Ranged, Damage 5)

Unarmed +8 (Close, Damage 7)

DEFENSE

Dodge: 6

Fortitude: 11

Parry: 6

Toughness: 5

Will: 7

ADVANTAGES

Benefit, Security Clearance: Choose Clearance, Improved Smash, Leadership

COMPLICATIONS

Cybernetics need constant (and expensive) specialty repair War relic from another era rejected by the modern world

SKILLS

Athletics 4 (+11), Close Combat: Unarmed 4 (+8), Deception 4 (+8), Expertise: Military 8 (+8), Intimidation 4 (+8), Perception 4 (+6), Ranged Combat: Guns 12 (+14), Technology 8 (+8), Vehicles 4 (+6)



POWER POINTS

ABILITIES 38 + POWERS 34 + ADVANTAGES 3 + SKILLS 26 (52 Ranks) + DEFENSES 19 = TOTAL 120

THANK YOU FOR EXPLORING THE WORLD OF EXTREME EARTH!

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The Blacklist Files: Each PDF in this series will feature a fully detailed NPC straight from FIST's Most Wanted Super Talented Fugitives list complete with stat block and will include plot hooks and suggestions for introducing the featured character into your Extreme Earth campaign.

Enemies of the State: This Extreme Earth campaign setting supplement will explore both MANTIS and the Pantheon in further detail and include new NPCs and campaign options.

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We look forward to hearing from you!

NEW MEXICO

6 months ago

ANGELS & DEMONS

ART/SCRIPT: JON GIBBONS

EDITED: JOE BARDALES



DAMN HEADACHES ARE CRUCIFYING, I NEED TO BE AT 100% WITH THE NEXT ONE, IF HE SENSES ANY FORM OF WEAKNESS HE WILL BE SERIOUS TROUBLE IN THE LONG TERM.



THIS PLACE WAS BUILT UNDER THE CARTER ADMINISTRATION IN THE EARLY '80S. IT USED TO BE A NUKE SILO BACK IN THE DAY BUT THE INSTANT SUNSHINE HAS LONG GONE.

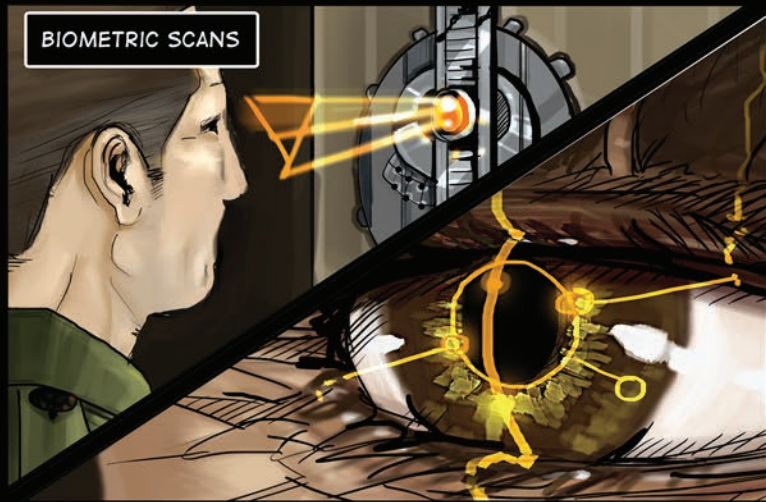
AT THE LAST COUNT OVER 250 INMATES WERE UNDER LOCKDOWN, MOST OF THEM WILL BE LUCKY TO WALK OUT OF HERE AS FREE MEN.

GROUND LEVEL IS MOSTLY ADMIN AND SECURITY, THINGS GET TOUGHER THE DEEPER YOU GO...

500 FEET DOWN IS ONE OF THE LARGEST AND MOST CLASSIFIED RED CENTERS ON THE PLANET. SPENT A LITTLE TIME HERE MYSELF DURING POST-TRAUMA REHABILITATION.



BIOMETRIC SCANS



SUBDERMAL SCANS



PSIONIC SCANS TO MEASURE SURFACE THOUGHTS AND INTENTIONS



I'M MET BY THE RESIDENT BIG BRAIN. DOCTOR SPERNER FLED EAST GERMANY IN THE SIXTIES AFTER SOME KIND OF MEDICAL SCANDAL. HE NOW RUNS THE RESEARCH FACILITY UNDER SCOPE* KIND OF REMINDS ME OF A MINI-MENGELE.

SO DOC,
HOW'S OUR BOY?

I'M SURE THAT THE SIX
AGENTS HE SENT TO THE
HOSPITAL FEEL HIS
PAIN DOC.

REMARKABLY WELL, DANIEL,
CONSIDERING THE PHYSICAL
ABUSE RECEIVED AT THE HANDS
OF HIS CAPTORS.

HE'S A TROUBLED YOUNG
MAN. VIOLENCE IS SOMETIMES
THE ONLY WAY OUT, SOMETHING
I WOULD HAVE THOUGHT YOU
WOULD UNDERSTAND.

