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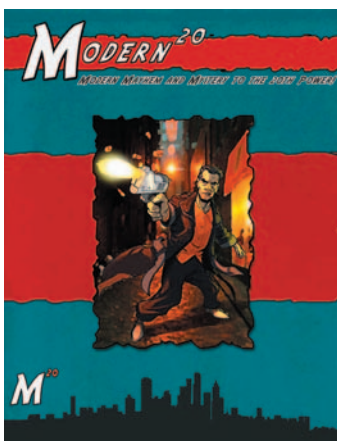
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THE EUGENICS BRIGADE: VILLAINS OF WWII FOR SUPERS²⁰

BY CHARLES RICE

On November 9th, 1923 Adolf Hitler, a former WWI corporal who had risen public dissatisfaction to the leadership of the small National Socialist or Nazi party allied himself with popular WWI general Erich Ludendorff in an attempted overthrow of the Weimar government. This movement would be launched from Germany's beer halls, which double as places political rallies, can be held to this day and one of the main places where Hitler appealed to his followers to join him in the coup.

As the night of confusion and chaos of the putsch unfolded the future character of the Nazi regime was revealed. Local police officials were captured and had their lives threatened if they would not join Hitler's cause, lists of prominent Jews were drawn up and Hitler's "stormtroopers" moved to arrest them even while the coup was ongoing, while other Jews were subjected to random acts of vandalism, terrorism and violence.

Finally as dawn broke and it became clear that the coup was not really gaining control over anything, Hitler, Ludendorff and about 2,000 of their followers decided to march on Berlin in an attempt to recreate Mussolini's "march on Rome". As they moved toward the Defense Ministry, they were met by 100 police officers who blocked their way. The two sides exchanged



gunfire and three of Hitler's men were killed while Hitler and Goring were wounded.

During the firefight, the blood of one of the slain men stained the Nazi flag carried by Hitler's men which became one of the holiest relics of the Nazi party, "the Blutfahne" or Blood Flag. Following his rise to power Hitler gave many speeches in front of the Blood Flag and touched new Nazi party flags with it to "sanctify" them.

Finally members of the military caught wind of the coup and put it down, and a few days later Hitler was arrested and charged with treason. Despite this very serious charge he was sentenced to only 5 years in prison and was ordered to serve his sentence at the Festungshaft, a comfortable prison where inmates were not put into forced labor and could receive visitors every day for several hours a day.

It was the sentence of a man who done the wrong thing for the right reason (in the eyes of the judge). Despite this extremely lenient prison sentence, Hitler served only 8 months of it and composed his manifesto, Mein Kampf or "My Struggle" while in prison.

One of Hitler's most frequent visitors during his prison sentence is an obscure scientist named Dr. Conroy Leder, a geneticist and author of Hereinschauend Augen Gott ("Looking into the Eyes of God").

In 1925, Hitler publishes Volume 1 of *Mein Kampf*, or "My Struggle", a combination of autobiography and political manifesto espousing the political philosophies of his National Socialist Party. Among the tenets laid out in this book are Hitler's views on anti-Semitism and the existence of meta-humans, whom Hitler believes are all members of the Master Race. Hitler further claims that all members of this Master Race (regardless of nationality) are descended from the Aesir (the Norse Gods of legend) calls on all meta-humans to rally to his cause. Hitler also proposes a breeding program based on the "new science" of

Eugenics. Considered laughable at the time, Hitler has secured backing from several wealthy Germans for an early genetics program run by Dr. Leder, who is attempting to unlock the "Aesir Strain" and allow for all Aryan men to become Aryan "super-men".

By 1938, this eugenics program had born more fruit than anyone would have thought possible. Germany fielded the first military super-team in the history of the world, one that gave it an enormous advantage during the early campaigns of the war.

Later historians and scientists are unclear how much of this was the direct result of Leder and his team of Eugenicians however. Late in the war, with the Eugenics Brigade outnumbered by the teams of both Britain and America, Leder was called upon to expand the roster of the Brigade and proved unable to create anything more than Verhexte and Überfallkommando. And even the latter could not be made fast enough to replace losses in the field. In the end the mighty Eugenics Brigade was reduced to releasing crazed Verhexte on civilian populations as revenge and to cover the retreat of Nazi forces from territory they had conquered only years before.

