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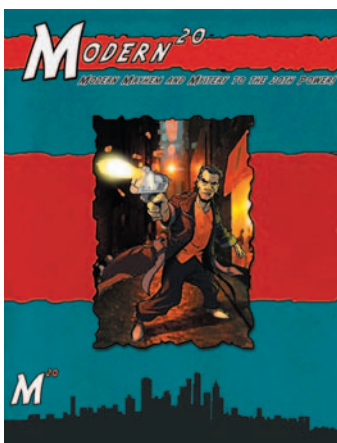
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VIGILANCE FORCE: AMERICA'S HEROES OF WWII FOR SUPERS²⁰

BY CHARLES RICE

For centuries meta-humans have used their abilities to aid causes that inspired them. St. Francis of the Flaming Sword, regarded by many historians as the first mutant, used his abilities of flight and fire projection on behalf of the knights of the First Crusade in 1095.

America's first meta-human appeared during her first war, when the Minuteman used a small time-altering device to appear and disappear at will, serving as the ultimate scout for General Washington. The Minuteman appeared again during the Civil War, fighting against fellow Americans, for the Union Army.

During WWI, meta-humans fought for several nations. Nautilus fought for America, protecting her ships from German U-Boats, sinking at least 15 over the course of the war. Excalibur served Great Britain, wielding the magic sword of legend and exposing a German plot to bring Mexico into the war in an attack against the United States. Russia was served by Hammer and Sickle, peasant twins who championed their country, and later Communism. Finally there was Le Verdun, a mysterious French hero who appeared, healed thousands of wounded French soldiers in a single day after a terrible battle and then disappeared just as mysteriously.

Notably, no heroes fought for Germany during WWI. After the war, with its humiliating end at Versailles, many within Germany blamed this lack of meta-human



support for the German defeat. Thus, as he rose to power, Hitler was as keen on making sure that Germany had powerful meta-humans as he was on making sure Germany had a powerful air force and navy.

What made Germany's force of meta-humans unique however, and what has heralded in the beginning of the modern meta-human age was the number of meta-humans Germany employed. Whereas the heroes of WWI had been lone figures of mystery and romance, WWII saw Germany employ over half a dozen meta-humans, trained to function together as a team. The sum being greater than the whole, this team, the Kampfgruppe Eugenik, or Eugenics Brigade, proved frighteningly effective during the early campaigns of the war. It was clear the other nations of the world would need to respond.

In fact, American President Franklin Roosevelt considered Germany's team a crisis, stating in an early memo that America needed an "emergency response" to the Eugenics Brigade. Thus, but Executive Order, the United States Headquarters for Emergency Response, or U.S.H.E.R. was created.

At first this "agency" consisted of a single man, a meta-human hero of Prohibition: Deuce. This still-busting vigilante had caught the imagination of America and Franklin Roosevelt had appointed him "National Crime Overseer", with national jurisdiction to help combat the rising tide of organized crime. It was this man that the President charged with finding and training America's response to the Eugenics Brigade.

Unlike Prohibition, this time Deuce would not be working alone. He would have the full support of the United States government behind him. His first task was to set up the Superhuman Testing and Training range, located at Maxwell Air Force Base in Tuskegee, Alabama. While many of America's top scientists tried to create a training program for unique individuals who were more than human, Deuce hit

the road, tracking down leads of unusual activity looking for meta-humans to fight for America. At their strongest, Vigilance Force would contain eight members: Captain Miracle, Deuce, Freight Train, Hornet, Marauder, Minuteman, Old Glory and Talon.

NEW POWERS

CONTROL TIME

You can control the flow of time.

Duration: 1 round times your power level

Range: 20 ft. times your power level

Effect: One opponent moves down in the Initiative order by an amount equal to your power level.

Stunts

Fast Forward: You gain a bonus to Initiative equal to one-half your power level. The duration of this power is permanent and the range is you.

Haste (requires Fast Forward): All allies within range of this power gain a bonus to Initiative equal to one-half your power level. Use of this power is a move action.

Time Stop: You gain teleportation with a range of 10 ft. times your power level.