* SCIENTIFIC OPERATIONS

I'M A SOLDIER,
HE'S A CRIMINAL...

AND BEFORE YOU
START WITH YOUR
SAGE-LIKE BULLSHIT,
IT'S NOT THE SAME.

I'M NOT
ARGUING WITH YOUR
RHETORIC DANIEL...

...YOU SEEM TIRED.
ARE YOU KEEPING UP WITH
YOUR IMMUNOSUPPRESSANT
REGIME? I KNOW THE SIDE
EFFECTS ARE SEVERE BUT
IT'S IMPERATIVE THAT
YOU TAKE YOUR
MEDICATION.

I'M FINE. CAN WE
STOP THE CARING DOCTOR
ROUTINE AND GET BACK
TO BUSINESS? IS HE
CAPABLE OF FOLLOWING
ORDERS?

I BELIEVE SO. HE HAS
SOME RATHER EXTENSIVE
MENTAL HEALTH ISSUES, BUT
OUR PSYCHOLOGICAL PROFILE
INDICATES A YEARNING FOR
GUIDANCE STEMMING FROM
AN UNPLEASANT CHILDHOOD
RELATIONSHIP WITH
HIS FATHER.

I'M NOT HERE TO PLAY DADDY.
WHAT ABOUT THE COLLAR?

HOW MUCH DOES HE KNOW?

FULLY FUNCTIONAL.

VERY LITTLE. HE'S TRIED TO REMOVE IT A FEW
TIMES SINCE THE PROCEDURE WITH ZERO SUCCESS.
MY COLLEAGUES AT THE NANO-MATERIAL DIVISION
HAVE DONE A FANTASTIC JOB. THE DEVICE
IS PRETTY MUCH INDESTRUCTABLE.

AND ME?

HE KNOWS HE IS TO SEE A
VISITOR AND THAT IT IS ABOUT
GOVERNMENT WORK,
NOTHING ELSE.

HAMMER HAS BEEN IN LOCKDOWN SINCE HIS ARREST THREE MONTHS AGO. HIS FILE READS LIKE A PSYCHIATRIST'S WET DREAM: PARANOIA, SCHIZOPHRENIA, PSYCHOTIC URGES...

...THE GUY'S A BUNDLE OF FUN, BUT I NEED THE EXTRA MUSCLE FOR THE TEAM.

HELP ME!
I SHOULDN'T
BE HERE...

WIMPER...

HEY DOC. WHERE'S
MY MEDS? I NEED
MY MEDS!

DOC, GET YOUR
MEN TO CLEAR THE
AREA. I NEED TO SPEAK
WITH HIM ALONE.

I ALSO
NEED FULL ACCESS
CONTROL TO THE
LASER FIELD.

SIGH... VERY WELL
DANIEL. I SUPPOSE
I AM ALSO TO BE
ABSENT FROM YOUR
DISCUSSIONS?

THAT'S RIGHT DOC...
HAVEN'T YOU GOT A
MONKEY TO DISSECT
SOMEWHERE?

ALWAYS A PLEASURE,
DANIEL. PLEASE TRY TO NOT
DESTROY ANYTHING.

SO WHO ARE
YOU, FUCKER...?
G.I. JOE?



I'M THE 'FUCKER' WHO CAN GET YOU OUT OF HERE.

DROP THE HARDMAN ROUTINE OR I GET UP AND WALK. THERE ARE PLENTY OF OTHER MEATHEADS I CAN TALK TO.



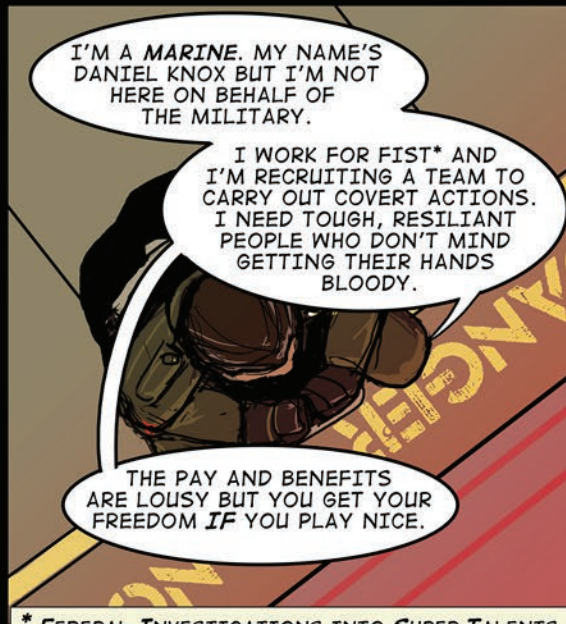
NOW, NOW THOMAS. REMEMBER WHAT WE TALKED ABOUT.

STAY CALM AND LISTEN TO THE NICE MAN. WE DON'T WANT HIM GETTING ANGRY. WE ARE IN ENOUGH TROUBLE AS IT IS.