KAMPFGRUPPE EUGENIK (EUGENICS BRIGADE)

Charismatisch "Charismatic" (Empath 10): HD 10d8+20; HP 80; Init +1; Spd 30 ft, Fly 60 ft; Defense 24, flatfooted 17 (+1 Dex, +6 Wis, +7 Class); BAB +7; Atk +6 melee (2d6-1 NL, unarmed), or +13 ranged (6d4+0 NL, telekinetic bolt); SQ Resolute, 3 DR vs. physical and energy; AL Traumfrau, Adolf Hitler, Nazi Party; SV Fort +13, Ref +8, Will +13, Rec +11; Rep +10; Str 8, Dex 12, Con 15, Int 10, Wis 22, Cha 14.

Background: Athlete

Occupation: Super team: Perks 4+2 power stunts (Government Sponsored Team, Professional Reputation, Superior Will, Telekinetic Shield;

Telekinetic Bolt, Telekinetic Flight)

Hobby: Languages

Skills: Acrobatics 4 (+5), Athletics 4 (+3), Legal 4 (+4), Outdoorsman 13 (+23), Perception 13 (+23), Power Control 13 (+15), Read/Write Language (English, French, German), Speak Language (English, French, German), Streetwise 13 (+23), Unarmed 13 (+12), Vehicles 13 (+14)

Feats: Career Advancement, Mind Over Body, Poise, Power Level x6, Psychic Strike, Superhuman Wisdom, Teamwork (Kampfgruppe Eugenik): +3 attack rolls, Telekinesis

Access/Contacts/Followers: Complete Access, Supply Contact (Kampfgruppe Eugenik): 29 wealth

Wealth: 14

Possessions: None

Character Disadvantages: Code: Sadistic (DSR 5)

Background: *Reconnaissance Report: Charismatic*
Brunhilde Albrecht was a dancer with her identical twin sister at the beer halls where Hitler got his start in politics. Like her sister, she also is a mutant, though whether her mutation had manifested before Doktor Eugenik experimented on her is unknown. What we do know is that she can crush tanks with her mind and seems to enjoy it.

Quote: "Please continue to struggle. Make me hurt you."

Doktor Eugenik a.k.a. Dr. Conroy Leder (Brainiac 10): HD 10d8+20; HP 80; Init +0; Spd 30 ft; Defense 23, flatfooted 17 (+0 Dex, +6 Int, +7 Class); BAB +7; Atk +7 melee (1d4-1, knife), or +8/+4 ranged (2d4+4, Luger: -4 attack penalty if weapon not wielded two-handed); SQ Thinker; AL Genetic Purity, Adolf Hitler, Nazi Party; SV Fort +5, Ref +5, Will +8, Rec +5; Rep +21; Str 8, Dex 10, Con 14, Int 22, Wis 13, Cha 14.

Background: Academic

Occupation: Scientist (from *Modern²⁰ Supplement #1*): Perks 4+2 power stunts (Professional Reputation x3, Gadeteer; Gadget Guru, Tech Wizard)

Hobby: Weapons

Skills: Academics (Genetics) 13 (+19), Athletics 4 (+3), Chemistry 13 (+19), Engineering 13 (+42), Firearms 13 (+13), Leadership 13 (+15), Legal 13 (+19), Medicine 6 (+7), Outdoorsman 13 (+14), Perception 13 (+14), Power Control 13 (+15), Read/Write Language (Cantonese, English, French, German, Italian, Japanese, Latin, Mandarin, Polish, Russian), Speak Language (Cantonese, English, French, German, Italian, Japanese, Latin, Mandarin, Polish, Russian), Stealth 13 (+13), Streetwise 13 (+14), Vehicles 13 (+13), Weapons 4 (+3)

Feats: Career Advancement x2, Expert in Your Field (Engineering): skill bonus Reputation +2, Gadgetry, Power Level x7, Smart Defense, Superhuman Intelligence

Access/Contacts/Followers: Complete Access, Skill Contact: Medicine 23 ranks, Supply Contact (Kampfgruppe Eugenik): 55 wealth

Wealth: 20

Possessions: Luger

Character Disadvantages: Obsession: Perfect human genome (DSR 5)

Background: *Reconnaissance Report: Leitwolf*

We believe this mad scientist to be the mastermind of Hitler's entire eugenics program. Capturing him alive for questioning should be a top priority.

