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# WORLD METAHUMAN FACTBOOK



# GERMANY

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# WORLD METAHUMAN FACTBOOK



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# WORLD METAHUMAN FACTBOOK



## INTRODUCTION

*Welcome, ladies and gentlemen, to the first installment of the World Metahuman Factbook (WMF), a product of the World Metahuman Forum, the research arm of USHER. At the request of the President of the United States, the group I represent has been tasked with providing a complete, scientific, survey of the world metahuman community.*

*Though metahumans have been around for millennia, they were always treated as mythological figures. During the middle of the 20th century, during the period of the world wars, governments around the world began recruiting teams of national heroes, given the full support of their host nations.*

*World War I saw the first military use of metahumans, though the public was not made aware of metahuman soldiers until World War II, when all sides used them in tandem with their propaganda campaigns. Also, for close to a century, the power of the average metahuman seems to have been growing.*

*Are we to become a world of superior beings, where a child without metahuman abilities is looked on like a developmentally disabled child of today? And will this transition happen peacefully through the evolutionary process, or will metahumans take matters into their own hands? These are questions we must answer, correctly and swiftly.*

***General Christian Thomason, Director of USHER, address to the United Nations Metahuman Council, 2007***

# USHER WMF PROFILE: GERMANY

**Current Population:** 82,400,996 (July 2007 est.)

**Current Estimated Metahuman Population:** 82

## Background

In many ways, starting with Germany is beginning at the beginning. The idea of a metahuman as a creature of science or of evolution, as opposed to a creature of magic or legend was cemented in the public consciousness when a pretty blonde German girl, who was Hitler's Aryan ideal (and lover) became the first human to break the sound barrier in the skies over the Reich Chancellery, being filmed by the most famous of the Nazi propaganda filmmakers. When others joined her in Hitler's Kampfgruppe Eugenik or "Eugenics Brigade", the Allied powers were left to scramble to catch up. The modern age of the metahuman, as military weapon and propaganda symbol had begun.

Following the war, as America and the Soviet Union each sought to recruit the most powerful Nazi metahumans to their side of the Cold War, a newly divided Germany was again at the forefront of changes in metahuman-government relations. Warfare between nations had become subtler. And the metahuman, so valuable as a brash and brazen propaganda symbol only months earlier, was now dressed to blend in, a better way to assassinate a target than any gun.

Until the 1980's, it was estimated that Berlin saw more metahuman conflict than any city in the world except New York City. Many of these battles were recruitment or extraction missions gone awry, while others were assassination attempts, with metahumans of one Cold War power targeting the agents of another. These were rare and were not often successful, we think because the metahumans had more affinity for each other than any of their ideological masters.

With the end of the Cold War and the unification of the two Germanys, many former foot soldiers of the Cold War found themselves out of work. Just as some agents, their jobs no longer as glamorous (or downsized altogether) turned to selling secrets, many former metahuman operatives turned to crime or mercenary work. Again Berlin found itself the focal point of these activities.

Today, Germany is the largest economy in Europe and a burgeoning center of industry and scientific research. After two world wars, occupation and division by foreign powers and a unification of two disparate halves back into a whole, Germany has emerged stronger from each hardship.