VIGILANCE FORCE

Captain Miracle a.k.a. Fred Williamson (Brainiac 10): HD 10d8+20; HP 80; Init +2; Spd 30 ft; Defense 25, flatfooted 17 (+2 Dex, +6 Int, +7 Class); BAB +7; Atk +9 melee (1d4+0, knife), or +9 ranged (10d4+0, fusion rifle); SQ Thinker; AL Old Glory; SV Fort +5, Ref +7, Will +8, Rec +5; Rep +5; Str 10, Dex 14, Con 15, Int 22, Wis 12, Cha 8.

Background: Criminal

Occupation: Super team Perks 2+2 power stunts (Called Shot, Pilot; Mechanics, Electronics)

Hobby: Stealth

Skills: Academics (Genetics) 13 (+20), Academics (Robotics) 13 (+20), Chemistry 13 (+20), Computers 13 (+20), Crime 13 (+20), Engineering 13 (+20), Firearms 13 (+15), Leadership 13 (+12), Legal 13 (+20), Perception 13 (+14), Power Control 13 (+15), Read/Write Language (Ancient Greek, English, German, Japanese, Russian), Speak Language (Ancient Greek, English, German, Japanese, Russian), Stealth 8 (+10), Streetwise 13 (+14), Vehicles 13 (+15)

Feats: Blast (PL +3, device, can be disarmed, personal), Gadgetry, Power Level x7, Smart Defense, Superhuman Intelligence, Teamwork (Vigilance Force): +3 attack rolls, Unique Vehicle (Night Flyer, modified supersonic jet, possesses Armor and Life Support powers)

Access/Contacts/Followers: Secret Access, Supply Contact (Tuskegee Institute): 15 wealth

Wealth: 12

Possessions: Fusion Rifle, Night Flyer

Character Disadvantages: Code: Loyal to Old Glory (DSR 5), Code: Intellectual Arrogance (DSR 2)

Background: *Status Report #37: Dr. Mitchell Westfield to Dr. Cameron Forster*

I am writing to formally request the removal of test subject #3, Fred Williamson, a.k.a. "Captain Miracle" from the Tuskegee Project. Subject Williamson is uncooperative during tests, making frequent claims that he should be *running* them, despite being a 16 year-old former carnival huckster.

Williamson also invents things that would be vital to the war effort, such as his jet fighter and energy rifle, that he then refuses to explain or demonstrate to base scientists. Sometimes he claims he *cannot* repeat the construction process and other times he claims base scientists could not be made to understand his inventions. Neither is believed by this scientist or a majority of the base staff (names available on request).

He listens to one person and one person only, his friend, test subject #1, Christian Thomason, a.k.a. “Old Glory”. Except for this one person, Williamson seems completely out of control and narcissistic and quite likely possesses a borderline personality disorder.

Response to Dr. Westfield from Dr. Foster

The boy’s arrogant. He’s also a genius. We need him. Learn to get along with him or a transfer can be arranged.

Quote: “I’d explain it to you but I just don’t have the time.”

Deuce a.k.a. Dr. Cameron Forster (Empath 10): HD 10d8+20; HP 80; Init +4; Spd 30 ft; Defense 27, flatfooted 17 (+4 Dex, +6 Wis, +7 Class); BAB +7; Atk +8 melee (2d6+1 NL, unarmed), or +13 melee (2d6+6 NL, unarmed w/ Strength Enhancement), or +11 ranged (2d4+2, Enfield revolver); SQ Resolute; AL Law and Order; SV Fort +13, Ref +11, Will +13, Rec +11; Rep +5; Str 12 (22 w/ Strength Enhancement), Dex 18, Con 14, Int 10, Wis 22, Cha 8.

Background: Dilettante

Occupation: Vigilante Perks 2+2 power stunts (Precision Strike, Urban Stealth; Swinging, Gliding)

Hobby: Firearms

Skills: Firearms 4 (+8), Legal 13 (+13), Medicine 13 (+19), Perception 13 (+19), Power Control 13 (+15), Streetwise 13 (+19), Unarmed 13 (+19), Vehicles 4 (+8)

Feats: Ability Enhancement (Strength), Empathy, Enemy (Criminals): +3 damage, Mind Over Body, Poise, Power Level x5, Superhuman Dexterity, Superhuman Wisdom, Wealth

Access/Contacts/Followers: Complete Access (Federal Crime Czar, reporting directly to President Roosevelt)

Wealth: 30

Possessions: Enfield Revolver

Character Disadvantages: Code: Scrupulously Honest (DSR 3), Code: Dislikes Killing (DSR 2)

Background: Cameron Forster was born into wealth. At a young age, his parents died and Cameron was raised by his uncle, wealthy nightclub owner Howard Forster, who encouraged the young man to pursue the hobbies of the idle rich: philanthropy and perhaps the occasional polo match.

