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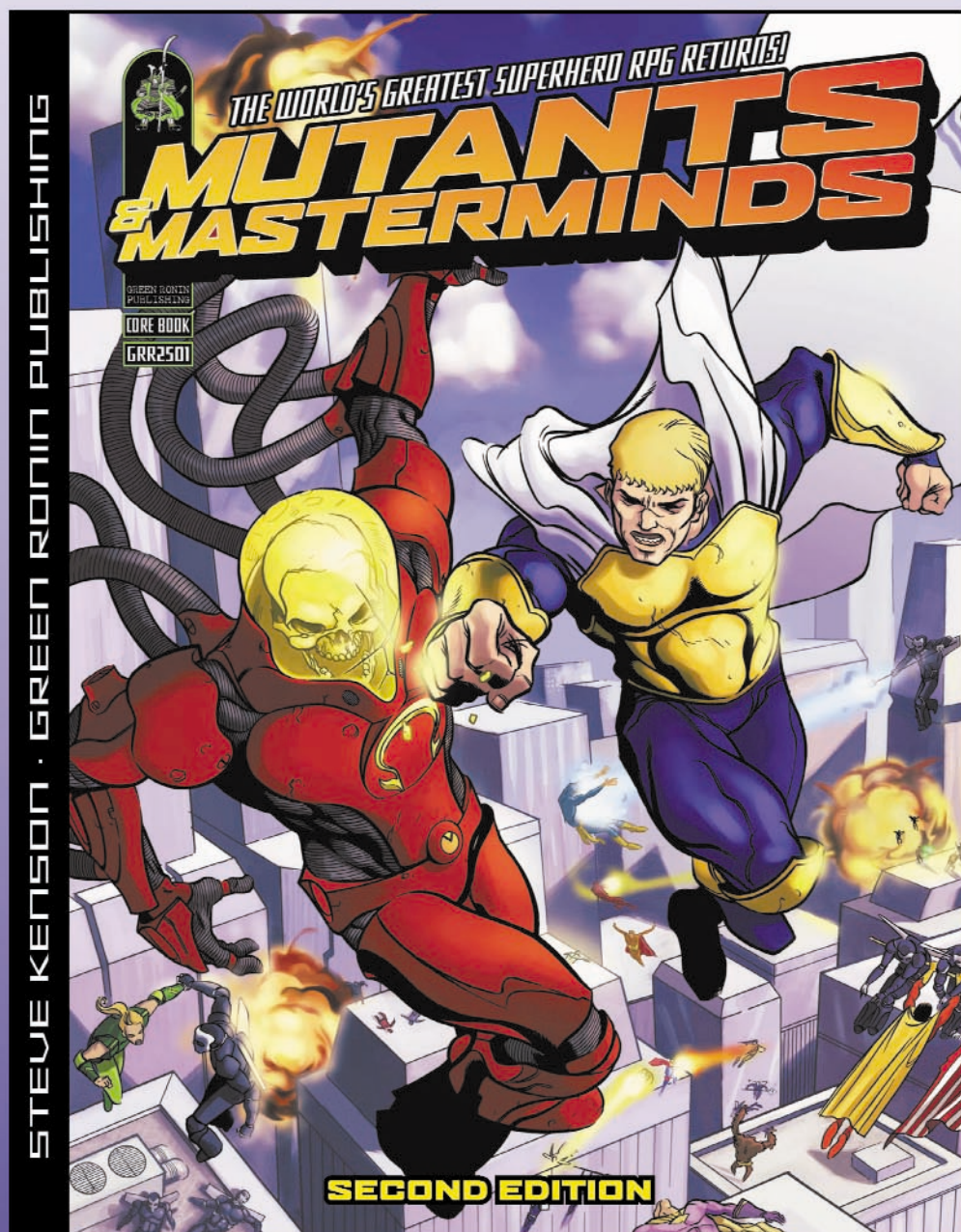
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SUPERLINE

HELL'S BELLES



THE WORLD'S GREATEST SUPERHERO RPG JUST GOT BETTER!



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MUTANTS & MASTERMINDS SECOND EDITION

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Contents

Open Game License	2
Introduction.....	3
Because You Demanded It!	4
Hell's Belles	8
Summary.....	8
Set-Up.....	8
Adventure	9
Follow-Up	13
Rewards.....	13
Supporting Cast.....	13
Big AI's Used Vehicle Emporium ..	17
Panther Cycle.....	18
Skull Boat.....	19
Wild Weasel Sports Car	22
Gnat Copter.....	23
Shrieking Crow Jet.....	24
New Headquarters Features	25
Improving the Arsenal.....	27
Maximizing Archetypes.....	29
Demonic Minions	31
Crisis on the High Seas	33
Summary.....	33
Set-Up	33
Adventure	33
Follow-Up	33
Rewards.....	38
Supporting Cast.....	39

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SUPERLINE

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INTRODUCTION

IN THIS ISSUE . . .

In this, the fourth issue of the *Superline* series, we bring you the following:

- The first ever *Superline* centerfold.
- Two more adventures, including one featuring our lovely centerfolds.
- Steve Kenson brings back the Gadget power.
- A passel of short articles covering everything from used vehicles to redesigning your headquarters to making the most of archetypes.

While the adventures are designed in the spirit and at the pace of superhero comic books and cartoon episodes, the GM can easily expand each with a little work.

Each of the adventures is presented in the following general format:

Summary: A paragraph on what the adventure is about.

Set-Up: How the heroes can be introduced to the adventure.

Adventure: The actual adventure, including boxed text for such things as specific plot points, vehicle statistics, and villain tactics.

Follow-Up: Options for what might happen after the heroes complete the adventure and suggestions for rewarding (or punishing) the heroes.

Supporting Cast: Information and statistics on minions and other minor characters.

Main Villain(s): Detailed background, information, and statistics about the major bad guy(s) of the story.

ADJUSTING THE ADVENTURES' DIFFICULTY

One of the nice things about M&M is the ease with which the difficulty of adventures can be adjusted.

Since everything works on the power point system, all that is needed to create a more powerful supervillain is to add Power Levels (and the standard 15 power points per Power Level) until the supervillain is a match for the heroes.

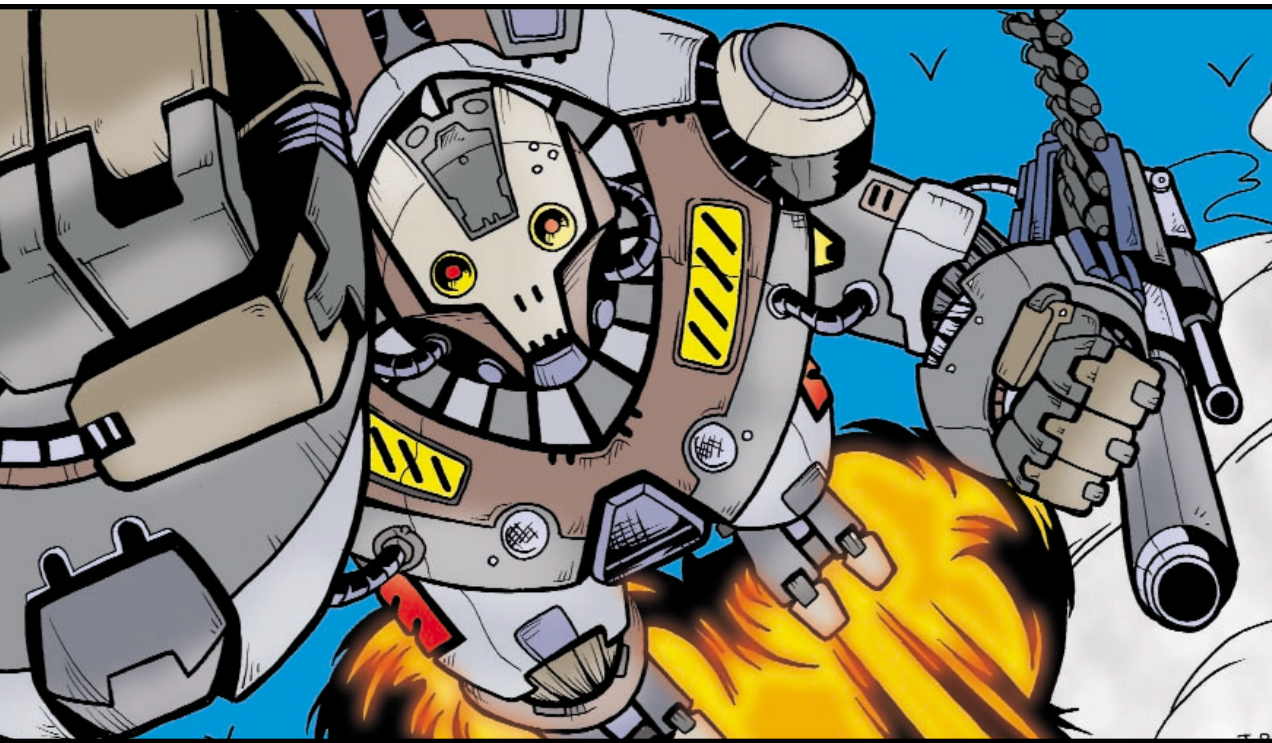
Conversely, if the supervillain is too powerful, simply drop the supervillain's Power Level (and the 15 power points) until the heroes can handle the challenge.

The same can, of course, be done with minions.

About the Authors

Michael Hammes has been freelancing in the role-playing industry since 2001. Starting small, he has steadily built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit www.michaelhammes.com.

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and *Scrye* magazine. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and watching DVDs. To learn more about Philip Reed — and Ronin Arts — please visit www.roninarts.com and www.philipreed.com.



BECAUSE YOU DEMANDED IT!

BY STEVE KENSON

One of the key elements of a super-hero RPG like *Mutants & Masterminds* is super-powers, obviously, and *M&M* provides plenty of them: some hundred or so powers along with modifiers and power feats for customizing them to create still more powers to suit whatever character concept you may have.

Still, the *M&M* rulebook doesn't go into detail about actually creating powers from scratch. It assumes you will use the pre-existing powers, perhaps modifying them to suit your concept, leaving the creation of entirely new powers for

the more advanced and optional *Mastermind's Manual*.

In this issue of *Superline* we take a look at one of the underlying power design concepts found in the *Mastermind's Manual* — the Variable Power — and use it to bring back a concept from the first edition of *M&M*, namely the "Gadgets" power, for those who prefer a general-use power over the new inventing rules and using extra effort to perform power stunts with existing gadgets.