# SELECT METAHUMAN PROFILES

## LEICHENTUCH (SHROUD)

**Origin:** Trained

**Prowess** 6  
**Coordination** 5  
**Strength** 3  
**Intellect** 4  
**Awareness** 5  
**Willpower** 4

**Stamina** 7  
**Determination** 4

**Specialties**  
Acrobatics  
Martial Arts  
Criminology  
Psychiatry  
Stealth

**Powers**  
Invulnerability Device 3  
Blast Device 4 (Shooting)

**Qualities**  
Connections : Police Morgue  
Undead Vigilante

**Challenges**  
Enemy : Schwerverbrecher

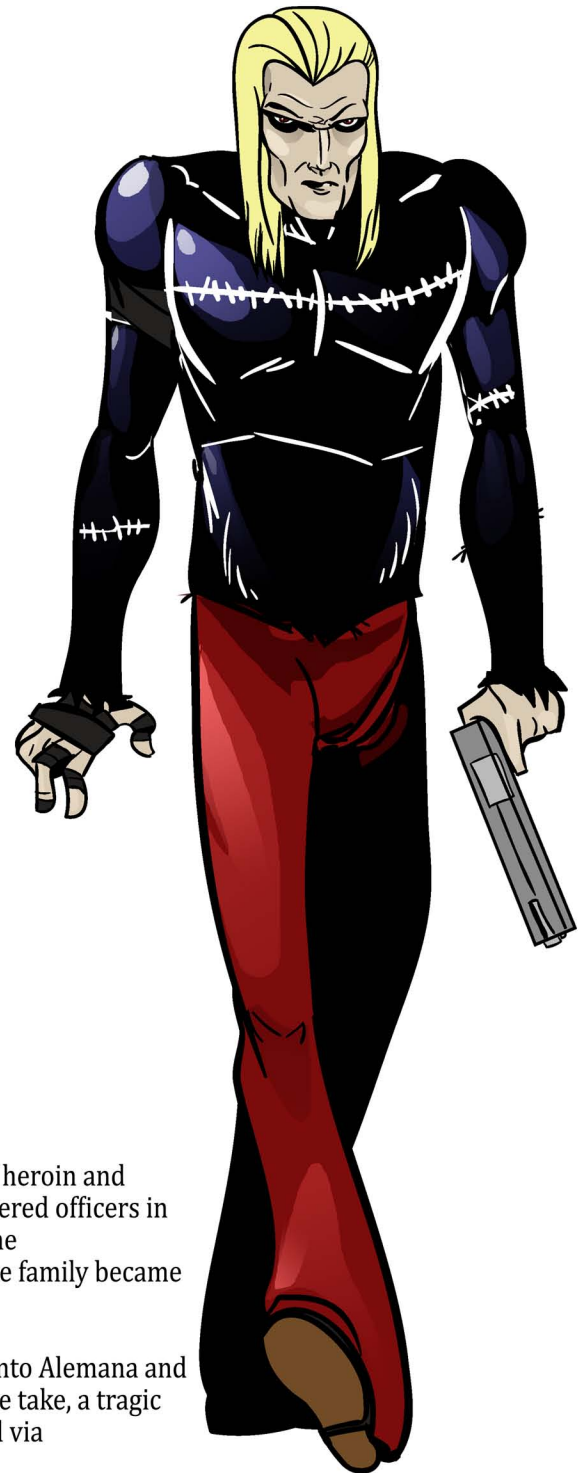
**Description:**

Alemana Abendroth was a Berlin detective attempting to halt the flow of illegal heroin and cocaine into Germany from Southwest Asia and South America. When he uncovered officers in his own department accepting bribes from a large, secret criminal syndicate (the Schwerverbrecher- see below) and tried to expose them, Alemana and his entire family became targets for assassination.

After killing his family, the hitmen injected enough heroin to kill a small horse into Alemana and framed him for their murders. They also left evidence that he was the cop on the take, a tragic story of a cop who became entangled in his own web of corruption and escaped via murder-suicide when exposed.

But the drugs had a strange effect on Alemana, due to an exotic new chemical to up their "kick". Instead of dying, his body took on many of the appearances of death: cold, clammy and pale skin, a pulse and breathing almost undetectable. Alemana, unconscious from the beating he received from the hitmen, was pronounced dead at the scene and sent to the city morgue, where the medical examiner, an old friend, discovered that he was not actually dead.

With nothing left in his old life worth living for however, Alemana took the name Shroud and has begun a different kind of campaign against the Schwerverbrecher. They think he is some sort of vengeful spirit and he intends to use that fear, along with some trusted friends and an arsenal of high-tech weapons to take them down one thug at a time.



# ADVENTURE HOOKS

*The Racketeers:* The PCs are asked by German authorities to assist in an investigation of Schwerverbrecher, who have found a way to move drugs across the borders at will. Some policemen have reported instances of “flying men”. As the PCs investigate, they witness a battle between Leichentuch and several thugs wearing jetpacks. After helping him to fight the criminals off, the PCs learn that the thugs have found a cache of WWII jetpacks used by the Überfallkommando, the “flying squad” of elite soldiers that assisted the Kampfgruppe Eugenik. Leichentuch asks the PCs to help him take out the thugs and make sure all their flying rigs are destroyed in the process.