Cameron had higher ambitions, though no sense of purpose, and set out to see the world immediately after graduating medical school. When his airship crashed while going over the Himalayas, the boy and his entire party was presumed dead. When he returned to Chicago over a year later, everyone could tell there was something different about Cameron. He saw the world through different eyes.

To this day he doesn’t talk about what he experienced there but as he looked around Chicago, he saw a different city, one controlled by gangs using the hand grenade the pistol to extend the control of their illegal enterprises. Using the eastern martial arts and exotic chemistry lore he had learned in the Himalayas, Forster adopted a new identity, Deuce, using the Deuce of Spades as his calling card in a one-man war against the city’s crime lords, including, eventually, his own uncle.

His exploits did not go unnoticed and Franklin Roosevelt appointed Deuce to the position of Federal Crime Czar, intending him to take on the Mafia nationwide. However this was not to be, for as the world edged ever-closer to global war and Hitler’s Kampfgruppe Eugenik rampaged through Europe, Deuce was given a new mission by the President: locate Americans with meta-human abilities and mold them into a fighting force capable of defending America if war proved inevitable.

Quote: “Crime is a cancer in this country and as a physician, I know just how to deal with cancer: cut it out.”

Freight Train a.k.a. Raymont Jefferson

(Powerhouse 10): HD 10d10+60; HP 130; Init +8; Spd 175 ft; Defense 22, flatfooted 17 (+5 Dex, +7 Class); BAB +10; Atk +16 melee (2d6+6 NL, unarmed), or +16 melee (2d6+11 NL, unarmed charge attack), or +15 ranged (2d6+3, M-1 Garand); SQ Melee Master; AL Vigilance Force, United States; SV Fort +13, Ref +8, Will +4, Rec +11; Rep +5; Str 23, Dex 20, Con 22, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Super team Perks: 2+2 power stunts (Precision Strike, Forest Stealth; Hypervelocity, Power Slam)

Hobby: Firearms

Skills: Acrobatics 4 (+9), Athletics 13 (+19), Firearms 4 (+9), Outdoorsman 13 (+14), Perception 4 (+5), Power Control 13 (+19), Streetwise 4 (+5), Unarmed 13 (+19)

Feats: Move-By Action, Power Level x7, Super Running, Superhuman Constitution, Superhuman Dexterity, Superhuman Strength, Teamwork (Vigilance Force): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Tuskegee Institute): 15 wealth

Wealth: 12

Possessions: M-1 Garand Rifle, 32 rounds ammunition

Character Disadvantages: Code: Loyal to Old Glory (DSR 5)

Background: *Status Report #27: Dr. Cameron Forster to President Roosevelt*

Mr. President, our core group of three has really gelled with the addition of Raymont Freeman, discovered during a high school football game when his mutant abilities surfaced, causing the injuries of three boys on the opposing team. Freeman, who has taken the code name “Freight Train” can run at speeds of 70 mph for extended periods, possesses superhuman strength, speed and endurance.

You should have seen them attack the combat range

today, Sir. Exercise involved the three meta-human STT (superhuman testing and training) subjects against “C” Company, strength 100 men. Vigilance Force achieved victory in 4 minutes, 39 seconds. Commander of “C” Company estimates that in a live fire setting his casualties would have been 70% or higher.

Quote: “Too slow!”

Hornet a.k.a. Dr. Clair Starling (Brainiac 5/Speedfreak 5): HD 10d8+20; HP 80; Init +7; Spd 30 ft, Fly 80 ft; Defense 25/27 with shrinking, flatfooted 18/20 with shrinking (+7 Dex, +8 Class, +2 Size with shrinking); BAB +6; Atk +5 melee (1d8-1 NL, unarmed), or +13 ranged (8d4+0, bio-energy blast); SQ Thinker; AL United States; SV Fort +6, Ref +14, Will +6, Rec +4; Rep +8; Str 8, Dex 24, Con 14, Int 14, Wis 12, Cha 10.