Variable Power

Effect: Alteration

Action: Standard

Range: Personal

Duration: Sustained

Cost: 4–8 points per rank

You have a pool of (rank x 5) power points you can use to acquire certain other traits. No trait can have a rank greater than your Variable Power rank. The cost per rank determines what types of traits you can acquire:

- **4 points:** One trait of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) at a time. So you could acquire any one skill at a time, for example, or any one power.
- **5 points:** Any one trait at a time.
- **6 points:** Multiple traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor), so long as the total traits do not add up to more than (rank x 5) power points.
- **7 points:** Multiple powers of any type or descriptor at once, so long as the total traits do not add up to more than (rank x 5) power points.
- **8 points:** Any combination of traits adding up to (rank x 5) total power points.

It takes a standard action to change the allocation of your Variable Power's points. The allocation of those points is

sustained, so if you stop maintaining your Variable Power for any reason (failing a Concentration check, for example), your allocated points “reset” to a “null” value: you lose any acquired traits and you must use the Variable Power again to regain them.

You must also place a particular descriptor on your Variable Power, limiting its scope to traits suited to that descriptor. For example, a Variable Power that mimics other traits is limited to the traits its subjects possess, a Variable Power providing adaptations is limited to the stimulus to which it adapts, and so forth. This descriptor does *not* reduce the cost of Variable Power unless it's particularly narrow, and the GM is the final arbiter of what constitutes a suitable Variable Power descriptor and what descriptors are narrow enough to be considered flaws.

At the Gamemaster's option, you can trade-off maximum trait rank with a Variable Power for additional power points on a 1-to-5 basis (that is a 1 rank change in maximum trait value equals a 5-point change in available power points). For example, Variable Power 4 is normally 20 power points up to rank 4 traits, but you could lower the maximum rank to 1 to increase available power points to 35, or lower power points to 10 to increase maximum rank to 6. Narrowing the points available to a Variable Power can limit the rank it can reach simply based on cost. Maximum trait rank can't be lowered below 1 and maximum power points can't be lowered below 5.

WITH VARIABLE POWER COMES GREAT RESPONSIBILITY

Powers based off Variable Power are obviously very flexible, capable of duplicating a potentially wide range of different traits. Responsibility for controlling Variable Power use in the campaign is placed largely in the hands of the

Gamemaster and responsible players. To do otherwise would require weighing the power down with numerous limitations, which would keep it from doing what it is supposed to do, namely create a wide range of effects.

Keep in mind that Variable Power is *not* supposed to be an “anything I want” power. That kind of unlimited power doesn’t belong in the hands of the player characters, and is better reserved as an X-trait for NPCs. The limits of power flexibility in *Mutants & Masterminds* are deliberately set by Variable Power, the use of extra effort, and hero points.

Many comic book heroes who *appear* to have the power to do anything are actually using one of those options in *M&M* terms. For example, the master mage or the hero with the all-powerful wishing ring can do *practically* anything. However, generally speaking, those characters have certain abilities they use all the time (powers and power feats they’ve bought with power points) and “tricks” they only do from time to time, essentially power stunts performed with extra effort (and possibly hero points). This is why the Magic power, for example, isn’t a Variable Power in *M&M*: all powers in the game have the potential

to do “stunts” via extra effort, so the “variability” of Magic as seen in the comics is already built-in without having to give players license to duplicate any effect in the game at will (which is likely to slow things down and cause game balance issues).

While you can certainly allow unlimited Variable Powers in your own *M&M* game if you wish, be aware of the consequences of doing so. In particular, the need for extra effort and hero points for power stunts becomes much less, and players are encouraged to “customize” their characters’ powers to suit every challenge and situation, making it that much harder to properly challenge them. Unlimited Variable Powers also reduce the need for teams and teamwork. If every hero can do *everything*, why do they need to work together?

Keep in mind: with Variable Power comes a great (and invariable) responsibility!

EXISTING VARIABLE POWERS

Here are some existing Variable Powers in *Mutants & Masterminds*:

Cost

Construction

Animal Mimicry

9 Variable Power (any traits, 8 points), Action (free, +2), Duration (Continuous, +1), Limited (animal traits, –1), Limited (physical traits, –1), Doesn’t assume subject’s appearance (+0)

Mimic (Trait)

1–5 Variable Power, Range (touch –2), Requires Subject (–1)

Nemesis

8 Variable Power (any powers, 7 points), Action (free +2), Duration (continuous +1), Limited (nemesis powers only –1), Requires Subject (–1)

Object Mimicry

6 Variable Power (any powers, 7 points), Action (move +1), Limited (object powers only –1), Requires Subject (–1)

Shapeshift

8 Variable Power (any traits, 8 points), Action (move +1), Limited (physical traits only –1)

Here's an example of a new variable power: creating different sorts of Devices largely at will.

Gadgets

Effect: General

Action: Standard

Range: Personal

Duration: Sustained

Cost: 6–7 points per rank

You can produce a wide variety of Devices (*M&M*, page 81) largely at will. As with Device, Gadgets gives you 5 power points per rank to create these items, and you can split your points among multiple devices, if desired. Changing your Gadget points around is a standard action and lasts until you choose to change them again. (The power has a continuous duration,

although the powers of the individual devices themselves may have different durations.)

Your gadgets function in all ways like normal Devices (see pages 81–82 and **Chapter 7** of *Mutants & Masterminds* for details).

The cost of Gadgets depends on how easily they can be taken away from you. If your gadgets are easy to lose (can be taken away with a successful disarm) then the power is 6 points per rank. If they're hard to lose (can only be taken away from you while you're helpless), the power is 7 points per rank. If you cannot lose your gadgets at all (they are an integral part of you in some way), then you actually have a different sort of power, possibly Shapeshift (allowing you to transform parts of yourself into different devices, for example).



HELL'S BELLES

BY MICHAEL HAMMES

SUMMARY

It is said that "Hell hath no fury like a woman scorned." Add to that: don't mess with the Coven. That's right, the Coven is back and ready to inflict mayhem on the heroes and their city, this time in the form of a six-pack of hellacious beauties summoned by a lengthy ritual from the Infernal Highway itself. These beauties are "hot" in every sense of the word and looking for a good time, which means that the heroes and their city are in for a very bad time.

SET-UP

It's business as usual at the Chopper Lounge, a notorious biker bar in the

heroes' city. The place is crowded and everyone is having a good time, which means that the music is loud, the alcohol is flowing, and the fists are occasionally flying.

Suddenly, the unmistakable deep rumble of choppers pulling up breaks through the bar's din. As if magically drawn by the sound, all eyes in the place turn towards the door. It swings open and into the bar's dim haze swagger six of the most improbably attired and impossibly sexy biker babes anyone in the place has ever beheld.

Led by a redhead of impressive stature, the six make their way through the crowd, eyes trailing them all the way. The redhead walks up to one of the

WE HAVE OUR WAYS . . .

While the Summary assumes that the heroes have a previous history with the Coven, this is not necessary for you to make use of this adventure.

While having the Coven summon the Belles is a nice way to provide continuity if the heroes have previously encountered the Coven ("The Witching Hour," **Superline #1**; "Sore Loser," **Superline #2**; "Converted Villains," **Superline #3**), there are any number of other ways that the Belles can make an appearance in the heroes' city:

- Any other magical villain that the heroes have encountered previously could have summoned the Belles.
- Some fraternity guys who thought it would be fun to try out some rituals from this "weird book" one of the members found summoned the Belles.
- The Belles are actually the physical manifestation of a latent psychic grappling with her newly emerging powers.
- The Belles weren't summoned by anyone. It's Halloween and the heightened magic of the night has allowed the Belles to cross over.

bikers at the bar and seizes his coat, pulling him close and pressing her lips against his. For a moment every other man in the bar wishes he were that guy. That is until the redhead lets go and the desiccated husk of what used to be the biker sinks to the ground. That's when everyone notices the horns and cloven feet and the Chopper Lounge fills with the screams and sounds of scores of people trying desperately to get out.

ADVENTURE

The adventure begins when the heroes receive reports of a bust-up at the Chopper Lounge and go to investigate. While a fight at the most notorious biker bar in town would not normally be anything for the heroes to concern themselves with, the need for heroes is quickly established when the reports include eyewitness accounts of "some chicks with glowing eyes sucking the life out of people and burning the place down."

The Chopper Lounge

The GM can either have the heroes arrive while the Chopper Lounge is still burning, or after it has been reduced to a smoldering wreck. No matter when they arrive, however, they won't encounter the Belles here; they've had their fun and have moved on to the next "party."

If the bar is still burning then the heroes can play a part in putting out the fire (which may be in danger of spreading to adjacent buildings) and rescuing any individuals that are still trapped inside. Of course, the fire department will also shortly arrive to put out the flames

Once the fire has been extinguished, or if the place has already burned down, the heroes are free to interview eyewitnesses and examine the place for evidence.

If the heroes choose to interview eyewitnesses the GM should paraphrase the information from the Set-Up and can also add the following details:

- The women called themselves "Hell's Belles."
- They rode off on jet-black old-school choppers that shot flames out of the exhausts and whose tires left a burning trail as they went down the road. The exhaust also had a strange, stinky odor (sulfur/brimstone).
- They kept casually talking about finding other places to party even as they laid waste to the place.
- They rode off toward downtown, shooting flames from their hands and eyes and destroying anything in their path.

Examining the bar for evidence yields precious little beyond what is revealed by eyewitnesses. While it should be fairly obvious what the nature of the Belles is, the following supporting evidence may be obtained:

- Heroes with scent or an otherwise acute olfactory sense will be able to detect the distinct smell of sulfur (brimstone) among the burnt wood, wiring, and insulation.
- Heroes that have magical awareness or that can sense the presence of extradimensional or unholy creatures will find that they can still detect a faint trace of such among the ruins.

There are, of course, also a handful of desiccated bikers, all of whom have a vacant, blissful stare. Depending on the level of lethality in your campaign these individuals will either be dead or unconscious. In either case, as a plot device, they will be beyond any healing or regenerating abilities of the heroes for the duration of this adventure.

Once the heroes are finished at the Chopper Lounge, they will no doubt want to track down the Belles.

VILLAIN TACTICS

The Belles represent a serious challenge to the heroes. Not only is each Belle individually more powerful than the average hero, there are six of them. But all hope is not lost, because while the heroes will undoubtedly be doing their best to stop the Belles, the Belles themselves aren't nearly so serious (at least not initially).

The Belles approach the initial battle with the heroes as a game and will be content to humiliate the heroes, pulling their punches to keep from ending the fun too early and taunting the heroes at every turn. Typical tactics include:

- Using Fascinate prior to combat and Distract during.
- Not using Teamwork or Power Attack to minimize damage.
- Not using the Flight ability of their Hell Cycles (it's so much more fun to go around careening through the streets).
- Grappling and planting a kiss without using their Drain power.
- Reducing the power of their hellfire blasts.
- Not using Teleport or Mental Blast.
- Not following up on a stunned opponent but rather mocking them or kissing them without using their Drain power.
- Fighting to render the heroes unconscious, not to kill them
- Leaving the scene if the heroes are obviously overmatched or otherwise helpless (i.e. all unconscious) because "it's boring"

The Belles will treat any battle with heroes as a game in this manner for as long as they are clearly overmatching

the heroes (depending on how well the heroes do, this may go on for several battles and the GM should award hero points for such setbacks accordingly).