Quote: "Hmm, I expected that explosion to be bigger. Now watch, the mutagens are taking effect. See how the flesh of the victims changes right before our eyes? Beautiful."

Donnerschlag "Thunderclap" (Speedfreak 10):

HD 10d8+20; HP 80; Init +7; Spd 30 ft, Fly 140 ft; Defense 27, flatfooted 20 (+7 Dex, +10 Class); BAB +7; Atk +6 melee (2d6-1 NL, unarmed), or +13 ranged (7d4+0, lightning strike); SQ Need for Speed; AL Germany; SV Fort +7, Ref +14, Will +5, Rec +5; Rep +6; Str 8, Dex 24, Con 15, Int 10, Wis 14, Cha 12.

Background: Military

Occupation: Super team: Perks 4+2 power stunts (Government Sponsored Team, Lightning Strike, Thunderclap, Wind Blast; Down Draft, Hurricane Force)

Hobby: Leadership

Skills: Acrobatics 13 (+20), Firearms 4 (+11), Leadership 4 (+5), Outdoorsman 4 (+6), Perception 4 (+6), Power Control 13 (+15), Unarmed 13 (+12), Vehicles 13 (+20)

Feats: Career Advancement, Control Weather, Evasion, Flight, Power Level x7, Superhuman Dexterity, Teamwork (Kampfgruppe Eugenik): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Kampfgruppe Eugenik): 21 wealth

Wealth: 12

Possessions: None

Character Disadvantages: Code: Loyal to the state (DSR 5)

Background: *Reconnaissance Report: Donnerschlag*

Subject has a high degree of weather control, especially over winds, able to generate extreme wind shear making flight almost impossible. Fortunately, subject is not used more extensively for air defense against conventional aircraft, being used for "reprisal" missions.

Quote: "No one flies without my permission."

Feuerfest "Fireproof" (Tank 10): HD 10d12+30; HP 110; Init +1; Spd 40 ft (30 ft. in armor), Leap 140 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +7; Atk +13 melee (2d6+6 NL, unarmed), or +8 ranged (2d12+12, MG-42 heavy machinegun); SQ Resilience, 9 DR vs. physical, 9 DR vs. fire, +4 saves vs. fire; AL Adolf Hitler, Nazi Party, Germany; SV Fort +10, Ref +6, Will +2, Rec +10; Rep +10; Str 15/22, Dex 12, Con 16, Int 10, Wis 8, Cha 13.

Background: Military

Occupation: Super team: Perks 4+2 power stunts (Government Sponsored Program, Professional Reputation, Environmental Seal, Power Leap; Bulletproof, Resistant to Fire)

Hobby: Perception

Skills: Athletics 13 (+15/+13), Firearms 4 (+5), Leadership 13 (+14), Outdoorsman 4 (+3), Perception 4 (+3), Power Control 13 (+16), Unarmed 13 (+15/+19), Vehicles 4 (+5)

Feats: Absorption (PL +2 limited energy type- fire; PL +2 worn device, personal, Feuerfest Mk. I armor), Armor (PL +2 worn device, personal; PL +2 bulky: -6 armor penalty, +1 maximum dexterity), Career Advancement, Enemy (Old Glory): +3 damage rolls, Human Shield, Power Level x5, Superhuman Strength (PL +2 worn device, personal, Feuerfest Mk. I armor), Superleap (PL +2 worn device, personal, Feuerfest Mk. I armor), Teamwork (Kampfgruppe Eugenik): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Kampfgruppe Eugenik): 31 wealth

Wealth: 14

Possessions: MG-42 heavy machinegun, 250 rounds ammunition

Character Disadvantages: Code: Loyal to the Party (DSR 5), Code: Arrogant (DSR 5)

Background: *Reconnaissance Report: Feuerfest*

After some early contact between the Kampfgruppe Eugenik and Vigilance Force, Hitler ordered his scientists to come up with a solution to the "Old Glory problem". His scientists engineered a suit specially designed to counter fire attacks, which was awarded during a special ceremony to a member of the SS, who had sworn a personal oath of loyalty to Hitler. This individual, name still unknown, was also personally tasked with using his gift from the Fuhrer to kill Old Glory and bring his body to the scientists of Kampfgruppe Eugenik for study.

