

THE BROTHERS OF THUNDER

The Brothers of Thunder are a largely American neo-Nazi group which began in the 1970s, and has resurfaced in multiple incarnations throughout the decades. The organization has, over the years, included violent gangs and criminals, but also a large number of secret members, many of them quite influential, and willing to further the Brotherhood's agenda behind-the-scenes.

Although devoted to the accumulation of power, the Brotherhood is motivated primarily by fascist and racist ideology rather than profit. So, for example, while the Legion (see the **Adversaries** sourcebook) is a vast conspiracy to seize political power, the Brothers of Thunder seek to promote their ideology of “the protection and survival of the civilization of the white race” through any means, including political power and terrorism. Their ideal is to establish a fascist state where their ideas can be carried out in full. Until they, they infiltrate, agitate, recruit, and use propaganda, terror, and criminal activity to their full advantage.

Like many white supremacist neo-Nazi groups, the Brothers of Thunder borrow terminology, symbols, and ideology from the German National Socialist Party of the early 20th century. In particular, they make use of variations of the Nazi “S” thunderbolt emblem, often using any sort of jagged line in graffiti or worn as a badge to show their allegiance. Some “Thunder-Brothers” (although their membership includes both men and women) tattoo the emblem on their bodies somewhere.

The organization is led by a mysterious figure known only as the Lord of Thunder or the Thunder-Lord, who always goes hooded or masked, and is rarely seen in person, but appears to the Brothers via video and audio recordings or sometimes live feeds to issue orders and to whip followers into a frenzy against their enemies, “and all of the enemies of the white race.” There have been several Thunder-Lords in the past, since the authorities know a least one, Jared Spenser, perished in the destruction of one of the Brothers' hidden bases, while another, Richard Taylor, committed suicide rather than be arrested and put on trial. Authorities would very much like to learn the identity of the current Thunder-Lord.

While they tout the “inherent superiority of the Euro-American people” the Brothers of Thunder have had little luck of coming up with super-powered standard bearers until fairly recently, when an experiment involving the son of Thunder-Lord Jared Spenser bore poisonous fruit.

SHOCK TROOPER

PROWESS	AVERAGE	3
COORDINATION	AVERAGE	3
STRENGTH	AVERAGE	3
INTELLECT	POOR	2
AWARENESS	AVERAGE	3
WILLPOWER	AVERAGE	3



SPECIALTIES

Conspiracy Theory
Guns
Military

QUALITIES

“Brothers of Thunder—we strike!”
Neo-Nazi
Shock Trooper

POWERS

Equipment: Shock Troopers are usually equipped with simple but high-tech armaments, particularly Fair (4) blasting or shooting weapons and Fair (4) bashing weapons like truncheons.

BACKGROUND

Shock Troopers—the rank-and-file troops of the Brothers of Thunder—come from everywhere but are uniformly caucasian, strong believers in the organization’s ideology, and almost universally angry and ready to lash out on command. Many Shock Troopers belong to white supremacist criminal gangs, others are survivalist-soldiers or even “weekend warriors” who live seemingly ordinary lives until they receive the “call to strike”.

DONNER

PROWESS	GOOD	5
COORDINATION	AVERAGE	3
STRENGTH	FANTASTIC	9
INTELLECT	AVERAGE	3
AWARENESS	AVERAGE	3
WILLPOWER	AVERAGE	3



SPECIALTIES

Conspiracy Theory
Intimidation Expert
Mental Resistance Expert

QUALITIES

The Over-Man
Neo-Nazi
Prideful and Arrogant
“You *dare...?*”

POWERS

Diamond-Hard Skin: Donner has Fantastic (9) Damage Resistance, so much so that when he successfully blocks a bashing or slashing attack (see **Blocking** in the **Taking Action** chapter of **ICONS**) the attacker takes damage equal to the effect of Donner’s test, or the original damage, whichever is less.