Of course, once one of the Belles gets seriously hurt or if it looks like the heroes are capable of dealing with their humiliation tactics, the Belles take things up a notch. At this point the gloves begin to come off and the Belles will begin to make greater use of their abilities and the resources at hand:

- Making use of Teamwork and Power Attack to put the hurt on particularly tough heroes.
- Using actual combat tactics such as ganging up on weaker heroes to eliminate them quickly.
- Using Drain.
- Flying on their Hell Cycles and raining down hellfire blasts on heroes that cannot fly.
- Using their short-range Teleport power to pop in and out of combat. Note that they are able to teleport with their bikes and, as a result, can come from almost any conceivable angle.
- Taking hostages or endangering innocent bystanders.
- Fighting to kill.

The GM should adjust the Belles' tactics in any combat based on how well the heroes are doing but reveal only enough of their powers until they clearly have the advantage, at which point they go back to toying with the heroes. Only when they have no other choice do they use the full extent of their powers and numbers to eliminate the heroes.

Finding the Belles

Locating the Belles is not too difficult. The tires of their Hell Cycles scorch the pavement leaving a burnout-like mark everywhere they travel and their exhausts' brimstone odor lingers long after they've moved past. Also, the Belles are leaving an obvious trail of destruction.

As the Belles cruise through the city in search of more "entertainment" they amuse themselves by wantonly letting loose with hellfire blasts. As a result, burning buildings, blown-out store windows, exploded cars, scorched telephone poles, melted mailboxes, and all manner of other burning and smoldering random destruction lie in their wake (and may provide opportunity for small applications of heroism as fires need to be put out, injured people treated, roads cleared for emergency vehicles, etc.).

If the heroes have the capability of monitoring the media airwaves and/or the police band, they'll also get live updates of the Belles' progress as they blast their way through police roadblocks and are followed by reporters in vans and helicopters.

Stopping the Belles

The GM can have the heroes encounter the Belles either while they are still on the road or after they have decided to pay a visit to another bar. The GM should remember that if the heroes have no way of keeping up with the Hell Cycles then they will most likely have to wait until the Belles decide have found a "party" worth joining.

Of course, finding the Belles is one thing, stopping them is quite another. The GM should carefully study their powers and read the **Villain Tactics** box (see p. 10) prior to running any combat.

In addition to the likely setbacks the heroes will have while fighting the Belles there are the usual complications that can be included in any fight scene between super-powered beings in a

crowded city. Note that many of these can be caused by the Belles on purpose just to taunt or delay the heroes:

- A car trying to leave the scene is blasted and careens out of control, endangering not only the occupants but also pedestrians (and what about that nearby gas station?).
- A building with panicked individuals catches on fire after an errant (or purposeful) blast.
- A news van or helicopter gets too close to the action, either interfering with a hero (i.e. getting in the way of a blast or getting in the way of the hero's pursuit) or becoming a pawn for the Belles.
- The police try to help the heroes and instead end up putting themselves in danger or interfering like the news crew.

Unless the heroes are particularly powerful they should have a very difficult time defeating the Belles. Fortunately the heroes aren't in any real danger until the final battle since the Belles are interested in their fun and will leave the defeated heroes alone to recover and plan while they seek out more entertainment; eventually, with a proper plan, the heroes should be able to defeat the Belles.

Of course, even a proper plan may require a little bit of help and the GM should consider the following to aid the heroes before and/or during the final showdown:

- Have the Belles split up so that the heroes don't have to take them all on at once. Perhaps there's a difference of opinion as to what would be fun at the moment and three take off for a club while the other three continue their rampage.
- Have the heroes come into possession of some holy items, either

because they think of it on their own or because one of the local priests (or rabbi, imam, etc.) comes to the scene to help rid the city of the fiends.

- Get help from some friends. Perhaps the heroes know a fellow hero or two that would be willing to help them out.
- Limit the amount of time the Belles can remain in the city. Perhaps they

can only remain during the night and, come morning, they return back to Hell (preferably with a flash and a whiff of brimstone). Of course, the Coven will summon them again the next night, but that should give the heroes plenty of time to rest and prepare (and maybe even figure out that the Coven is behind this).

SUMMONING AND BANISHING THE BELLES

Since the Belles were summoned using a ritual, clever heroes might figure that they could also be banished by performing another ritual. Whether this is in fact the case is up to the GM, and to help make that decision we'll take an in-depth look into the ritual

The Belles were summoned by the Coven using a ritual based on the following power:

- **Summon (Hell's Belles) 13** (*Power Feats: Progression 3; Extras: Duration — Continuous, Heroic, Horde*)

This ritual has a power point cost of 68. This translates into a Design Check and Construction Check DC of 78 (83 if jury-rigged), which, even given the Coven's considerable skills would have been beyond the three of them to accomplish on their own (although if they had enough minions with the proper skills . . .). As a result, the summoning ritual is considered a plot device for purposes of this adventure.

By the way, assuming that 20 isn't taken, the ritual would take 272 hours to design and 680 minutes (over 11 hours) to perform.

If the heroes wish to counter this ritual they essentially have to perform the summoning ritual in reverse. Such a ritual would be identical in all ways to the summoning ritual (i.e. time to design, perform, etc.). Obviously, given the high difficulty of actually creating and performing the ritual the heroes are unlikely to be able to succeed on their own. Because of this the GM may wish to include some help in the form of an existing ritual and/or significantly lowered DCs and times as plot devices. The GM could also provide a large congregation of people that can be recruited (i.e. the local inter-faith council or a large church congregation) and use the aid another action to give the heroes the necessary bonuses to succeed.

Another option, especially if the heroes do not have the necessary Ritualist feat and/or Knowledge (arcane lore) skill, is to have a local religious leader (see the **Supporting Cast** section) devise (or have access to) the proper ritual and perform it. Of course in order to keep the heroes from becoming secondary at this climactic point of the adventure the GM should ensure that the Belles become aware of the ritual (they somehow "sense" it) and attempt to stop it. This will require the heroes to protect the religious leader from the full fury of the Belles during the entire time he or she attempts to complete the ritual.

In the unlikely event that the heroes are having too easy a time with the Belles the GM can always have one or members of the Coven make an appearance to spice things up.

FOLLOW-UP

When the Belles are finally defeated (i.e. all killed, knocked unconscious, or otherwise rendered helpless), they and their cycles disappear in a flash of hell-fire and brimstone. It is up to the GM to decide whether this means the permanent end of the Belles or whether they will be able to return at some future time.

Given the amount of destruction that the Belles' rampage caused, the heroes may have plenty of opportunities to engage in some heroic deeds such as bringing injured bystanders to hospitals, guarding businesses against looters, helping emergency personnel and equipment reach the scene, etc. Naturally, the media will be watching.

Assuming that the Coven has not revealed itself already the heroes may be able to do some snooping to discover that the Coven was the cause of this (if nothing else, it fits their modus operandi and should get the heroes asking some questions). What they do with this information is up to them.

Rewards

Throughout the adventure the heroes should be awarded hero points according to the following guidelines:

- 1 hero point for every encounter with the Belles prior to the final encounter.
- 1 bonus hero point for every encounter with Belles where the GM has to use Gamemaster Fiat to allow the Belles to escape.

Upon successfully completing the adventure the heroes should be award-

ed power points according to the following guidelines:

- 3 power points if the heroes were clearly overmatched by the Belles and had to defeat them by coming up with a clever plan, gathering resources beyond those they normally employ (i.e. holy items), etc.
- 2 power points if the heroes were evenly matched with the Belles or had help from other heroes.
- 1 power point if the heroes overmatched the Belles (i.e. were more powerful or their powers gave them too easy a time).

Additional rewards beyond these are up to the GM.

SUPPORTING CAST

Local Religious Leader

This can be the local priest, rabbi, imam, etc. He or she will only need to appear in the adventure if the heroes are unable to deal with the Belles without holy items or need help with the banishment ritual.

Power Level: 1 (24 points)

Abilities: Str +0 (10), Dex +0 (10), Con +1 (12), Int +2 (14), Wis +2 (15), Cha +1 (12)

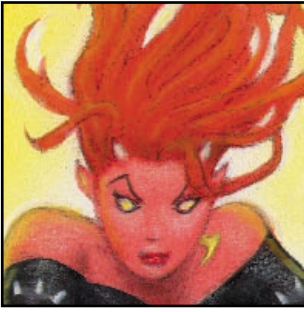
Skills: Concentration 4 (+6), Diplomacy 6 (+7), Knowledge (theology and philosophy) 8 (+10), Profession (religious leader) 4 (+6), Sense Motive 6 (+8)

Feats: Ritualist

Combat: Attack +0, Damage +0, Defense +0, Initiative +0

Saving Throws: Toughness +1, Fortitude +1, Reflex +0, Will +5

Totals: Abilities 13 + Skills 7 + Feats 1 + Combat 0 + Saves 3 = 24



Flame



Sable



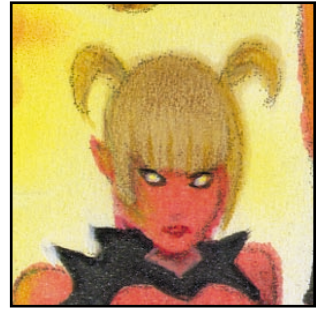
Mink



Tawny



Amber



Platinum

HELL'S BELLES

Quote: "We're lookin' for a good time, and you're it!"

First Appearance: Superline #4.

The actual nature of the Belles is a mystery. While they are definitely denizens of what is commonly known as Hell, they could be true devils, lost souls, or anything in between.

Equally mysterious is their history. Although they currently wear the garb and have the ride of female motorcyclists, there is historical evidence that appears to suggest the Belles are anything but a modern phenomenon. The Roman historian Tacitus wrote of a group of six "wild women" that rode black horses and danced among the flames of burning Rome while certain

obscure passages in the Nordic sagas tell of a witch-cult of Hel that summoned forth "six dead maidens/ astride six black serpents". Of course, whether these and other historical reports refer for the Belles or to some other demons is anyone's guess.

What is known is that the Belles are six equally powerful beings that delight in causing mayhem and destruction. While the six may have gone by different names throughout history; current names – and their current appearances – are shown above.

Although at a quick glance the Belles appear as unbelievably beautiful women dressed in impossibly revealing clothing, a closer look reveals their fiendish nature. Their skin is an unnatural shade of red, they have small horns growing from their foreheads

(although their hair often covers those) and, when excited or angry, their eyes glow bright flame-yellow.