Quote: "Bring me the fire boy! I will rip his heart out with my bare hands!"

Krieghund “War Hound” (Speedfreak 10): HD 10d8+30; HP 90; Init +6; Spd 40 ft; Defense 26, flatfooted 20 (+6 Dex, +10 Class); BAB +7; Atk +13 melee (2d6+13, claws), or +13 ranged (2d8+4, Sturmgewehr); SQ Need for Speed; AL Adolf Hitler, Nazi Party, Germany; SV Fort +8, Ref +13, Will +4, Rec +6; Rep +10; Str 12, Dex 22, Con 16, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Super team: Perks 4+2 power stunts (Professional Reputation, Government Sponsored Team, Enhanced Vision, Swinging; Darkvision, Enhanced Smell)

Hobby: Languages

Skills: Acrobatics 4 (+10), Athletics 13 (+14), Perception 4 (+5), Power Control 13 (+16), Read/Write Language (English, German, Italian), Speak Language (English, German, Italian), Unarmed 13 (+14), Stealth 13 (+19), Vehicles 4 (+10)

Feats: Career Advancement, Claws, Enhanced Senses, Power Level x7, Superhuman Dexterity, Teamwork (Kampfgruppe Eugenik): +3 attack rolls, Weapon Finesse (Claws)

Access/Contacts/Followers: Top Secret Access, Supply Contact (Kampfgruppe Eugenik): 31 wealth

Wealth: 10

Possessions: Sturmgewehr, 120 rounds ammunition

Character Disadvantages: Code: Loyal to the Party (DSR 5)

Background: *Reconnaissance Report: Krieghund*
Loring Halperin was an early member of the Kampfgruppe and like many of those early members was identified when Doktor Eugenik tested every German military man for potential mutation. When Loring’s latent mutation was activated, he broke out of the lab and disappeared for several weeks. During this time nearby towns were terrorized by what seemed to be a werewolf. When Loring came to his senses, he returned to the military, ready to serve the Reich in a new, more vicious way.

Schlagring “Brass Knuckles” (Powerhouse 10): HD 10d10+30; HP 100; Init +1; Spd 40 ft, Leap 180 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +14 melee (13d4+0, energy damage touch-electricity), or +11 ranged (2d8+4, Sturmgewehr); SQ Melee Master, 9 DR vs. physical, +4 saves vs. electricity; AL Adolf Hitler, Nazi Party, Germany; SV Fort +10, Ref +4, Will +5, Rec +8; Rep +9; Str 14, Dex 12, Con 16, Int 10, Wis 14, Cha 8.

Background: Military

Occupation: Super team: Perks 2+2 power stunts (Professional Reputation, Precision Strike; Bulletproof, Resistant to Electricity)

Hobby: Firearms

Skills: Athletics 13 (+15), Firearms 4 (+5), Leadership 4 (+3), Outdoorsman 13 (+15), Perception 4 (+6), Power Control +13 (+16), Stealth 4 (+5), Unarmed 13 (+15)

Feats: Armor (PL +2 worn focus, personal, electro-coil armor), Attack Focus (damage touch): +2 attack rolls, Damage Touch-energy (PL +2 worn focus, personal, electro-coil armor; PL +2, limited energy type, electricity), Defensive Martial Arts, Power Level x7, Superleap (PL +2 worn focus, personal, electro-coil armor), Teamwork (Kampfgruppe Eugenik): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Kampfgruppe Eugenik): 25 wealth

Wealth: 14

Possessions: Sturmgewehr, 90 rounds ammunition

Character Disadvantages: Code: Loyal to Hitler (DSR 5)

Background: *Reconnaissance Report: Schlagring*
What can we say, he’s definitely not the brains of the outfit. Still, he’s a highly trained combatant who wears an armored bodysuit that can deliver enough electricity to kill a man from the gauntlets. He can also propel himself through the air for short bursts, possibly by reversing the electrical field in his armor.