Leaping: Donner’s super-strong legs allow him to leap Great (6) distances, easily ten city blocks.

Thunderclap: By striking his fists together, Donner can create an Incredible (7) Stunning Burst in a close area around him.

BLITZ

PROWESS	FAIR	4
COORDINATION	FAIR	4
STRENGTH	FAIR	4
INTELLECT	AVERAGE	3
AWARENESS	FAIR	4
WILLPOWER	AVERAGE	3

SPECIALTIES

Athletics
Deception Expert
Power (Electrical Control) Expert

QUALITIES

Arrogantly Superior
Lightning Warrior
Neo-Nazi
Viciously Playful

POWERS

Electrical Control: Blitz has an Amazing (8) power to generate and control electrical energy, like a human dynamo.

She primarily uses this to throw her signature “thunderbolts” from her hands out to extended distance for blasting damage, but can also surround herself with an Amazing electrical aura. Her power gives her Amazing Resistance to Electricity as well.

Transmit: Blitz can temporarily transform her body into electrical energy and “jump” through conductive wiring and power grids with Amazing (8) ability, covering hundreds of miles in an instant before re-emerging and reforming her body. She can carry up to one other person with her when she “lightening leaps” (usually her brother) so long as she is touching them.



BACKGROUND

From the time they were children, twins Don and Brittney Spenser were never allowed to forget that the hard times their family had fallen upon could be blamed on other people—*those* people. Their grandfather Jared Spenser was the Thunder-Lord of the Brothers of Thunder, a proud defender of his people and their way of life, until he was betrayed and murdered by the American government and their costumed, super-powered lackeys.

Although Jared's wife was likely complicit in his crimes, no one could prove that, and so she was left to raise their son Roger alone, with the stigma of his dead father's name being dragged through the mud. Roger was supposed to be the great hope of the Brotherhood, having received certain treatments *in utero* to make him a true manifestation of white European greatness, like the heroes of old. Instead, he was sickly and troubled with seizures, dependent on medication, and reminded of what a constant disappointment he would have been to his father.

The family remained in touch with the Brothers of Thunder, even as different Thunder-Lords assumed control of the organization and it waxed and waned, going underground for years to regroup following a defeat before re-emerging, only to be slapped down once again. Roger Spenser married and his twin children were all that he was meant to have been: blond, blue-eyed, strong, athletic—the Aryan ideal. Although raised in near-poverty, the Spenser twins were treated like young royalty, always reminded of their heritage and who to blame for that heritage being denied them, who to blame as their father developed a series of rare cancers and lingered in pain for years before his death. They were also watched closely by those in the know within the Brothers of Thunder, under the orders of the Thunder-Lord.

Hopes and suspicions proved correct when the twins reached physical maturity and their true genetic potential expressed itself: Don Spenser became one of the strongest men in the world, able to shrug off virtually any harm, while his sister Brittney became a true powerhouse, a living dynamo of electrical energy she could channel into destructive thunderbolts. The time had come for them to claim their birthright, and the Thunder-Lord personally welcomed the twins to stand at his side, naming them Donner and Blitz, Thunder and Lightning, the true champions of Brothers of Thunder and of the white race.

ONE NATION, ONE FAMILY

While Donner and Blitz are quite powerful on their own, particularly backed up by a number of Shock Troopers, if you want to give the Brothers of Thunder a full-fledged villain team able to more closely match the heroes in numbers, feel free to expand their recruiting efforts. Perhaps the genetic experiments that resulted in the Spenser twins' powers were performed on other Brothers in prior decades, leading to children or grandchildren with emergent powers in the present.

Villains from the **Adversaries** sourcebook adaptable as sympathizers or members of the Brothers of Thunder include: Auntie Social, Beast-Man, Blood Diamond, Dr. Deimos, Incognito, and Merry Widow. Other possible members of a Brothers of Thunder team include:

ALT

A mysterious computer hacker with Incredible (7) Interface powers, including all of the extras listed for it in **Great Power**. Alt is an online stalker and bully as well as a spy and cyber-terrorist. He might pose no real physical challenge to a team of heroes, but can wreck havoc with technology and communications networks, as well as steal, alter, or erase data.