Background: Academic

Occupation: Super team: Perks 2 (Professional Reputation, Pilot; Insect Messengers, Insect Steed)

Hobby: Acrobatics

Skills: Academics (Entomology) 8 (+10), Academics (Genetics) 4 (+6), Acrobatics 4 (+11), Chemistry 8 (+10), Crime 8 (+10), Engineering 8 (+10), Outdoorsman 8 (+9), Perception 8 (+9), Power Control 13 (+15), Read/Write Language (Ancient Greek, Arabic, Chinese, French, English, German, Italian, Japanese, Latin, Russian, Spanish), Speak Language (Ancient Greek, Arabic, Chinese, French, English, German, Italian, Japanese, Latin, Russian, Spanish), Stealth 13 (+20/+24 with shrinking), Unarmed 8 (+7), Vehicles 12 (+19)

Feats: Blast, Control Insects, Power Level x8, Shrinking, Superhuman Dexterity, Teamwork (Vigilance Force): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Tuskegee Institute): 20 wealth

Wealth: 16

Possessions: None

Character Disadvantages: Phobia- trypanophobia: fear of medical procedures involving needles (DSR 3)

Background: *Follow-up investigator's report from Groom Lake RE: “The Atrocity Incident”*

Previous report mistaken concerning complete loss of life among project scientists. One scientist found alive, the team entomologist, who was experimenting with modified insect strains as a possible biological weapon. Mutagen explosion mixed with Dr. Starling's experiments, mutating both her and the entire ant colony she was working with.

Subject was found unconscious, at extreme small size. Medical procedures to wake subject and allow her to resume normal size were very traumatic, perhaps resulting in permanent psychological damage. Insects also mutated and seem to exhibit above normal intelligence and respond to Dr. Starling as though she were some sort of “super-queen”.

Insects seem to be aggressively attempting to expand control over neighboring colonies, suggest confinement or extermination of mutated ants rather than allowing them to spread into the wild. Dr. Starling seems to have an affinity for these creatures though, so she might resist extermination.

Following intensive therapy and testing of abilities, it is recommended subject be transferred to Tuskegee Institute for combat and covert ops training.

Quote: “Sorry if I'm pushy. I've been told I'm a bit of a queen bee.”

Marauder a.k.a. Sgt. Max Morley (Tank 10):

HD 10d12+60; HP 140; Init +1; Spd 30 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +7; Atk +10 melee (1d6+6, machete), or +8 ranged (2d8+8, Thompson M-1928 SMG w/ 100-round drum) or +8 ranged (2d6+3, M-1911A1); SQ Resilience, 7 DR vs. physical and energy attacks, +3 to saving throws against radiation, heat and cold; AL Old Glory, United States; SV Fort +13, Ref +6, Will +3, Rec +13; Rep +10; Str 16, Dex 13, Con 22, Int 12, Wis 10, Cha 8.

Background: Military

Occupation: Super team: Perks 4+2 power stunts (Professional Reputation, Bulletproof, Environmental Seal, Resist Radiation; Resist Heat, Resist Cold)

Hobby: Leadership

Skills: Athletics 10 (+13), Firearms 13 (+14), Leadership 7 (+6), Perception 4 (+4), Power Control 13 (+19), Stealth 4 (+5), Unarmed 13 (+16), Vehicles 4 (+5), Weapons 13 (+16)

Feats: Absorption, Armor, Career Advancement, Power Level x7, Regeneration, Superhuman Constitution, Teamwork (Vigilance Force): +3 attack rolls

Access/Contacts/Followers: Secret Access, Supply Contact (Tuskegee Institute): 30 wealth

Wealth: 11

Possessions: Machete, Thompson M-1928 SMG, 3 100-round drums, M-1911A1, 16 rounds ammunition

Character Disadvantages: Code: Believes he's invulnerable (DSR 5)

Background: *Initial Report from Groom Lake RE: “The Atrocity Incident”*

So far only one subject has been found alive, test subject Max Morley, United States Marine Corps. Subject appears to be nearly impervious to every type of injury. Though dazed, he was able to give a detailed account of the lab explosion and subsequent transformation of several test subjects into, in Sgt. Morley's words “atrocities”. Recommend immediate recall of Vigilance Force from Europe until this situation can be dealt with.