While in the mercifully short time that most people have contact with the Belles the six all seem to possess the same personality, that of unrepentant hell-raiser, there are some notable differences.

Flame is the leader as she has the most forceful personality, and the other Belles don't care enough to object. As one would guess, Flame also has the most volatile temper.

Sable is the quietest of the sextet and the most even-tempered (at least when compared to the others). She is the most pensive of the group and is considered the Belles' planner and advisor.

Mink is cold-blooded through-and-through. In her eyes, everyone except her fellow Belles is a tool to be used and then discarded. In combat she is inevitably the first to tire of toying with opponents and bring her full abilities to bear.

Tawny is the most sadistic (and that's saying something) of the Belles. Whereas most of the others enjoy toying with or using others, Tawny is simply out to cause the most pain possible, whether physical or mental.

Amber is the most sensuous and sensual. She delights in using her charms and wiles to manipulate others and particularly enjoys distracting opponents in combat with outrageous mannerisms and maneuvers.

Platinum is the impish one and prefers to cause mischief rather than destruction. She is the heaviest partier of the group and puts having a good time above anything else.

Power Level: 12 (199 points)

Abilities: Str +5 (20), Dex +9 (28), Con +6 (22), Int +2 (14), Wis +3 (16), Cha +5 (20)

Skills: Acrobatics 4 (+13), Bluff 8 (+13, +21 attractive), Diplomacy 8 (+13, +21 attractive), Drive 4 (+13), Knowledge (arcane lore) 8 (+10), Knowledge (theology and philosophy) 8 (+10), Notice 8 (+11), Sense Motive 8 (+11)

Feats: Attractive 2, Defensive Attack, Distract (Bluff), Fascinate (Diplomacy), Fearless, Grappling Finesse, Power Attack, Taunt, Teamwork 3

Powers: **Device 5** (Hell Cycle; easy to lose) Medium Size, Speed 5, Strength 20, Toughness 12, Defense 10, Powers: **Flight 5** (250 MPH); *Power Feats:* Restricted (only Hell's Belles are able to ride); **Drain Constitution 2**; **Hellfire Control 12** (*Power Feats:* Alternate Powers - **Mental Blast 6**, **Teleport 18** [*Power Feats:* Change Direction, Change Velocity, Progression 3 - 1,000 lbs., Turnabout, *Flaws:* Short-Range]); **Immunity 11** (aging, life support, need for sleep); **Protection 4** (*Extras:* Impervious)

Combat: Attack +12, Grapple +21, Damage +12 (hellfire), +5 (unarmed), Defense +12, Knockback -5, Initiative +9

Saving Throws: Toughness +10, Fortitude +9, Reflex +9, Will +9

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

Totals: Abilities 60 + Skills 14 + Feats 12 + Powers 62 + Combat 48 + Saves 9 - Drawbacks 6 = 199

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BIG AL'S USED VEHICLE EMPORIUM

BY MICHAEL HAMMES

Welcome to Big Al's Used Vehicle Emporium, serving all your vehicle needs since 1964!

If it moves on land, in the air, on or under the sea, through space or to other dimensions, we've got it. And if we don't have it, we can get it (talk to us about our special order process). And remember our saying: "If we can't get it, no one can!"

But we are so much more than a used vehicle dealer. Did you know that we have the best customization department in the entire industry? From bling to bang to zoom, whatever you feel your ride needs, we can make it happen!

Our parts department is second to none and stocks all of the hottest and most popular aftermarket accessories, as well as a full catalog of standard vehicle parts and systems.

And don't forget to check out our state-of-the-art maintenance and damage repair center (we even have loaner vehicles*) when you come by.

We also offer storage services, whether short-term or long-term.

Remember, you get a free detailing with every service**!

So what are you waiting for? Get on down to Big Al's!

*loaner vehicle may not have same equipment or same capabilities as owner vehicle.

**basic detail service only. Blood removal and other special cleaning projects available at an extra cost.

ACCESSORIES

Force Field Generators

We have a wide variety of force field generators in stock. All of our force field generators are gravitational in nature and run off proven RFDC technology.

Model: Bulletproof – A great entry-level model! The Bullet Proof series of force field generators provides protection against most small arms fire.

- Bulletproof Basic (**Force Field 5**); **EP/PP Cost:** 5/1
- Bulletproof Deluxe (**Force Field 5** [*Extras:* Impervious]); **EP/PP Cost:** 10/2

Model: Urban Assault – Check out our most popular model! The Urban Assault series of force field generators is tough enough to withstand everything from rocket-propelled grenades to tank rounds and all for less than our competitors.

- Urban Assault Basic (**Force Field 10**); **EP/PP Cost:** 10/2
- Urban Assault Deluxe (**Force Field 10** [*Extras:* Impervious]); **EP/PP Cost:** 20/4

Standard Features vs. Optional Extras

When equipment is listed in the standard features it does not add to the EP/PP cost; it is merely there to reflect the capabilities of the technology that comes standard on the vehicle. This is much like the battleship in the main rulebook not being charged for its communications systems, radar, sonar, minor gun batteries, etc.

PANTHER CYCLE

This is a one-of-a-kind custom motorcycle that combines a retro look with all the latest modern technology and conveniences. This one has to be seen to be believed! It features:

- Yards of chrome!
- Custom paint job with panther motif (can be changed upon customer request)!
- Blueprinted engine!
- Ear-shattering exhaust!
- Reinforced frame!
- Heavy-duty suspension!
- NOS!

Strength: 20

Speed: 5

Defense: 10

Toughness: 9

Size: Medium

Standard Features:

Engine, tires, wheels; everything a normal street motorcycle would have.

Optional Extras:

State-of-the-art alarm system (Disable Device DC 35)

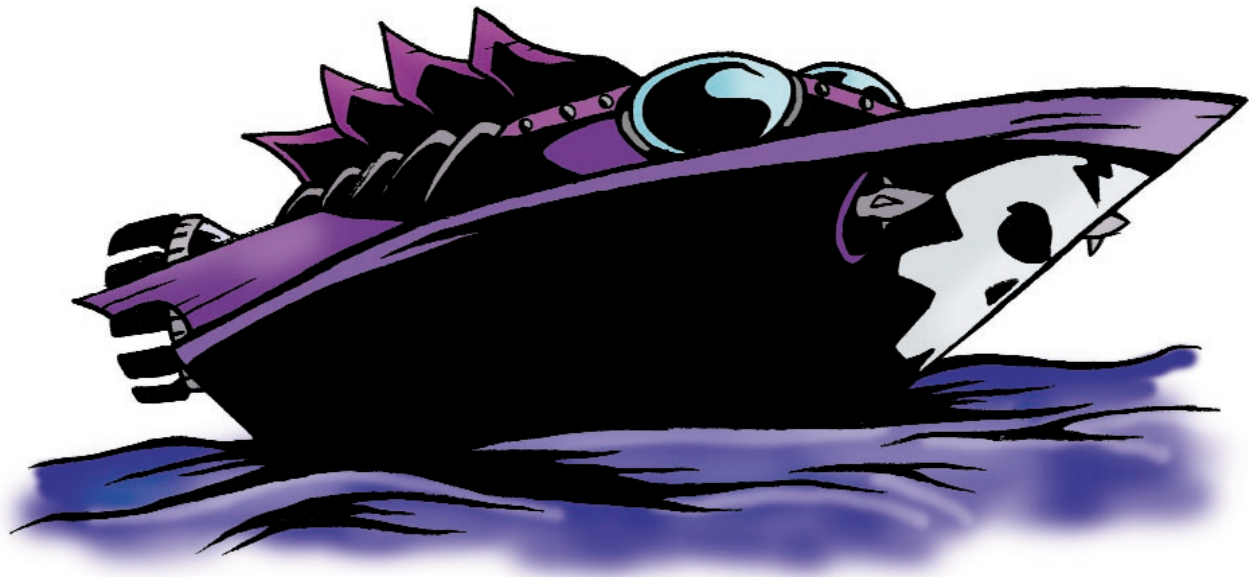
Advanced GPS (+10 to navigation-related skill checks)

Built-in commlink

Nitrous Oxide System (**Boost 1** [Speed; *Extras:* Action 1 — move action; *Flaws:* Unreliable — 5 uses before recharge])

EP/PP Cost: 19/4





SKULL BOAT

This two-person watercraft's original owner was a big fan of the 50's television superhero shows and crafted this boat as homage to that era. But while the look says retro, the technology packed into its 15-foot hull says state-of-the-art.

- Turbine water-jet propulsion!
- All the latest navigation aids and safety features!
- An array of homing mini-torpedoes!

Strength: 25

Speed: 5

Defense: 9

Toughness: 10

Size: Large

Standard Features:

Advanced GPS (+10 to navigation-related skill checks)

Communication system
(**Communication 6** [20 miles; *Power Feats:* Selective, Subtle; *Extras:* Area)

Compass (**Super-Senses 1** [Direction Sense])

Radar (**Super-Senses 8** [blind-sight - accurate, extended, radius])

Engine, life jackets, inflatable life-raft, emergency equipment (flares, homing beacon)

Optional Extras:

Homing mini-torpedoes (**Blast 10**, *Power Feats:* Homing; *Extras:* Explosion)

EP/PP Cost: 41/9



WILD WEASEL SPORTS CAR

What a rush! Combine a sports car with a submarine and you get this little sweetheart. Rarely driven and submerged only on Sundays, when its previous owner would take it to their private island, this is a very low-mileage/duty cycle vehicle. Buy it today and drive to the Bahamas or go whale chasing this weekend! Just look at what you get:

- German engineering!
- Leather seats!
- Concert-quality stereo!
- Waterproof wood-trimmed cabin!
- Sonar!

Strength: 25

Speed: 5 on land, 3 underwater

Defense: 9

Toughness: 8

Size: Large

Standard Features:

Advanced GPS (+10 to navigation-related skill checks)

Engine, life jackets, inflatable life-raft, emergency equipment (flares, homing beacon)

Optional Extras:

Communication system
(**Communication 4** [1 mile; *Extras:* Area])

Compass (**Super-Senses 1** [Direction Sense])

Sonar (**Super-Senses 7** [blind-sight - accurate, radius])

Sealed cabin (**Immunity 9** [life support])

EP/PP Cost: 35/7





Gnat Copter

Need affordable yet unique transportation? Are you tired of rush hour traffic and have access to a clear lawn or rooftop? Then the Gnat is for you! This unique no-frills, ultralight single-seat helicopter is just the ticket for the busy executive, thrill-seeking millionaire, or jetsetter on the go. With its 14-foot fuselage the Gnat is smaller than many SUVs, enabling it to be landed almost anywhere. The Gnat offers maximum mobility, including the ability to land just about anywhere, in a reasonably priced package!

Strength: 20

Speed: 6

Defense: 9

Toughness: 7

Size: Large

Standard Features:

GPS (+5 to navigation-related skill checks)

Engine, seat, controls, and that's about it.