# MECHANIKER (THE MACHINIST)

**Origin:** Gimmick

**Prowess** 2  
**Coordination** 3  
**Strength** 2  
**Intellect** 9  
**Awareness** 4  
**Willpower** 5

**Stamina** 7  
**Determination** 4

**Specialties**  
Electronics  
Mechanics

**Powers**  
Interface Device 7

**Qualities**  
Prefers machines to people.  
Works through robots.

**Challenges**  
Enemy: USHER  
Enemy: Interpol

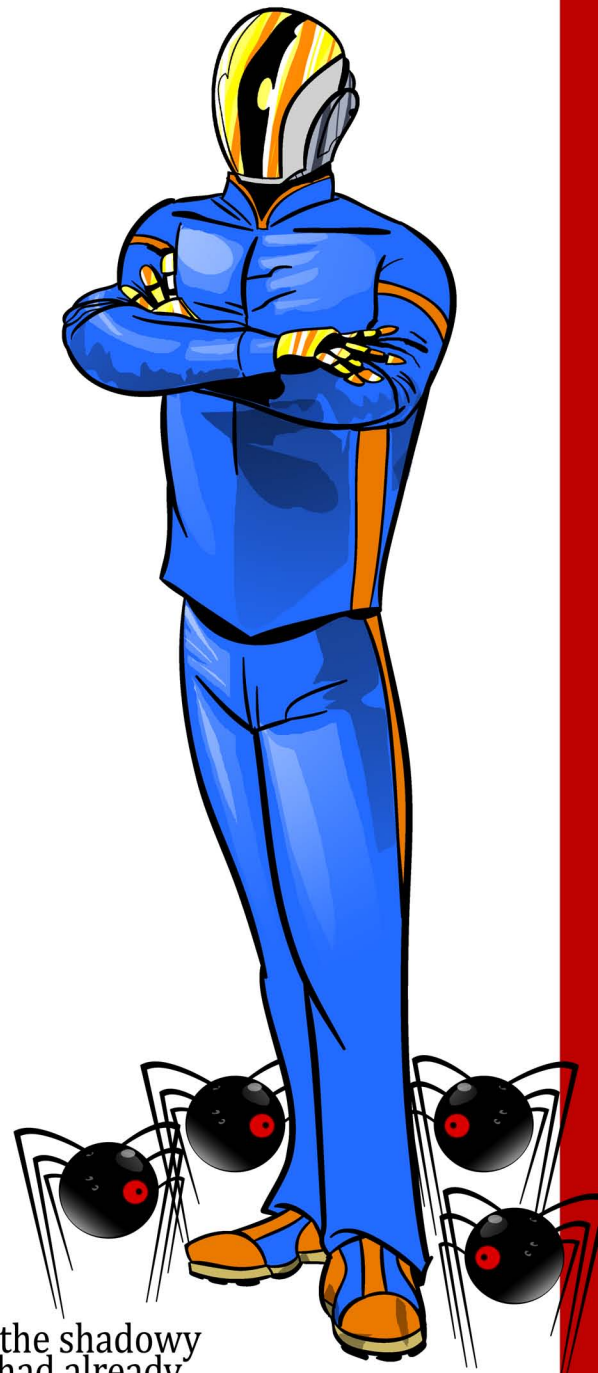
## **Description:**

Little is known about the Machinist. By the time he entered the shadowy world of dealing arms to the super-criminal community, he had already used his genius to erase any evidence of who he once was. This makes him even harder to track down and defeat, just as he planned. Since then, authorities have not even gotten close enough to him to get a photograph. When they raid one of his bases, all they find are sophisticated booby traps and robotic warriors left behind.