SÄNGER

Noel Chesky is a member of the “new generation” of millennial neo-Nazis: handsome, fashionable, hip, and openly gay, but also a vicious abuser. Certain infra-sonic elements of his voice give him Amazing (8) Mind Control powers, which enhance his career as a public speaker, and poster-child for his group's “inclusiveness.” Code-named “Sänger” (singer) he is an influence peddler and networker for the Brothers. Sänger is well aware some of the rank-and-file Thunder-Brothers are homophobic, and rumor has it (correctly) that he delights in using his powers to force the worst examples into things that he records for his own amusement—and for later blackmail purposes. Members are either his fawning admirers or terrified of him (or both). You can use Sock Puppet from the **Adversaries** sourcebook as a model for Sänger.

ADVENTURES

The following are just a few adventures you can run involving the Brothers of Thunder and their twisted schemes.

Alternate Current: It's not every day the heroes get a heavily encrypted, untraceable email message asking for a meeting in an out-of-the-way place,

but then they don't often get pleas for help from super-criminals, either, which is just what happens if they make the meeting. Arobas, the anarchist super-hacker (see the **Adversaries** sourcebook) has data linking the popular website "Alternate-Current" with the Brothers of Thunder, who are now trying to kill him! Trouble is, Blitz can not only drain Arobas's electrical energy, but can "lock-on" and track it—which is just what happens when the terrible thunder twins show up with a small army of shock troops.

The March: An alliance of neo-Nazi, white supremacist, and fascist groups plan to stage a "peaceful march" in a major city. A massive counter-protest is being organized and the authorities are concerned about the possibility of violence breaking out and ensuring the safety of all involved. They may ask the heroes to help monitor the situation. The Brothers of Thunder would prefer if things got violent, and have planted instigators in the counter-protest crowd to touch off confrontations with the marchers and the police. Can the heroes prevent the situation from spiraling out of control and also expose the plot?

Seven Thunders: *The Book of Revelations* says: "And I heard a voice from Heaven saying unto me, seal up those things which the seven thunders uttered, and write them not." But the Thunder-Lord is apparently convinced someone *did* write down the utterance of those seven thunders, magic words that, when brought together, will give him and the Brothers the power to remake the world in their own image. Certainly, he believes it enough that Brothers of Thunder have been stealing ancient scroll and tablet fragments and other artifacts. Are they on to something and can the heroes stop them in time?

Shock to the System: A firebrand politician takes office in the heroes' state on a platform of reform and rooting out corruption, but many of his causes seem racially-charged or inordinately focused on minorities. "That's only because so many criminals—and illegal immigrants who become criminals—happen to be minorities," he tells the heroes and the press. That is, until he takes a private moment to outright boast to the heroes he is a member of the Brothers of Thunder, and that they have "big plans." What do the heroes do if they can't prove it? What about when the politician's crusade to "clean up our city" starts focusing on *them*?

Witness: Jerome Hammond, a rank-and-file member of the Brothers of Thunder, has had a change of heart. He wants to cut a deal with the U.S. Department of Justice for immunity and entry into the witness protection program in order to tell them everything he knows about the organization and to testify to it under oath. The only problem is, although Hammond is being watched around the clock, even the Justice Department and the courts may have been infiltrated by the Brothers. Can the heroes keep Hammond alive long enough to put his information to use?

IT'S TIME TO BE A HERO!

You've seen the villains, now it's time to be a hero, with the **Icons Superpowered Roleplaying** game!

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ICONS is available from gaming retailers and the Green Ronin Online Store (www.grstore.com) with electronic editions and print-on-demand supplements from DriveThruRPG (www.drivethrurpg.com) and RPGNow (www.rpgnow.com).



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