Quote: “For the Reich!”

Streitaxt “Battleaxe” (Tank 10): HD 10d12+60; HP 140; Init +2; Spd 40 ft, Fly 100 ft; Defense 19, flatfooted 17 (+2 Dex, +7 Class); BAB +7; Atk +15 melee (1d8+11 plus 2d6 fire, Jotun Axe), or +21 melee (1d8+17 plus 2d6 fire, Jotun Axe plus Strength Enhancement), or +9 ranged (10d4+0 NL, sand blast-Control Earth); SQ Resilience, 6 DR vs. physical, +3 saves vs. fire; AL Germany, Saxon Oath; SV Fort +13, Ref +7, Will +4, Rec +13; Rep +5; Str 20/32, Dex 14, Con 22, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Super team: Perks 2+2 power stunts (Resistant to Fire, Wall of Earth; Land Grab, Pillar)

Hobby: Leadership

Skills: Athletics 13 (+18), Leadership 4 (+3), Perception 4 (+5), Power Control 13 (+19), Stealth 4 (+6), Vehicles 4 (+6), Unarmed 13 (+18), Weapons 13 (+18)

Feats: Ability Enhancement (Strength), Armor, Control Earth (PL +4, carried device, Jotun Axe), Power Level x6, Superhuman Constitution, Superhuman Strength, Teamwork (Kampfgruppe Eugenik): +3 attack rolls, Unique Weapon: +3 attack and damage, +2d6 fire (PL +4, carried device, Jotun Axe)

Access/Contacts/Followers: Secret Access, Supply Contact (Kampfgruppe Eugenik): 15 wealth

Wealth: 8

Possessions: Jotun Axe

Character Disadvantages: Code: Saxon Oath (DSR 5)

Background: *Reconnaissance Report: Streitaxt*

A seemingly limitless source of power, Streitaxt appears to be a “simple” German boy from the country gifted with a magic axe out of Norse legend. Able to command the earth and call on the strength of the giants temporarily, this dangerous combatant is seems to be something of an outsider in the Kampfgruppe. He does not owe his power to Nazi science and is not even a member of the Nazi

party. He even refused to swear an oath of loyalty personally to Hitler, instead opting for a variation on the Saxon Oath of Fealty, swearing that the friends of the Chancellor of Germany are his friends and the enemies of the Chancellor of Germany are his enemies.

It is believed that if a new Chancellor of Germany were appointed, this patriot's first loyalty would be to *him*, not to the party or any notions of Aryan supremacy.

Quote: "AGHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH H"

Traumfrau "Dream Girl" (Star 10): HD 10d8+20; HP 80; Init +0; Spd 30 ft; Defense 23, flatfooted 17 (+0 Dex, +6 Cha, +7 Class); BAB +7; Atk +8 melee (1d4+2, knife), or +8 ranged (2d4+4, Luger); SQ Friends in High Places; AL Charismatic, Adolf Hitler, Nazi Party; SV Fort +5, Ref +5, Will +8, Rec +5; Rep +10; Str 12, Dex 10, Con 14, Int 10, Wis 13, Cha 22.

Background: Athlete

Occupation: Super team: Perks 4+2 power stunts (Inspire Courage, Inspire Ferocity; Cursed x3, Multiple Targets)

Hobby: Weapons

Skills: Acrobatics 8 (+8), Athletics 4 (+5), Crime 13 (+13), Firearms 13 (+13), Influence 13 (+19), Leadership 13 (+19), Perception 13 (+14), Power Control 13 (+15), Weapons 4 (+5)

Feats: Banter, Mind Control (PL +2, men only), Power Level x7, Probability Hex, Redirect, Superhuman Charisma, Voice of Command

Access/Contacts/Followers: Complete Access (longtime associate and ally of Adolf Hitler), Supply Contact (Kampfgruppe Eugenik): 26 wealth