Quote: “C'mon! You can hit harder than that!”

Minuteman a.k.a. Samuel Mason (Powerhouse 10):

HD 10d10+30; HP 100; Init +5; Spd 30 ft, Fly 180 ft; Defense 18, flatfooted 17 (+1 Dex, +7 Class); BAB +10; Atk +18 melee (2d6+7 NL, unarmed), or +11 ranged (Control Time); SQ Melee Master; AL United States, Brotherhood of the Hourglass; SV Fort +10, Ref +4, Will +4, Rec +8; Rep +5; Str 24, Dex 13, Con

16, Int 10, Wis 12, Cha 8.

Background: Dilettante

Occupation: Super team Perks: 2+2 power stunts (Professional Salary x2; Fast Forward, Time Stop)

Hobby: Outdoorsman

Skills: Legal 13 (+13), Outdoorsman 4 (+5), Perception 4 (+5), Power Control 13 (+16), Unarmed 13 (+20), Vehicles 13 (+14)

Feats: Armor (PL +2, worn device, personal, Minuteman Mk I Battlesuit), Attack Focus (Unarmed), Control Time (PL +2, worn device, personal, Minuteman Mk I Battlesuit), Flight (PL +2, worn device, personal, Minuteman Mk I Battlesuit), Power Level x7, Superhuman Strength (PL +2, worn device, personal, Minuteman Mk I Battlesuit), Teamwork (Vigilance Force): +3 attack rolls

Access/Contacts/Followers: Complete Access (member of an elite secret society with contacts at all levels of government)

Wealth: 30

Possessions: Minuteman armor

Character Disadvantages: Code: Protect the United States from all threats foreign and domestic (DSR 5), Nemesis: The Chronicler (DSR 3)

Background: *From the private journal of Samuel Mason*

For generations my brothers and sisters have protected this Republic. For every war, one of us has stepped forward to accept the mantle of the Minuteman, using the enchanted clockwork mechanism that allowed us to speed up or slow down time. Ezekiel Mason served as a special agent for General Washington during the Revolutionary War, and Janine Mason served as a scout for the North during the Civil War.

And now, as this nation faces perhaps its greatest test, I have been called to prove myself worthy of this great legacy and have been entrusted with the enchanted timepiece. But desperate times call for desperate measures and my brothers feel that even our

weapon through the ages will not be enough. Instead of the handheld timepiece we have used in the past, the clockwork mechanism has been built into the chest plate of a mighty suit of armor, brought back by my brothers from the far future.

May it prove sufficient to protect this great Republic.

Quote: “I am the Minuteman. I fight for freedom.”

Old Glory a.k.a. Christian Thomason (Speedfreak 10): HD 10d8+20; HP 80; Init +6; Spd 30 ft, Fly 140 ft; Defense 27, flatfooted 20 (+7 Dex, +10 Class); BAB +7; Atk +6 melee (2d6-1 NL, unarmed), or +6 melee (9d4, fire aura), or +13 ranged (9d4+0, fire blast); SQ Need for speed, +7 saving throws vs. fire, 14 DR vs. fire; AL United States, Vigilance Force, Mutant Rights; SV Fort +7, Ref +13, Will +4, Rec +5; Rep +6; Str 8, Dex 22, Con 15, Int 10, Wis 12, Cha 14.

Background: Military

Occupation: Super team Perks 4+2 power stunts (Group Cohesion, Inspire Courage, Immunity to Fire, Resist Fire; Fire Bolt, Quench Fire)

Hobby: Vehicles

Skills: Acrobatics 13 (+19), Influence 4 (+6), Leadership 13 (+15), Legal 4 (+4), Perception 4 (+5), Power Control 13 (+15), Unarmed 13 (+12), Vehicles 4 (+10)

Feats: Aura, energy (PL +2, limited energy type, fire), Career Advancement, Control Fire, Flight, Power Level x7, Superhuman Dexterity, Teamwork (Vigilance Force): +3 attack rolls

Access/Contacts/Followers: Top Secret Access, Supply Contact (Tuskegee Institute): 16 wealth

Wealth: 12

Possessions: None

Character Disadvantages: Code: Protect the Innocent and Helpless (DSR 5), Code: Defend Mutant Rights (DSR 5)

Background: *Status Report #1: Dr. Cameron*

Forster to President Franklin Roosevelt

Mr. President, for my first “find” I have to say, with three more like this one we will send Hitler’s “master race” straight to hell so fast they won’t know what hit ‘em. I heard about the boy, Christian Thomason, on the radio of all places. Supposedly he had walked right through an enormous forest fire unharmed, parting the fire before him. Since this is the sort of bunk I investigate now, I went and talked to the firemen directly and their stories lined up right in a row.