Optional Extras:

Four Landing Legs (**Additional Limbs 3**) that allow the Gnat to land on all but the most broken terrain.

EP/PP Cost: 10/2

SHRIEKING CROW JET



Here's a chance to own a piece of history! That's right, this is the plane flown by one of history's most storied and revered heroes. Way ahead of its time, this little one-seat jet is one of the first private planes to break the sound barrier. Named for its appearance and the distinctive tone of its turbine, the Shrieking Crow is just as it was in 1977 when its owner retired. Big Al's acquired the plane at a private auction upon its owner's death and has had it lovingly restored to its original condition. Serious inquiries only!

Strength: 25

Speed: 8

Defense: 8

Toughness: 9

Size: Huge

Standard Features:

Communication system
(**Communication 6** [20 miles; *Power Feats:* Selective, Subtle; *Extras:* Area)

Radar (**Super-Senses 8** [blind-sight - accurate, extended, radius])

Engine, navigation, radio communication, radar, ejection seat, controls.

Optional Extras:

Twin machine guns (**Blast 6**; *Extras:* Autofire)

EP/PP Cost: 35/7

BIG AL SAYS:
"THIS ONE'S A STEAL!"

NEW HEADQUARTERS FEATURES

BY PHILIP REED AND MICHAEL HAMMES

While p. 146–147 of the *M&M* rules cover a wide array of headquarters features, there is definitely room for expansion. In the following two pages we present eight more features for your headquarters/hideouts.

Armory

An armory holds weapons, ammunition, armor, and related materiel (i.e. holsters, ammunition magazines and belts, etc.) for use on adventures. The armory includes ammo storage cases, weapons lockers, and all of the supplies, tools, and workspace needed to clean, maintain, and repair the weapons and other equipment/gear.

An armory comes with a security system that is separate from that of the headquarters itself (it must be bypassed separately). The armory's security system is at least as good as that of the headquarters itself. Upgrading the armory's security system requires an additional equipment point and increases the DC by +5.

A separate defense system can be added to the armory for an additional equipment point.

An armory is usually made of the same structural materials as the rest of the headquarters, although if particularly powerful or dangerous weapons are stored it may be reinforced (better material, thicker walls, etc.). Spending an additional equipment point increases the Toughness of the Armory by +5 above and beyond that of the headquarters.

Briefing Room

This is usually a feature of a headquarters shared by a larger number of heroes. A briefing room is where instructions and

preparatory information about current crises and future missions are disseminated.

A briefing room has enough seating and table space for all the members of the shared headquarters (and perhaps some guests) as well as the latest in audio-visual presentation equipment (i.e. a video wall that has a center screen featuring a world map with crisis points and tracks heroes' current locations and is surrounded by smaller screens that track the various communications channels). A briefing room is also referred to as a meeting, situation, or crisis room.

Menagerie

Heroes occasionally become caretakers or keepers of various creatures. This can be anything from a sizeable population of household pets to endangered native species to extraterrestrial creatures saved from dying planets.

A menagerie is equipped to provide the appropriate artificial habitats for each creature (i.e. equipment that provides the proper atmospheric mix, temperature, lighting conditions, etc.). While heroes limit the kinds of creatures in their menagerie to animals (i.e. creatures with an Intelligence score of 1 or 2), villains are under no such constraints and the only difference in some cases between a menagerie and a holding cell is the comfort the environment provides.

Press Room

Many heroes, and especially hero teams, are very conscious of their public image. One very powerful way of managing not only their public image but also the information

that flows to the public is for heroes to make use of a press room.

A press room is a dedicated room with a podium, presentation equipment, and seating and communications access for members of the media. The chief purpose of a press room is to allow the heroes a controlled venue in which to issue official press releases and statements to the public, especially concerning recent and current actions.

Press rooms often feature a broadcast center which includes cameras and appropriate editing and transmitting equipment.

Observatory

The main tool in an observatory is the massive telescope that the heroes use to search the stars for such potential dangers as alien invasion craft or world-shattering asteroids. An array of smaller telescopes, star charts, and appropriate computing resources are also found in the observatory.

Recreation Room

The life of a hero can be very stressful, so many headquarters have areas specifically dedicated to relaxation and entertainment.

A recreation room features comfortable furniture and can be outfitted with anything from the latest console gaming systems to traditional pub games (along with beer on tap) to a private theater complete with the latest in multimedia-viewing technology.

Staff

The larger a headquarters the greater the likelihood for staffing needs. While the heroes themselves may maintain a relatively modest headquarters, the fact is that most heroes lack the skills, the time, and the interest to properly maintain their headquarters.

A staff may be a single individual, such as a butler, or a number of individuals. The staff's sole job is to keep the headquarters running at optimum efficiency, especially while the heroes are away. This frees the heroes from such mundane tasks as routine vehicle maintenance, minor repairs, lawn care, etc.

If a headquarters includes such specialized areas as a laboratory, infirmary, press room, or menagerie, then the staff covers those areas as well (i.e. lab assistants, hero team spokesperson, audio-video technician, menagerie keeper, medic/doctor, etc.).

The staff is usually composed of people, but it might also be robots or, for magical heroes, spirit servants or mystic constructs.

Members of the staff, with the exception of security personnel, are not combatants. Individual members of the staff follow the minion rules and cannot have a power point total greater than one-quarter (rounded down) of that of the heroes (and usually much less). To save time, the supporting character archetypes listed below may be used to represent the staff.

Trophy Room

Some heroes and villains collect mementos from their adventures. These can be anything from a scrap of an opponents' costume, to captured gear, to items brought back from other worlds or dimensions. Once such a collection becomes large and significant enough, it often commands its own space. A trophy room is essentially a personal museum, where the artifacts of countless adventures are stored and displayed for the hero's reflection and recollection. Naturally, such a trophy room has the appropriate security measures in place to keep particularly dangerous or powerful items from being accessed.

Archetype

Butler

Bystander

Cultist

Police Officer or Soldier

Politician or Reporter

Scientist

Staff Member

Butler

Cleaning and basic maintenance personnel (i.e. janitors, housekeepers, lawn care, chauffeurs, etc.)

Magical assistants or spiritual acolytes (change dark robes for light)

Security personnel

Spokesperson

Lab assistant

IMPROVING THE ARSENAL

BY MICHAEL HAMMES

The standard *M&M* rules provide a small number of weapon accessories in the form of features on p. 140. While handy, especially as they cost only 1 equipment point each, the list can definitely be expanded. After all, why have minions firing ordinary bullets when they can be firing armor piercing rounds? Or why not add such feats as Attack Focus or Attack Specialization to a weapon for 1/5th the cost of what it would cost to buy the feat directly?

Weapon Accessories and Qualities

The following weapon accessories and qualities include and expand upon those found in the *M&M* rulebook to modify the capabilities of existing weapons.

Armor Piercing: The weapon fires ammunition (i.e. bullet, arrow, bolt, laser beam) or is constructed (i.e. heavy or particularly sharp point) to where it is particularly suited to doing damage to armor and objects; the weapon has the Penetrating extra.

Cost: 1 equipment point per damage bonus.

Autofire: The weapon is capable of firing, or has been modified to fire, multiple shots in a single action; it receives the Autofire extra.

Weapons such as machine pistols and submachine guns already have autofire capabilities due to their construction and this accessory applies only to weapons that do not normally have the autofire capability such as normal pistols (hair-trigger) or blasters (rapid-charge capacitor).

At the GM's option the autofire accessory might also be granted to an individual using two weapons that don't ordinarily have autofire capabilities (i.e. the classic "two guns blazing"), although it should then be given a flaw such as Limited - requires two guns.

A different version of autofire exists for thrown weapons such as shuriken or darts. These weapons are so small that multiples of them can be thrown at once. In order to be capable of autofire such thrown weapons cannot have the Mighty power feat.

Note that the autofire bonus is **not** limited by the campaign's power level.

Cost: 1 equipment point per damage bonus.

Bigger Bang: The weapon fires ammunition (i.e. a higher grain, heavier point, hollow-point, more powerful transducer coil, etc.) or is otherwise crafted to cause greater damage than standard; it adds an additional rank of the Blast or Strike power to the weapon's damage.

Particularly powerful ammunition (i.e. custom made for a custom weapon) or special construction (i.e. "thousand-fold" technique) might add another rank or two of the Blast or Strike power.

Please note that the damage a normal weapon can cause is limited by its Toughness, so an ordinary steel weapon cannot cause more than Blast or Strike 10 (the Toughness of steel) worth of damage without it breaking.

Cost: 1 equipment point per Strike rank, 2 equipment points per Blast rank.

Laser Sight: The standard laser sight provides the Attack Focus (ranged) feat by

painting a red dot on a target for the shooter to use as a reference point.

A more technologically advanced laser sight (i.e. one using smart software to lock onto and track targets) would provide a greater bonus, perhaps Attack Focus (ranged) 2 or 3.

Cost: 1 equipment point per Attack Focus rank.

Stun Ammo: Ballistic weapons can fire rubber bullets while bows can fire blunt-tipped arrows or quarrels. This ammunition is intended to inflict nonlethal rather than lethal damage. Switching between ammo types is a move action (or a free action for a character with the Quick Draw feat).

Cost: 1 equipment point.

Suppressor: A suppressor muffles the noise of a ballistic weapon, giving it the Subtle power feat and making it difficult for normal hearing to detect it.

Cost: 1 equipment point.

Superior Quality: The particular weapon is superior to the average weapon of its type due to higher manufacturing standards, better features, etc. (i.e. a targeting pistol versus a standard pistol or a melee weapon crafted by a master craftsman). As a result it provides the Attack Specialization feat.

If the weapon is also custom-made for the particular individual (i.e. a targeting pistol made specifically for the individual's grip and physical characteristics or a sword made for the individual's technique and strength) then it provides the Attack Specialization 2 feat.

Cost: 1 equipment point per Attack Specialization rank.

Targeting Scope: The scope provides the benefit of the Improved Aim feat to projectile weapons.

While the feat itself is not ranked, it is up to the GM to decide if a character that already possess the Improved Aim feat gains any benefit from using a targeting scope. If the

answer is yes then the character receives triple the benefits of aiming: a +15 attack bonus with a melee attack or a ranged attack from an adjacent square and a +6 attack bonus for a ranged attack from a greater distance. Note that the Improved Aim bonus is **not** limited by the campaign's power level.

Cost: 1 equipment point.

Vicious: The weapon itself or the weapon's ammunition is capable of causing more grievous wounds than normal (i.e. serrated or monofilament blade, explosive bullet, etc.). As a result the weapon has the Improved Critical feat. For weapons that already have the Improved Critical feat, such as a sword or sniper rifle, this simply adds a further rank to the weapon's feat.