## **Adventure Hooks**

**One Man Crime Wave:** The Machinist's robots have been striking almost daily for weeks, robbing banks, jewelry stores, armored cars, even charity balls of the rich and famous! Does the Machinist need a lot of cash for an enormous new creation, or are these robberies a distraction while he carries out an even more insidious plot?

The Machinist uses robots for his underlings and has an amazing variety of them. One common model is included below but the GM should use his imagination and come up with a wide range of robot servitors.



# ROBOT (SPINNE)

**Origin:** Artificial

**Prowess** 5  
**Coordination** 8  
**Strength** 5  
**Intellect** 1  
**Awareness** 3  
**Willpower** 1

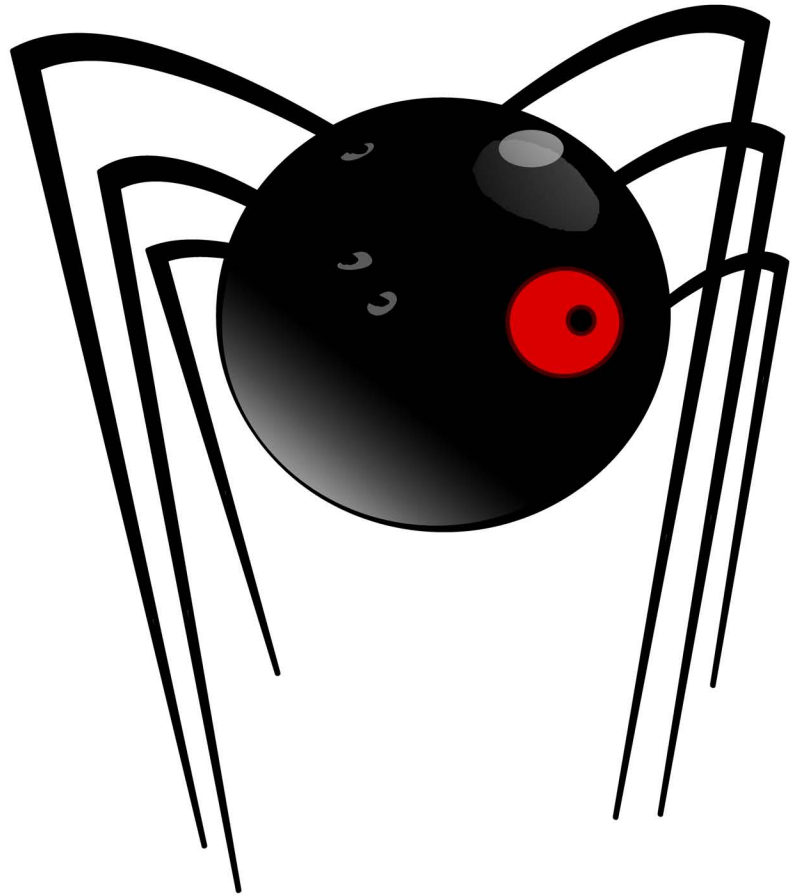
**Stamina** 6  
**Determination** 4

**Specialties**  
None

**Powers**  
Invulnerability 7

**Qualities**  
Mindless automaton

**Challenges**  
Hardwired to obey the Machinist



## ***Description:***

A giant, spider-like robot that defends the Machinist at all times, players are more likely to engage this giant creature in combat than the Machinist, who will order this robot to attack and then attempt to escape through his HQ's numerous hidden passageways and escape hatches.



# SCHLACHTER (THE BUTCHER)

**Origin:** Transformed

**Prowess** 5  
**Coordination** 4  
**Strength** 4  
**Intellect** 3  
**Awareness** 3  
**Willpower** 3

**Stamina** 7  
**Determination** 4

**Specialties**  
Weapons Expert (Blades)

**Powers**  
Strike Device 4 (Slashing) - Custom-made Katana  
Invulnerability 4

**Qualities**  
Top assassin for hire  
Connections: Omega Syndicate

**Challenges**  
Enemy: USHER  
Bloodthirsty



## **Description:**

The Butcher came across a cache of Nazi-era war materials and found inside a 60-year-old Eugenics serum that enhanced her physical abilities, as well as a katana intended for a Japanese supervillain. Already a skilled assassin and rising star in the criminal underworld, she took these items and fashioned a new identity for herself as the Butcher.