So I brought the boy back to Tuskegee and by the time we got there I was half convinced that he was just a regular kid, a little skinny, with a good mind and strong character but nothing too unusual. Then the docs started working on him. They started slow, heating pieces of metal to a level that should have been uncomfortable and placing them on his skin. It took awhile before he even felt it and when he did, he would just give the metal this sort of look and it would cool right down.

They also checked his heart rate, it was off the charts. He should have been having a heart attack every 30 seconds and he moves like a cat. The boy is 13 and if this whole war thing never happens, we should just put him in the cockpit and make him a test pilot.

But today, well, all I can say sir is you need to come and see this for yourself. Today the boy lit up like a roman candle, complete spontaneous immolation. But he’s fine. In fact, he seemed to like it, especially when he took off like a rocket. He can heat objects as easily as he can cool them, causing them to burst into flame with a look, or just projecting fire from his hands.

And the soldiers, they love this kid. At first I thought he was like the camp mascot, but it’s more than that. They’re following *him*. At 13. If I keep this “talent search” going for 20 years I will never find another one like him. He’s a national treasure.

Quote: “Hand me the gun before I melt it in your hand.”

Talon a.k.a. Dr. Jonathan Swiftriver (Empath 10): HD 10d8+30; HP 90; Init +5; Spd 30 ft; Defense 22, flatfooted 17 (+5 Dex, +7 Class); BAB +7; Atk +8 melee (2d6+1 NL, unarmed), or +12 melee (1d4+2, knife), or +12 ranged (2d6+3, M-1 Garand); SQ Rolute; AL Vigilance Force, Animal Companions; SV Fort +10, Ref +12, Will +13, Rec +8; Rep +10; Str 12, Dex 20, Con 16, Int 10, Wis 22, Cha 8.

Background: Rural

Occupation: Super team Perks 4+2 power stunts (Professional Reputation, Forest Stealth, Darkvision, Hivemind; Eyes and Ears, Super Followers)

Hobby: Weapons

Skills: Athletics 4 (+5), Firearms 4 (+9), Medicine 13 (+19), Outdoorsman 13 (+19), Perception 13 (+33), Power Control 13 (+16), Streetwise 13 (+19), Stealth 4 (+9), Unarmed 13 (+14), Weapons 4 (+5)

Feats: Animal Empathy, Career Advancement, Enhanced Senses, Esprit de Corps* (Animal Companions), Followers, Power Level x7, Superhuman Dexterity, Superhuman Wisdom, Teamwork* (Animal Companions)

Access/Contacts/Followers: Confidential Access, Pack of 4 timber wolves (6th level Powerhouse x4), 1 Bald Eagle (2nd level Empath)

Wealth: 12

Possessions: Knife, M-1 Garand, 32 rounds ammunition

Character Disadvantages: Code: Distrusts Authority (DSR 5), Code: Loyal to Old Glory (DSR 5)

Background: *Status Report #84: Dr. Cameron Forster to President Roosevelt*

I keep saying this but I never believed it was possible. We got reports of a “boy raised by wolves” tramping around the Yukon. Well the locals were partially right anyway. Turns out he’s a man, a medicine man of all things and he wasn’t raised by them so much as prefers their company to the two-legged animal.

ADVENTURE HOOK:

THE ATROCITY INCIDENT

On January 7th, 1942 the Groom Lake Metahuman Research facility experienced a major disaster, killing 40 of the 50 geneticists and test subjects working at the facility and transforming the other 10 into meta-humans. Only two of those transformed would remain mentally intact, joining the Vigilance Force as Hornet and Marauder. The other eight were transformed into horrible creatures dubbed “atrocities” by the first soldiers to arrive at the scene to investigate. Eventually the full roster of Vigilance Force was recalled from operations in Europe and the Pacific to capture the eight escaped atrocities.