It should be kept in mind that the rules do not provide a built-in limit for the Improved Critical feat; it is theoretically possible to have a weapon that always scores a critical hit when it hits. As a result the GM might want to limit the Improved Critical feat, at least in relation to weapons, to no more than 3 or 5 ranks.

Cost: 1 equipment point per Improved Critical rank.

Weapon Construction Basics

Although the various weapons in the *M&M* rules Equipment section are constructed using various powers, there is no actual construction guide on how they are created, so I decided to add a quick summary of the basics to this article to save you the work:

- A damaging melee weapon, such as a knife or sword, is created using the Strike power with the Mighty power feat.
- A damaging melee weapon that can be thrown, such as a spear, is created using the Strike power with the Thrown power feat and, unless it is very small such as a shuriken, with the Mighty power feat as well.
- A damaging projectile weapon, such as a gun or blaster, is created using the Blast power.



MAXIMIZING ARCHETYPES

BY MICHAEL HAMMES

With the recent tremendous success of the *M&M Archetype Archives 1* and *2* I thought it might be a good time to take a look at how you can go about getting the maximum use out of archetypes.

WHAT IS AN ARCHETYPE?

Before we go any farther, it might be useful to take a look at what the term archetype actually means:

ar-che-type (ärk-tp)

n.

1. An original model or type after which other similar things are patterned; a prototype.

When the preceding definition is applied to *M&M* archetypes it becomes clear that an archetype, be it a hero, villain, or supporting character archetype, is meant as an example from which specific characters may be built.

Yes, an archetype can be used as is, but it does not have to be; it can be used as a guide, a way of focusing a specific character build toward a certain goal.

IT'S OKAY TO BE DIFFERENT

Let's face it, the reason the archetypes are the archetypes is because they represent the most common and well-known sorts of heroes, villains, and supporting characters found in comic books.

But just like in the comic books, where one super-strong, bulletproof, flying, cape-wearing hero isn't exactly like another super-strong, bulletproof, flying, cape-wearing hero (for copyright infringement reasons if nothing else), there is no requirement that your game's version of the Paragon has to be an exact copy of the Paragon archetype.

Again, the whole point is that the **M&M** archetypes are examples, not hard-and-fast "classes"; you should feel free to use them as is best for your game.

USING HERO ARCHETYPES

The following information is meant to apply to the hero archetypes, but it can also be applied to villain and supporting character archetypes.

There are three primary ways that archetypes can be used:

- As ready-made heroes (or villains).
- As guides for making heroes (or villains) based on the archetypes.
- As reference for creating completely unique heroes (or villains).

Let's take a look at each in turn.

Ready-Made Characters

At their most basic the archetypes are ready-made heroes or villains. To paraphrase the main rulebook, simply take the stats as they are, add a name and perhaps an origin story and, voila, instant hero or villain. What more needs to be said?

Guides

Let's say you want to play an archetype, but the way it is presented doesn't quite fit with your vision of how you want your character to be. Perhaps you want to play a Battlesuit with different powers, or a martial artist that does more damage, or you want different feats or skills, or you want to add a drawback or two. Great!

The beauty of the **M&M** system is that it is a point-build system. This means that anytime you want to make a change to an archetype you simply take the points made available by the change and apply them to something else. It doesn't matter how simple or elaborate the change is, as long as the points add up in the end.

In fact, several of the archetypes, such as the Mystic and Speedster, encourage this kind of flexibility by having you choose one or more power feats even if you are using the archetype as-is.

So go ahead, make the changes to the archetypes you need to in order for them to be the kind of hero or villain you want them to be.

Reference

Since the archetypes cover a wide range of focuses, abilities, and powers, they are always a handy reference for learning how to build your own heroes and villains from the ground up.

Need practice in building heroes? Try to figure out why an archetype's traits cost the power points that they did.

Interested in converting a 1st Edition character to 2nd Edition? Compare a 1st Edition archetype to its 2nd Edition counterpart.

Not sure how to stat out devices? Check out the Battlesuit and Gadgeteer archetypes.

Plan on featuring a power with lots of Alternate Powers, Extras, Flaws, etc.? Take a look at the Psychic and Elastic Hero archetypes.

Unsure of how a certain build-related rule is applied? Chances are one or more of the archetypes deal with it.

The point is that almost anything you are trying to do with your hero or villain has probably been done for one of the archetypes.

CONCLUSION

So, there you have it. I hope this article helps you get maximum use out of the **M&M** archetypes.

DEMONIC MINIONS

BY MICHAEL HAMMES

Suddenly find yourself with a need for an army of demonic minions summoned by a villainous sorcerer?

How about some netherworld creatures unleashed by a vicious doomsday cult?

Or perhaps a demonic spirit has possessed the local museum curator after examining that mysterious locket?

If you do then this article is for you. It features three templates that can be easily applied to the NPCs and monsters in the main rulebook to produce an instant demon, thus saving you the trouble of having to create your demonic hordes from scratch.

STANDARD DEMON TEMPLATE

This template is based on the warrior demon found in the main rulebook. It bestows a comparable amount of the demon warrior's traits and lack of drawbacks (i.e. when comparing the demon warrior compared to a human warrior) on any creature.

Standard Demon Template

Abilities: Str +8, Con +8

Powers: Immunity 23 (acid, aging, cold, disease, electricity, fire, poison), Protection 2

Combat: Attack +2, Defense +2

Cost: Abilities 16 + Powers 25 + Combat 8 = 49

UNHOLY DEMON TEMPLATE

Although it sounds redundant, the unholy demon template adds drawbacks

to the standard demon template to emphasize the profane nature of the creature. These drawbacks allow opponents with the appropriate resources and knowledge to take advantage of the demon's unholy nature.

Unholy Demon Template

Abilities: Str +8, Con +8

Powers: Immunity 23 (acid, aging, cold, disease, electricity, fire, poison), Protection 2

Combat: Attack +2, Defense +2

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

Cost: Abilities 16 + Powers 25 + Combat 8 - Drawbacks 6 = 43

SCARY DEMON TEMPLATE

This template adds ranks in Intimidate and the Fearsome Presence feat to the unholy demon template. This template is appropriate in a game where a demon's mere presence is frightening to other beings. The fear induced by the demonic creature could be due simply to the demon's unusual appearance, or a palpable aura of malevolence.

Note that the Intimidate and Fearsome Presence ranks can also be added to the standard demon template.

Scary Demon Template

Abilities: Str +8, Con +8

Skills: Intimidate 4

Feats: Fearsome Presence 4

Powers: Immunity 23 (acid, aging,

cold, disease, electricity, fire, poison), Protection 2

Combat: Attack +2, Defense +2

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

Cost: Abilities 16 + Skills 1 + Feats 4 + Powers 25 + Combat 8 - Drawbacks 6 = 48

EXAMPLES

To give you an idea of what the template looks like we offer the following examples of the scary demon template applied to the ninja character archetype and the dog animal archetype.

Demonic Assassin (Ninja with Scary Demon Template)

Wrapped in flowing robes darker than the deepest night, the demonic assassin hides a misshapen visage and crimson eyes behind its bloodstained ivory lacquer mask.

Demonic assassins are always unnervingly silent, never speaking or crying out even when suffering the most grievous injuries. A demonic assassin triggers its Fearsome Presence is by pulling down its mask to reveal its face.

Power Level: 7 (87 points)

Abilities: Str +5 (20), Dex +2 (15), Con +5 (20), Int +0 (10), Wis +1 (12), Cha -1 (8)

Skills: Acrobatics 6 (+8), Bluff 4 (+3), Climb 4 (+6), Disable Device 4 (+4), Escape Artist 4 (+6), Intimidate 8 (+7), Language (demonic), Notice 2 (+3), Search 4 (+4), Sleight of Hand 3 (+5), Stealth 8 (+10)

Feats: Equipment 2, Fearsome Presence 4

Powers: Immunity 23 (acid, aging, cold, disease, electricity, fire, poison), Protection 2

Equipment: climbing gear, black camo suit, sword (+3 damage), shuriken (+1 autofire damage)

Combat: Attack +5, Damage +7 (sword), +5 (unarmed), +1 (shuriken), Defense +6, Initiative +2

Saving Throws: Toughness +7, Fortitude +4, Reflex +5, Will +1

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

Cost: Abilities 25 + Skills 12 + Feats 6 + Powers 25 + Combat 22 + Saves 3 - Drawbacks 6 = 87

Demon Hound (Dog with Scary Demon Template)

The appearance of a demon hound is one of blood-red eyes, wicked fangs dripping with saliva, and a lumpy body covered in patches of bristly hair. Whenever they are on the hunt, demon hounds let loose with a constant bone-chilling baying that strikes fear (Fearsome Presence) into the hearts of all but the bravest.

Power Level: 6 (76 points)

Minion Rank: 6

Abilities: Str +6 (23), Dex +2 (15), Con +6 (23), Int -4 (2), Wis +1 (12), Cha -2 (6)

Skills: Intimidate 4 (+2), Notice 4 (+5), Survival 0 (+1), Swim 2 (+8)

Feats: Fearsome Presence 4

Powers: Immunity 23 (acid, aging, cold, disease, electricity, fire, poison), Protection 2, Super-Senses 3 (scent, track, ultra-hearing)

Combat: Attack +5, Damage +6 (unarmed), Defense +5, Initiative +2

Saving Throws: Toughness +8, Fortitude +9, Reflex +5, Will +1

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

Cost: Abilities 21 + Skills 3 + Feats 4 + Powers 28 + Combat 20 + Saves 6 - Drawbacks 6 = 76

CRISIS ON THE HIGH SEAS

BY MICHAEL HAMMES

SUMMARY

The *Caribbean Queen*, a large cruise liner, is being held hostage by a gang of pirates led by a supervillain calling himself Thresher; if the villain's ransom demands aren't met within 24 hours he's going to start sending people to "swim with the fishes." It's up to the heroes to put a stop to this crisis, especially as Thresher has no intention of letting the hostages go even if he gets his ransom.

SET-UP

The heroes are going about their usual business when alerted to the situation aboard the *Caribbean Queen* either by the CEO of the cruise line directly (if the heroes work independently and are reachable by ordinary citizens) or through local emergency communication channels.

At the time of the heroes' notification there are less than 22 hours remaining in Thresher's deadline as the cruise line's executives spent over two hours trying to decide what to do.

What Happened?

The *Caribbean Queen* was making its usual 7-day cruise of the Caribbean Sea when Thresher and his gang of pirates boarded the vessel under cover of darkness. Although the *Queen's* captain managed to broadcast an SOS before the entire ship was taken, the ship was under the control of the supervillain and his minions before any help could arrive.

Meet Thresher

The supervillain sent his ransom message using the cruise ship's satellite video conferencing system and, as all communications from the ship to the company are recorded for legal reasons, the video is available for study by the heroes.