Wealth: 10

Possessions: Luger, 32 rounds ammunition

Character Disadvantages: Code: Loyal to Hitler (DSR 5), Code: Vanity (DSR 5)

Background: *Reconnaissance Report: Traumfrau,*

one of Hitler's Göttinnen or "Goddesses"

One of Doktor Eugenik's proudest achievements is his "goddesses", the female members of the Eugenics Brigade. Traumfrau is the identical twin sister of Charismatic and like her sister was a dancer at the beer halls where Hitler got his start. Though Hitler believes they are Valkyrie sent to aid his cause, it is much more likely they are mutants. Traumfrau can bend men to her will and bad luck seems to plague those who anger her. In combat, foes frequently hit allies when aiming for her, suffer equipment malfunctions at critical times and so forth. She also serves as a rallying point for the Kampfgruppe Eugenik, her mere presence convincing the group that they are invincible.

Quote: "Follow us comrades! The Aesir are with us! Our victory will last for 1,000 years!"

Überfallkommando "Flying Squad" (Speedfreak 5): HD 5d8+10; HP 40; Init +3; Spd 35 ft, Fly 60 ft; Defense 18, flatfooted 15 (+3 Dex, +5 Class); BAB +3; Atk +6 melee (1d4+4, knife), or +6 ranged (2d8+4, Sturmgewehr); SQ Need for Speed; AL Adolf Hitler, Nazi party, Germany; SV Fort +5, Ref +7, Will +2, Rec +3; Rep +6; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Superagent: Perks 3 (Agency Rank, Professional Reputation, Burst Fire)

Hobby: Leadership

Skills: Acrobatics 8 (+11), Athletics 8 (+9), Engineering 4 (+4), Firearms 8 (+11), Leadership 4 (+3), Perception 4 (+5), Stealth 8 (+11), Weapons 4 (+5)

Feats: Career Advancement, Cover Fire: +4 Defense bonus, Flight, Power Level x3, Superhuman Strength, Teamwork (Kampfgruppe Eugenik): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (Kampfgruppe Eugenik): 21 wealth

Wealth: 10

Possessions: Sturmgewehr, 120 rounds ammunition, knife

Character Disadvantages: Code: Loyal to Hitler/Nazi Party (DSR 5)

Background: *Reconnaissance Report: Überfallkommando*

These agents, numbering up to 50, are one of the biggest advantages of the Kampfgruppe over Allied forces, providing cover fire and tactical air support. Given a weakened eugenics formula, the secret to creating these agents is a top priority for allied forces.

Quote: "Beta team! Support!"

Überkrieger "Super Soldier" (Powerhouse 10): HD 10d10+40; HP 110; Init +5; Spd 40 ft; Defense 22, flatfooted 17 (+5 Dex, +7 Class); BAB +10; Atk +14 melee (3d6+10 plus 4d6 on called shots, Bone-saw: must be wielded two-handed), or +15 ranged (2d8+4, Sturmgewehr); SQ Melee Master; AL Germany; SV Fort +11, Ref +8, Will +4, Rec +9; Rep +10; Str 16, Dex 20, Con 18, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Super Team: Perks 4+2 power stunts (Professional Reputation, Aggressive Stance, Precision Strike, Flurry; Swinging, Wall-Crawling)

Hobby: Languages

Skills: Athletics 13 (+16), Engineering 4 (+4), Perception 4 (+5), Power Control 13 (+17), Read/Write Language (English, French, German), Speak Language (English, French, German), Stealth 4 (+9), Unarmed 13 (+16), Weapons 13 (+16)

Feats: Attack Focus (Bone-saw), Attack Specialization (Bone-saw), Career Advancement, Greater Attack Specialization (Bone-saw), Power Level x5, Superhuman Constitution, Superhuman Dexterity, Unique Weapon Knochensäge "Bone-saw" (PL +3, carried device, personal): +4d6 damage on called shots, Teamwork (Kampfgruppe Eugenik): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Kampfgruppe Eugenik): 28 wealth
Wealth: 8

Possessions: Bone-saw, Sturmgewehr, 120 rounds ammunition

Character Disadvantages: Code: Ultra-patriot (DSR 5)

Background: *Reconnaissance Report: Überkrieger*
 A sickly hero of WWI, dying of lung cancer, Manfred Neuberg demanded to aid in the German war effort, even if it was as nothing more than a test subject for Doktor Eugenik. Granted his wish, the treatments turned him back into the prime of youth, perhaps even stronger and faster than the hero had been during WWI. Given a specially designed weapon by Doktor Eugenik, the dreaded bone-saw, he is now the perfect soldier and the greatest propaganda tool the Nazis could dream of, spouting perfectly prosaic patriotic sayings without being coached.