Seven of the eight creatures are transformed into lesser creatures, called Verhexte by German eugenicists after the racist slang term for mutants: a jinx. The statistics for these jinxes are included below for convenience. The eighth creature becomes The Atrocity, detailed below.

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)

Atrocity (Tank 20): HD 23d12+253; HP 437; Init +1; Spd 30 ft, Leap 300 ft; Defense 26, flatfooted 25 (+1 Dex, +15 Class); BAB +15; Atk +25 melee (2d12+10 NL, unarmed), or +16 ranged (by weapon); SQ Resilience, 15 DR vs. physical attacks, +7 saves vs. fire, cold and radiation; AL none; SV Fort +23, Ref +10, Will +8, Rec +23; Rep NA; Str 30, Dex 12, Con 33, Int 6, Wis 14, Cha 8.

Background: None

Occupation: None Perks 0+4 power stunts (Bulletproof, Resistant to Cold, Resistant to Heat, Resistant to Radiation)

Hobby: None

Skills: Power Control 23 (+34), Unarmed 23 (+33)

Feats: Armor, Die Hard, Diesel 1, Diesel 2, Diesel 3, Power Level x15, Superleap, Superhuman Constitution, 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: This geneticist has been transformed into a raging creature, barely human, lashing out in pain and anger at the world around him.

Quote: “Atrocity smash!”

Took us 18 days to track him down. Scratch that, we didn't *ever* track him down and I don't think we ever would have. He knew we were in his woods long before we had the slightest inkling we were close. Luckily he found us curious and came to see what we wanted.

Further reports on the extent of his abilities are forthcoming, but he seems to be able to communicate and form psychic bonds with higher animals, especially mammals and birds. Reflexes and senses are also well into the superhuman range. Further testing might be difficult. John has an aversion to authority and half the time he's off base, with no one having any knowledge of his whereabouts. But when we need him, he's always there.

Quote: "Enemies approach, fifteen miles due south, German commando group."

*Free feats granted by Hivemind power stunt

Talon's Eagle (Empath 2): HD 2d8+2; HP 14; Init +2; Spd 30 ft, Fly 40 ft; Defense 13, flatfooted 11 (+2 Dex, +1 Class); BAB +1; Atk +2 melee (1d4+3, claws); SQ Resolute; AL Talon; SV Fort +4, Ref +5, Will +5, Rec +3; Rep NA; Str 12, Dex 15, Con 13, Int 8, Wis 14, Cha 10.

Background: None

Occupation: None: Perks 2+1 power stunt (Forest Stealth, Precision Strike; Enhanced Vision)

Hobby: None

Skills: Outdoorsman 5 (+7), Perception 5 (+11), Power Control 5 (+6), Unarmed 5 (+6)

Feats: Claws, Enhanced Senses, Esprit de Corps* (Talon and Timber Wolves), Flight, Power Level x2, Teamwork* (Talon and Timber Wolves)

Access/Contacts/Followers: None

Wealth: None

Possessions: None

Character Disadvantages: Disability: Cannot speak or use items, no Background, Occupation, Hobby or Reputation (DSR 5)

*Free feats granted by Hivemind power stunt

Talon's Timber Wolves (Powerhouse 6): HD 10d10+30; HP 100; Init +1; Spd 35 ft; Defense 15, flatfooted 14 (+1 Dex, +4 Class); BAB +6; Atk +9 melee (1d8+9, claws); SQ Melee Master; AL Talon; SV Fort +8, Ref +3, Will +3, Rec +6; Rep NA; Str 14, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Background: None

Occupation: None: Perks 2+1 power stunt (Forest Stealth, Precision Strike; Enhanced Smell)

Hobby: None

Skills: Athletics 9 (+11), Outdoorsman 9 (+10/+20 for tracking), Perception 0 (+11), Power Control 9 (+12), Unarmed 9 (+11)

Feats: Attack Focus (Claws), Attack Specialization (Claws), Claws, Enhanced Senses, Esprit de Corps* (Talon and Eagle), Power Level x5, Teamwork* (Talon and Timber Wolves)

Access/Contacts/Followers: None

Wealth: None

Possessions: None

Character Disadvantages: Disability: Cannot speak or use items, no Background, Occupation, Hobby or Reputation (DSR 5)

Background: None

Quote: None

*Free feats granted by Hivemind power stunt

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