SO WHAT DOES THE ARMY WANT WITH ME?

I AIN'T PUTTIN ON ANY FUCKING UNIFORM



I'M A MARINE. MY NAME'S DANIEL KNOX BUT I'M NOT HERE ON BEHALF OF THE MILITARY.

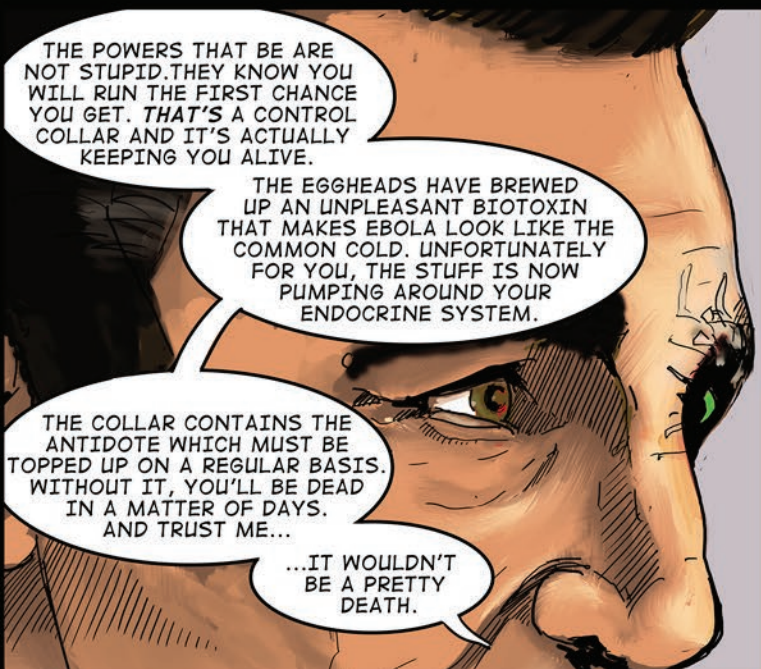
I WORK FOR FIST* AND I'M RECRUITING A TEAM TO CARRY OUT COVERT ACTIONS. I NEED TOUGH, RESILIENT PEOPLE WHO DON'T MIND GETTING THEIR HANDS BLOODY.

THE PAY AND BENEFITS ARE LOUSY BUT YOU GET YOUR FREEDOM IF YOU PLAY NICE.

* FEDERAL INVESTIGATIONS INTO SUPER TALENTS



WHAT ABOUT THIS? THING'S LOCKED TIGHT. I KNOW THE BASTARDS HAVE DRUGGED ME.



THE POWERS THAT BE ARE NOT STUPID. THEY KNOW YOU WILL RUN THE FIRST CHANCE YOU GET. THAT'S A CONTROL COLLAR AND IT'S ACTUALLY KEEPING YOU ALIVE.

THE EGGHEADS HAVE BREWED UP AN UNPLEASANT BIOTOXIN THAT MAKES EBOLA LOOK LIKE THE COMMON COLD. UNFORTUNATELY FOR YOU, THE STUFF IS NOW PUMPING AROUND YOUR ENDOCRINE SYSTEM.

THE COLLAR CONTAINS THE ANTIDOTE WHICH MUST BE TOPPED UP ON A REGULAR BASIS. WITHOUT IT, YOU'LL BE DEAD IN A MATTER OF DAYS. AND TRUST ME...

...IT WOULDN'T BE A PRETTY DEATH.



WHAT DID I TELL YOU, TOMMY BOY? THEY'RE TRYING TO SHAFT YOU. YOU DON'T HAVE TO PUT UP WITH THIS GUY'S 'HEARTBREAK RIDGE' BULLSHIT. YOU DON'T NEED ANY TEAM. IT'S YOU AND ME BIG GUY.

HIS MIND'S WANDERING ALL OVER THE PLACE. I NEED TO KEEP HIM ON TRACK. LET HIM THINK HE STILL HAS OPTIONS.



THE AGENTS WHO ARRESTED YOU CONFISCATED ALL OF YOUR GEAR. YOUR HAMMER, CIGARS AND ZIPPO. DON'T YOU WANT THEM BACK?.



THAT'S MINE SOLDIER BOY. PRETTY BRAVE AIN'T YA WITH ME LOCKED DOWN TIGHTER THAN A CAMEL'S ASS IN A SANDSTORM.



IF YOU WANT IT, COME AND GET IT. CONTROL...

...DEACTIVATE LASER DEFENSE FIELD.

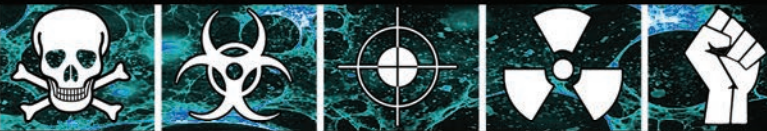
**WARNING...
CELL SECURITY
DEACTIVATED.**



YOU'RE A FUCKING DEADMAN!



TO BE CONTINUED....



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