Quote: “For the motherland!”

Verhexte “Jinx” (Empath 5): HD 5d8+10; HP 40; Init +3; Spd 30 ft; Defense 16, flatfooted 13 (+3 Dex, +3 Class); BAB +3; Atk +6 melee (1d8+6, claws); SQ Rolute; AL none; SV Fort +6, Ref +7, Will +5, Rec +5; Rep NA; Str 17, Dex 16, Con 14, Int 6, Wis 12, Cha 8.

Background: None

Occupation: None Perks 0+1 power stunt (Regrowth)

Hobby: None

Skills: Power Control 8 (+10), Unarmed 8 (+11)

Feats: Claws, Enhanced Senses, Power Level x4, Regeneration, Superhuman Strength

Access/Contacts/Followers: None

Wealth: None

Possessions: None

Character Disadvantages: Disability: Animalistic-no background, occupation, hobby, access, wealth or possessions (DSR 5)

Background: *Special report to the Fuhrer by Dr. Conroy Leder*

In every experiment there are failures. These failures are particularly useful to us however, as they recover from almost any injury, regrow lost body parts like worms. They are the perfect test-beds for future experiments. We can also release them on civilian populations if necessary, though they will be impossible to control after that. Perhaps on the Eastern Front?

Quote: There was a time when God spoke to man. Now, with the new science of eugenics, it is time for man to answer. *From “Looking into the Eyes of God”*

ASSOCIATED CHARACTERS

Götterdämmerung “Ring Bearer”

Note: Götterdämmerung is a plot-device character, useful for making the Kampfgruppe Eugenik a unique threat. His power to create gates allowing himself and his allies to appear anywhere around the world allows the Kampfgruppe Eugenik to attempt assassinations of world leaders, then retreat after the battle is over.

Depending on what the adventure calls for, he can create gates allowing up to 100 men to appear anywhere in the world but requires an hour to create another gate (meaning those he sends are stuck for awhile). Note that these gates are two-way and Götterdämmerung can open a gate to allow someone to escape if the adventure calls for it. He also does not need to go with those he transports and almost never will.

The goal is to keep this character a mysterious mover and shaker in the background.

Background: *Reconnaissance Report: Götterdämmerung*

Almost nothing is known about this character, except that he began to assist Hitler in 1933, shortly after his ascension to Chancellor. Since then he has allowed commando units to appear behind enemy

lines, causing chaos. As the ranks of the Kampfgruppe Eugenik grew, he became their personal mode of transportation, allowing them to assassinate world leaders and military commanders, decapitating German opponents. This tactic is devastating in combination with a full-scale Blitzkrieg attack. The best defense is old-fashioned intelligence: make sure the Germans are never 100% sure of the location of an important individual.

Quote: “Ragnarok is upon us Mein Fuhrer. Odin has commanded me to assist you, his agent on Midgard.”

ADVENTURE HOOK

Operation: Breakout!

The characters are in an urban area just recently cleared of Nazi activity. Suddenly the Flying Squad appears on the horizon. If the characters are agents of U.S.H.E.R. or normal soldiers, they should outnumber the Flying Squad by 150% (so three PCs equals two Flying Squad opponents). These meta-humans don’t appear to be leading a counter-attack however, and in fact pay no attention to the PCs unless they are attacked. In fact, they are looking for something: 10 escaped Verhexte.

If the PCs are full-fledged, four color supers (Level 10), all these Verhexte can appear in a mass. If not, the PCs encounter them in small groups. Depending on the characters’ power level (especially if they’re normal soldiers) this adventure could be as much horror as action-adventure.

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