## **Adventure Hooks**

**The Hit:** The Butcher has been hired to assassinate an up and coming German politician running on an anti-crime platform. This is the hit she thinks will catapult her into the "big time". The PCs have been asked to provide security while the German politician is visiting the United States (or perhaps the PCs are visiting Germany). Can they protect the politician from the Butcher and a team of highly trained, highly paid mercenaries?

# STREITAXT (BATTLEAXE)

**Origin:** Transformed

**Prowess** 5  
**Coordination** 3  
**Strength** 5  
**Intellect** 3  
**Awareness** 3  
**Willpower** 5

**Stamina** 10  
**Determination** 1

**Specialties**  
Weapons (Blades)

**Powers**  
Elemental Control Device 7 (Earth)  
*Attacking*  
*Moving*  
*Shaping*  
Strike Device 4 (Slashing)

**Qualities**  
Disgraced German Relic of the Nazi Era  
Has seen enough violence for several lifetimes- tired of war and bloodshed.

**Challenges**  
Enemy: Nazi Hunters

\*Stats for modern day. See Eugenics Brigade: Villains of WWII for Streitaxt in his prime.



## **Description:**

Carolus Schadek was a simple farmboy who, while exploring the countryside near his home, discovered a magnificent axe. As soon as he touched it, he was transformed into a mighty warrior. The axe told him he was the inheritor of a great tradition and should seek out battle. With the wisdom of the Warrior-King inside him, Schadek became quite convinced that war was coming. He went straight to Berlin and presented himself to Hitler, offering his services in the coming conflict. During that war, even the Warrior-King had enough bloodshed and saw enough to know that Hitler was mad. Now Carolus waits for death, while the Warrior-King patiently bides the time with him. When Carolus finally dies, the axe will disappear, teleporting to a remote location somewhere in Germany. It will then go dormant until found by another warrior it deems worthy.

# ADVENTURE HOOKS

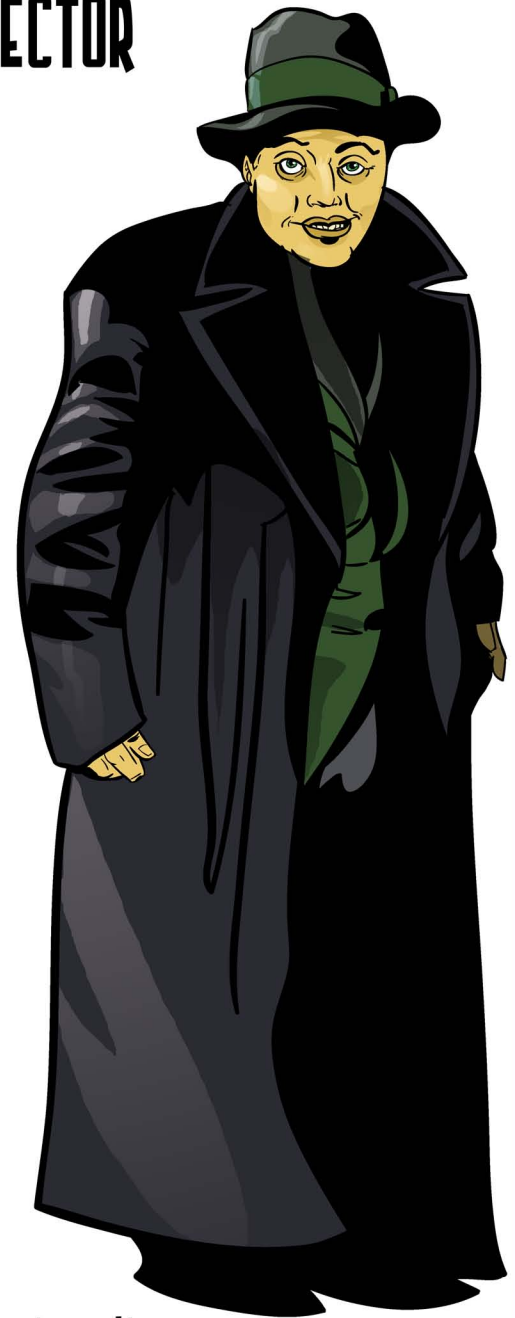
*Idols:* Schlächter, “the Butcher”, has been a hitman on the rise for some now. First as a thug for Schwerverbrecher, eventually rising to the rank of lieutenant. When a small vial of Eugenics serum from the war showed up on the market, the Butcher made sure she got it, gaining some minor meta-human abilities in the process. Recently, she heard about Streitaxt and decided, then and there, that she would have that power for her own. With it, she intends to take over Schwerverbrecher and then, Germany’s entire underworld.