The recording itself is fairly brief. It shows the supervillain sitting in the captain's chair while a couple of unsavory-looking individuals stand some distance behind him.

The supervillain's terms are this: sink \$100 million in gold at a predetermined location in the Caribbean Sea (he provides the exact coordinates) within 24 hours or he will begin executing passengers and crew (he doesn't give any specifics on how many, at what intervals, etc. simply letting the threat hang in the air). Naturally Thresher doesn't want any interference on the part of the authorities or super-heroes. He states that if he even suspects any attempts to rescue the hostages he will begin executing them. Thresher accentuates his demand by having two of his pirates bring in the struggling ship's captain. The captain pleads with the company to send the money as quickly as possible before two pairs of hands drag him from the screen. The picture then goes blank.

After watching the recording the heroes can try to analyze it to gain some form of clue as to what the supervillain is planning. If they don't think of it themselves the GM can have one of the heroes spend a hero point for an appropriate Inspiration. The Sense Motive check has a DC of 20 with the heroes receiving a -4

THE MINES

Thresher has attached a dozen limpet mines to the hull of the *Caribbean Queen* as well as one to each of the pirate vessels moored to the cruise ship's hull. These mines have been equipped with radio receivers that allow Thresher to trigger them all at once from a remote control in his possession (the classic metal box with an antenna and a big red button).

The mines have the following statistics:

Blast 10 (*Extras:* Area [explosion])

The mines can be removed by simply pulling them from the hull, an action that requires a Strength check (DC 15). Disarming the mine (removing the detonator) requires a Craft (mechanical) or Disable Device check (10).

If the GM desires, the removal of the mines can be made more difficult by having them rigged to automatically explode if removed without being disarmed first.

Once the mines have been detonated the *Caribbean Queen* and the moored pirate ships will quickly break in half and in a matter of a couple of minutes will have sunk beneath the waves, taking almost everyone on board with it

penalty for Thresher's shark-like features which make it harder to determine what he's thinking. A hero with ranks in Knowledge (behavioral sciences) may add those ranks to the Sense Motive check.

Check Result	Evaluation
19 or less (fail)	Unsure about Thresher's motives; can neither deny nor confirm whether the supervillain will release the hostages or not.
20-24	Don't think that Thresher has will release the hostages even if the ransom is paid.
25-29	Know that Thresher will not release the hostages even if the ransom is paid.
30+	Know that not only will Thresher not release the hostages, but in fact is not even interested in the ransom; he has some other plan.

There's A Complication ...

Even if the cruise line gives him the gold, Thresher has no intention of letting the

hostages go. Thresher's true plan is to sacrifice the entire ship, including crew, passengers, and pirates, to the idol that gave him his powers (see Thresher's write-up). If he succeeds, the idol has promised him even greater powers.

Thresher must complete the sacrifice of the *Queen* at high tide under a full moon (roughly when the deadline Thresher has set expires) while he and the idol are aboard; Thresher and the idol must be in contact with the sacrifice at the time of its execution.

The supervillain plans to accomplish the sacrifice by detonating a series of mines that he has planted underneath the *Caribbean Queen* and the pirate boats; the ransom demand is actually nothing more than a way to buy the pirates' loyalty and to hopefully keep any would-be rescuers distracted and at bay long enough for Thresher to succeed at his plan. Of course, it would be a nice bonus if he can also get the gold at the end.

Obviously, the super-villain has not seen fit to share his true plan with the pirates.

Executive Decision

The cruise line's executives are still deciding whether to pay the ransom or

\$100 MILLION IN GOLD

At \$42 per troy ounce \$100 million in gold weighs roughly 74 metric tons. The actual logistics of moving 74 metric tons of gold to the location can be accomplished by the deadline in a number of ways:

- The easiest way is for a strong and fast enough hero (i.e. the Paragon archetype) or heroes to take possession of the gold from Fort Knox or the Federal Depository in NYC (or some other appropriate location in the GM's campaign), fly it out to the location, and dump it. This requires as long as it takes for the hero to pick up and drop off the gold.
- If heroic delivery isn't possible the gold will be transported by a small fleet of trucks (roughly 15 5-ton or 30 2.5 ton trucks) and then flown via four C-130's (or fewer larger planes) to the area. Once over the location the palletized gold will be dumped from the planes. This entire process requires at least 18 hours (12 if the GM is kind).
- Transport via ship is not likely possible, as there is no normal ocean-going vessel that can travel in time to pick up the gold and reach the location. Of course, it is possible that there could be a "super" ship that could do it.

not. Depending on the logistics (see the **\$100 Million In Gold** boxed text) they still have a number of hours to decide what to do and will wait until the last moment to make their decision. With any luck, the heroes will have resolved the situation by then. If not, the executives agree to pay the ransom and set the delivery in motion.

Naturally the cruise line executives offer any technical materials (i.e. ship floor plans, engineering diagrams, etc.) and mundane equipment (i.e. ropes, radios, scuba gear, etc.) that the heroes say they need for the mission. They can also arrange for normal transportation (i.e. helicopters or boats).

ADVENTURE

The adventure begins when the heroes travel to the *Caribbean Queen*. How they get there is up to the heroes, although the GM should remind them that Thresher has threatened to execute the hostages if he suspects something suspicious is going on (a hero flying visibly or some sort of obviously high-tech craft shooting along the water towards the ship definitely counts as something suspicious). Thus, the heroes are well advised to be as stealthy as possible.

The Current Situation

At the time of the heroes' arrival on the *Queen* all of the passengers and crew are being held under the eyes of several dozen pirate guards in the theater, lounges, and restaurants on Decks 4 and 5. The remaining pirate guards are patrolling the various decks.

A total of 100 pirates are on the *Queen* distributed in the following manner:

- Decks 1 (ship's systems) and 2, 3, 6, and 7 (cabins) are patrolled by four teams of two pirates each (for a total of 40 pirates). The pirate teams carry one walkie-talkie between them for communication with each other and Thresher.
- Decks 4 and 5 (theater, shops, restaurants, etc.) have a total of 40 pirates divided into eight teams to guard the roughly 2,600 hostages. There is one walkie-talkie for each team.
- Decks 8 and 9 (activity areas and open decks) are also patrolled by four teams of two pirates each (for a total of 16 pirates). These teams also have one walkie-talkie between them. In addition, there are 4 pirates

THE CARIBBEAN QUEEN

While the actual layout of the *Caribbean Queen* is up to the GM to determine (the GM is strongly encouraged to check out the descriptions and deckplans that can be found on the various cruise ship websites), the following generalizations should suffice for this adventure:

- The *Queen* has a total of 9 decks. It carries a crew of 800 and 1,800 passengers.
- The ship's lowest deck (Deck 1) is devoted to ship's systems (i.e. engine room, water conversion, storage, kitchens, etc.).
- The next two decks (Decks 2 and 3) are filled with cabins.
- The middle decks (Decks 4 and 5) feature the theaters, lounges, shops, restaurants, and casino.
- Two more decks (Decks 6 and 7) of cabins follow.
- The top two decks (Decks 8 and 9) hold the various activity rooms (i.e. gym, children's play area) and outdoor activities (pool, rock-climbing wall, sundeck, shuffleboard, etc.) and, in the ship's fore section, the bridge.

on the bridge at all times keeping an eye on the ship's systems (radar, sonar, communications) with one walkie-talkie between them.

In addition there are the dozen small pirate boats that were used to reach the cruise ship. Each of these is tied off to the *Queen* with rope ladders leading from them to the *Queen* that are manned by a single pirate lookout each. These lookouts also have walkie-talkies.

Boarding the Caribbean Queen

Below are listed some options the heroes have for getting aboard. The GM should keep in mind that as a cruise ship the *Caribbean Queen* is equipped with both radar and sonar. As a result, even invisible or underwater craft may be detected. Of course, whether Thresher's pirates recognize any radar or sonar contacts for something suspicious is another matter. This would depend largely on the contact's size and speed; the larger and faster the radar/sonar contact the more likely it is trouble. Naturally, there are always fish and other surface vessels around to confuse the issue.

■ **Teleport.** The best way for the heroes to come aboard is to teleport (smart heroes will want to Teleport to some likely unwatched location like a cargo bay). Obviously, if one or more of the heroes has this power or the heroes have access to the technology then the heroes are set (remember that a teleporting hero can spend Hero Points to gain the Progression Power Feat). If the heroes themselves do not have access to teleport perhaps there is someone else (i.e. another hero, the government, a scientist friend, etc.) that can offer them the means.

■ **Flight/Super-Speed/Swimming.** Heroes possessing these powers have no difficulty reaching the ship. However, they do have to contend with the ship's radar/sonar array and the pirate lookouts. The ship's radar and sonar can be fooled with the appropriate Concealment power or by traveling in the zone between the two (i.e. flying just above the surface, swimming on top or just below, or running with a low profile and watching the water spray). The pirate lookouts' eyes are a bit harder to fool and the heroes will either

need to be invisible or come in under cover of darkness. Of course, it is possible that a hero can move fast enough so that there is no time for the radar or the lookouts to register the hero's arrival.

- **Vehicle Transport.** Heroes with access to vehicles will face the same problems that flying/running/swimming heroes do, only because a vehicle has a larger profile they are more likely to be noticed. The GM should keep in mind that vehicles tend to make more noise (i.e. engines) than individual heroes and even if the vehicle can't be seen it may still be heard.

In general, as long as the heroes make a reasonable effort to conceal their boarding the GM should allow them to arrive undetected get the drop on Thresher and his pirate crew.

Dealing With The Pirates

Although there are well over 100 pirates involved in the hostage taking, the fact is that this is not nearly as impressive as it sounds, as the pirates are quite undisciplined. In fact, about the only time that they do their job properly is when they are in the direct presence of Thresher. Otherwise their favorite activities include:

- Looting the cabins they are supposed to be patrolling.
- Fighting with each other over the loot and who gets to search which particular cabins and decks.
- Gambling with the loot they've found either in a deck cabin or in the ship's casino.
- Getting drunk on alcohol from the ship's wine cellar.
- Bullying and terrorizing the hostages.
- Relaxing/staring off into space/catching a nap (and this includes the bridge crew).
- Wandering from off from guarding the hostages to do some looting.

In short, unless the heroes are particularly careless or unlucky, they should have little trouble dealing with the pirates. That's not to say that the pirates are completely clueless; even pirates too busy looting to keep an eye out on things will respond to the obviously unusual sounds.

The pirates are under orders from Thresher to report any problems and suspicious activities, especially sightings of super heroes, via walkie-talkie to Thresher and then await his orders. Of course, given their undisciplined state, this is far from guaranteed. While the pirates will contact Thresher when they are obviously facing superior odds (i.e. spot a particularly tough looking hero like a Paragon, Bulk, or Powerhouse archetype or see more than one hero together), they may just feel bold enough to try their luck against a lone hero (especially if the hero doesn't look particularly threatening), or a group of heroes they happen to surprise.