Depending on how the game master wants the scenario to play out, several things could happen. The PCs might be attempting to bring down Schwerverbrecher and learn of the Butcher’s plan. This might put them in the position of defending a retired Nazi soldier (no one said being a hero was easy work). If the PCs fail, they might be witnessing the birth of a powerful new supervillain, one who just might want to do them in since they tried to stop her from coming into being. Finally, if the game master wishes, attempting to stop The Butcher could lead to a PC being chosen by the axe. This would make a great origin for a PC and give him a chance to take on the legacy of the Streitaxt and attempt to redeem his legacy. This should only be allowed permanently for heroes who don’t already have powers.

As a final option, for a player who does have powers, the axe might grant him its powers on top of his own temporarily, perhaps to deal with some great threat. The axe will then disappear and await a new owner.



# SCHMETTERLINGSSAMMLER: BUTTERFLY COLLECTOR



**Origin:** Transformed

**Prowess** 5  
**Coordination** 3  
**Strength** 8  
**Intellect** 6  
**Awareness** 4  
**Willpower** 6

**Stamina** 14  
**Determination** 3

**Specialties**  
Electronics  
Mechanics

**Powers**  
Invulnerability 5  
Telekinesis 7  
*Attacking*  
*Moving*

**Qualities**  
Privy to secrets man was not meant to know.  
Compulsive murderer.

**Challenges**  
Enemy: USHER  
Enemy: Interpol

## ***Description:***

Dr. Schumacher was one of the most brilliant and wealthy scientists alive before his quest for knowledge led him to madness and ruin. While investigating the origins of the universe, he encountered something from that time, a thing best forgotten. Though his machine only initiated contact for a second, Schumacher was changed and driven mad by the contact. Now he is driven to regain contact with his "master" and worse, he seeks a way to bring the creature through time and space, an act that surely lead to the destruction of life as we know it.

## **Adventure Hooks**

*The Butterfly Board:* Local citizens have been disappearing, while at the same time a rash of creatures have been rampaging through the streets of Berlin. In truth, these two seemingly separate crime waves are related. The Butterfly Collector is finding citizens with minor mutations, or the potential for mutations and changing them, triggering massive changes, driving them insane and setting them loose on the unsuspecting city. It's up to the PCs to locate Schumacher and stop his hideous experiments.

# SCHWERVERBRECHER ("DANGEROUS CRIMINALS")

**Origin:** Trained

**Prowess** 4

**Coordination** 4

**Strength** 3

**Intellect** 2

**Awareness** 3

**Willpower** 2

**Stamina** 5

**Determination** 5

**Specialties**

Weapons (Guns)

**Powers**

Blast Device 4 (Blasting)

**Qualities**

Connections: Schwerverbrecher

**Challenges**

Enemy: USHER

Enemy: German Police

**Description:** These thugs and mercenaries form the backbone of a new, dangerous organization that has come to dominate Germany's underworld. This group trades in drugs as well as even more dangerous areas, including uncovered Nazi horrors, both scientific and magical.

## Adventure Hooks

*Rumble in Berlin:* While investigating a turf war between two rival gangs, the heroes begin to face resistance from extremely well armed Schwerverbrecher thugs. It seems they are financing one gang against the other. Depending on the nature of the campaign, they could be attempting to consolidate control over street-level drug trade, or they could be using the turf war as a distraction to provide cover for something even more dangerous.

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