In combat the pirates' basic tactic is to "spray and pray" – fire their automatic weapons in whatever direction they think is likely to hit something (quite possibly catching other pirates in their random fire). If facing personal peril, they run, leaving their fellows behind (although they may try to use handy hostages as leverage). Only in the direct presence and under the direction of Thresher do they have any sort of backbone and discipline.

The GM should also keep in mind that Thresher maintains the pirates' loyalty through fear and promises of great wealth. As a result if Thresher is captured or the odds are looking too great (i.e. the heroes are quickly decimating a number of pirates) they will not hesitate to abandon ship and leave the supervillain to his fate. More interestingly, should they discover Thresher's true plans (i.e. they are made aware of the mines he has planted) they are very likely to turn on him, at least for as long as they feel they have the upper hand.

VILLAIN TACTICS

Until made aware of the heroes' presence, Thresher spends his time between checking up on the hostages and taking an hourly dip in the ship's pool on Deck 8 (to keep from drying out). Once aware of the heroes' presence on the ship, and assuming that they aren't right on top of him at the time, Thresher will coordinate his pirate patrols to try and contain the heroes on a single deck by having them block the relevant stairways and exits. At the same time he makes his way to the bridge and uses the ship's P.A. system to give the heroes an ultimatum: either surrender or he starts killing one hostage per minute.

If the heroes try to call his bluff by not surrendering they will find that Thresher is a villain of his word. He begins having his pirates bring hostages to the bridge for execution, broadcasting the entire proceedings live over the P.A. reasoning that, while each hostage is one less victim he can sacrifice, if the heroes aren't stopped there won't be a sacrifice. If the heroes still hold out then the GM will have to play the situation by ear (and wonder what kind of heroes they are). Thresher will use the pirates as pawns to avoid personally confronting the heroes for as long as possible.

If forced into combat personally Thresher will reveal himself as a straightforward fighter; he enters his rage and slugs it out until either he or his opponents are finished. If necessary the GM should use GM fiat to ward off any fatigue resulting from Thresher's raging if it will make the combat more interesting.

Despite this attitude, he does have some tactical acumen:

- Thresher's preferred environment is obviously the water. He will dive into the ocean at the first opportunity, perhaps rushing an opponent into the water with him, and count on the water giving him an advantage against the heroes.
- If caught onboard with no easy access to the sea Thresher tries to keep the fight in the bowels of the ship, especially the hallways, in order to restrict the heroes' movement options and reduce the number of heroes that can engage him in melee at once.
- Thresher will use available hostages as human shields, or throw them into the water as a distraction.

Just as the heroes are about to defeat Thresher he will pull out the remote for the mines and threaten to blow up the ship (the GM should use GM fiat to set up this situation by reducing the damage of the knockout/killing blow). Although this will ruin the sacrifice, Thresher will do it anyway in the hope that it will give him the chance to get away. Naturally, if the heroes have already noticed and removed the mines, then this threat will be a hollow one and they can finish him off.

FOLLOW-UP

Once the heroes have defeated Thresher and rescued the hostages the captain will return straight to home port (Cape Canaveral or some other appropriate location); the heroes can remain on board and enjoy the gratitude and adulation (not to mention all the free food and

the best cabins) of the passengers and crew until the ship arrives.

If there were some hostage fatalities then things get a little trickier, especially if some of the hostages blame the heroes for causing the deaths. Whether this is the case is up to the GM, but if the heroes obviously botched the rescue attempt (i.e. wantonly fired energy beams into the

crowd of hostages, appeared careless, etc.) then it is quite likely that many of the hostages, especially relatives of the deceased, will not be particularly grateful. In this case the heroes are encouraged by the captain to leave the ship.

If Thresher escapes he will of course plan for another sacrifice of equally epic proportions as soon as possible. In the unlikely event that Thresher actually succeeds in completing the sacrifice he is rewarded by the idol with increased powers of whatever sort and at whatever level the GM determines to be appropriate.

As for the gold, it remains on the seabed until someone recovers it.

Rewards

Throughout the adventure the heroes should be awarded hero points according to the guidelines given in the main rulebook. Upon successfully completing the adventure the heroes should be awarded 1 power point for achieving each of the following goals:

- Rescuing all the hostages without fatalities
- Keeping the ship from being blown up
- Preventing Thresher from escaping

Additional rewards beyond these are up to the GM. Obviously, if the heroes failed to stop Thresher from sacrificing the ship and the people on it they should receive no rewards.

SUPPORTING CAST

Hostages (passengers and crew)

Most of the passengers and crew are effectively bystanders (see the Bystander Archetype in the main rulebook). However, some are tougher than the run of the mill and may, if the opportunity presents itself, aid the heroes. Their statistics are presented below.

Power Level: 2 (26 points)

Abilities: Str +2 (14), Dex +2 (14), Con +2 (14), Int +0 (10), Wis +0 (10), Cha +0 (10)

Skills: Knowledge (current events) 2 (+2), Knowledge (popular culture) 2 (+2), Profession 4 (+4)

Combat: Attack +2, Damage +2 (unarmed), Defense +2, Initiative +2

Saving Throws: Toughness +2, Fortitude +4, Reflex +2, Will +2

Totals: Abilities 12 + Skills 2 + Feats 0 + Combat 8 + Saves 4 = 26

Pirates

The pirates are a motley collection of small-time smugglers, toughs, and under-achievers. They're brave when they believe they have the advantage, cowardly when they don't. In fact, the only reason to respect them is that they carry guns.

Power Level: 2 (29 points)

Abilities: Str +2 (14), Dex +2 (14), Con +2 (14), Int +0 (10), Wis +0 (10), Cha -1 (8)

Skills: Craft (mechanical) 4 (+4), Intimidate 4 (+3), Knowledge (streetwise) 4 (+4), Swim 4 (+6)

Feats: Equipment 4

Equipment: assault rifle (+5 damage, autofire), knife (+1 damage), walkie-talkie

Combat: Attack +2, Damage +2 (unarmed), +3 (knife), +5 (assault rifle), Defense +2, Initiative +1

Saving Throws: Toughness +2, Fortitude +4, Reflex +2, Will +0

Totals: Abilities 11 + Skills 4 + Feats 4 + Combat 8 + Saves 2 = 29

THRESHER

Quote: "There's gonna be blood in the water!"

First Appearance: Superline #4.

Francis Adderley was just a small-time Bahamian marijuana grower who made his money by cultivating small plots of



idol of a
s h a r k .
Upon pick-
ing up the idol
Francis received
a vision.

In that vision
Francis saw ancient islanders
led by a half-man/half-
shark warrior battling
other islanders and
offering the captives as
sacrifices before the
idol. While all the
islanders fought sav-
agely, none could
match the man-shark
warrior and the vision
soon filled Francis with a
lust for the power possessed by
the warrior. As his heart bared its
desire a voice in the vision told
him that he could have that
power, if only he would
sacrifice someone to the
idol at high tide on the night
of a full moon.

marijuana on some of the island chain's
many uninhabited islands.

It was while clearing some land for a
new marijuana plot that Francis stumbled
upon a tiny grotto. Exploring the grotto for
use as a possible shelter Francis
unearthed a small rough-featured stone

Filled with a lust for power and blood,
Francis accepted the bargain by drugging
a fellow smuggler and sacrificing him to
the idol. His reward was immediate. As the
smuggler's lifeblood drenched the idol
Francis felt a powerful force enter him;
Francis became the man-shark he had
seen in his vision.

THE IDOL

The idol is a plot device whose exact nature and powers are left up to the GM to decide; the only thing that is certain is that the idol and its “owner” must be in contact with a victim at the time of sacrifice.

The idol could be some fragment tied to a long-lost shark-deity, an artifact of a devil meant to tempt mortals, or a relic whose sole purpose is to convert sacrifices into blood for its “owner”. Of course, if those sacrifices aren’t forthcoming, then the idol can also take away that which it has bestowed. Whether the idol can be destroyed, and how, is also up to the GM.

Since that time the idol has driven Francis, now calling himself Thresher, to produce more sacrifices. Thresher, who still does not understand who or what the idol is, has always complied and been rewarded with greater power each time.

Before becoming Thresher Francis Adderley was a Bahamanian male in his late 20’s who stood 5’9” tall and was a thin 145 lbs. Upon receiving the idol’s boon he grew to 7’ tall and added over 200 lbs. of solid muscle to his frame although he is no longer recognizable as the man he once was.

Francis always wanted the best in life but never to work for it. Thus he was always looking for the shortcut, the one quick score. And when his latest scheme didn’t work out, largely because Francis didn’t put in the requisite effort, he got mad at everyone (i.e. his fellows, the system, etc.) but himself.

As Thresher this shortcoming has gotten even more pronounced, since he now thinks he has the power to simply take what he wants. What little planning Thresher does bother to do often falls by the wayside as his bloodlust takes over the moment he feels things aren’t going his way. As a result, although he likes to think of himself as big time due to his new powers, he still acts small-time.

Stat Block

Power Level: 11 (153 points)

Abilities: Str +8 (26), Dex +4 (18), Con +6 (22), Int +0 (10), Wis +2 (14), Cha +2 (14)

Skills: Intimidate 8 (+10), Notice 8 (+10), Stealth 4 (+8), Survival 8 (+10), Swim 8 (+16)

Feats: All-out Attack, Attack Focus (melee) 4, Distract (Intimidate), Environmental Adaptation (aquatic), Favored Environment 2 (aquatic), Fearsome Presence 4, Improved Initiative, Power Attack, Rage 2 (+4 Strength, +2 Fortitude/Will Saves, -2 Defense, 10 rounds), Ritualist, Startle, Takedown Attack

Powers: Immunity 3 (drowning, high pressure, need for sleep); **Protection 6;** **Regeneration 11** (+3 recovery, bruised 1/round, unconscious 1/round, injured 1/5 minutes, staggered 1/5 minutes, disabled 1/hour); **Strike 2** (*Extras:* Mighty); **Super-Strength 4** (*Heavy Load:* 7 tons); **Super Senses 7** (direction sense, low-light vision, scent, tracking [scent], tremorsense); **Swimming 6** [100 MPH]

Combat: Attack +8 (melee), +4 (ranged), Grapple +20, Damage +10 (unarmed), +12 (raging), Defense +8, +2 attack or dodge bonus underwater, Knockback -6, Initiative +8

Saving Throws: Toughness +12, Fortitude +11, Reflex +9, Will +7

Drawbacks: Weakness (-1 Con per hour out of water, -3 points) 3

Totals: Abilities 44 + Skills 9 + Feats 19 + Powers 45 + Combat 24 + Saves 15 – Drawbacks 3 = 153