



UPDATED TO SECOND EDITION!

MUTANTS & MASTERMINDS

LOCKDOWN: GEN-POP



Mr. Lucky

"I feel a lucky streak coming on."

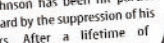
BACKGROUND

Kenneth Johnson has always been a gambler. He doesn't know why, it's just always been there. Whatever the reason, as Johnson grows older, he realizes that when he wanted to win, he usually did. Naturally, when he was young, there's only one place for you to go to win: Las Vegas.

Johnson found out about his luck in Las Vegas. For one, his luck was infinite; it never ran out and in his immediate vicinity (i.e. the roulette table) he was the draw of cards from a deck, or predicting the winner of a football game, or both positions, also discovered "lucky" individuals.

After being through the stress and bodily harm and being barred from all casinos for life, Johnson realized that he needed a new career. While he could have become a hero, he instead chose to become a better-paying criminal. He took to supervising his employees' luck. Johnson's did, he earned a fortune in Lockdown.

Johnson has been hit particularly hard by the suppression of his powers. After a lifetime of wealth, he has lost it all.



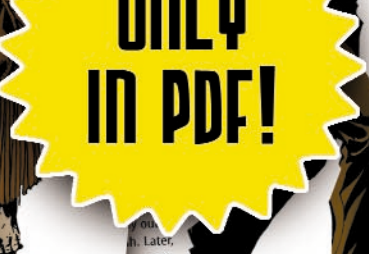
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LOCKDOWN: GEN-POP

A GREEN RONIN PRODUCTION

CREATED BY RONIN ARTS

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Green Ronin Publishing

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Renton, WA 98057-1723
www.greenronin.com

Ronin Arts

www.roninarts.com/superline
www.raforums.com

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INTRODUCTION

Gen-Pop details six additional convicts specifically for use in *Lockdown*, although the convicts will prove useful as villains for any superhero campaign.

The six convicts include members of both genders and cover a variety of types and power levels. A summary of basic information on the six convicts is in the box below.

INTEGRATING THE CONVICTS

The convicts in this supplement are written to slot easily into any existing *Lockdown* campaign. With the exception of Valkyrie, who has a connection to Berlin Betty, all of the convicts are individuals without any existing in-prison relationships (and even Valkyrie's connection with Berlin Betty can be easily ignored by the GM). This allows the GM to introduce the convicts into a *Lockdown* game in a number of fashions.

NEW CONVICT

The convict is a prisoner new to *Lockdown*. In this case, the GM should use the information included on the prisoner's history and stay in *Lockdown* to determine how the individual will react to his or her arrival at the prison and what, if any, groups or alliances the convict will join.

EXISTING CONVICT

The convict in question could have been at *Lockdown* all along, simply slipping under the heroes' radar until the GM decides that the introduction of the convict is important. This is especially easy with Two-Gun, Great Bear, Mr. Lucky, and La Pyra as each of these individuals for one reason or another keeps a low profile and does not associate much with the other inmates.

A lower profile is a bit harder to justify for Astral Maharishi due to his personality. At the same time it is precisely his personality that would most likely cause the heroes to want to stay as far away from him as possible.

The one least likely to keep a low profile is Valkyrie, especially if the GM maintains her connection with Berlin Betty. Of course, in this case the GM can simply rule that Valkyrie has been in either Ad. Seg. or the SHU for the duration of the heroes' presence at *Lockdown* (a not unlikely scenario for the big Swede).

The Ad. Seg./SHU option can also be used for any of the other convicts, as can the idea of having them be escaped prisoners returned to *Lockdown*.

NEW CONVICTS			
Name	Identity	Identification	Power Level
Karolina Åkesson	Valkyrie	II-H-017	12
Bernard Grayson	Two-Gun	I-A-003	17
James Iron Eyes	Great Bear	III-C-009	14
Kenneth Johnson	Mr. Lucky	V-E-002	16
Thomas McIntyre	Astral Maharishi	V-E-005	11
Claudia Martinez	La Pyra	III-F-011	13

THE CONVICTS AS TRUSTEES

None of the convicts in *Gen-Pop* have been given trustee status. That's not to say that they cannot be, either now or in the future, trustees. In fact a couple of them, Astral Maharishi and Mr. Lucky, have been considered for acquisition, but in each case the Cartel has chosen not to give them the opportunity. However, in general the convicts here are not trustee material because of their previous history, personality, or prison relationships.

PREVIEW POWER

Mr. Lucky uses the Probability Control power, a power that will be appearing in the upcoming *Mastermind's Manual*. The power's description has been included in this supplement for your convenience.

PROBABILITY CONTROL

Effect: Alteration **Action:** Free
Range: Personal **Duration:** Instant
Cost: 4 points per rank

You have some control over the otherwise random whims of chance. Each round you can make your Probability Control rank the minimum result of any one die roll you make. If the die comes up with a lower result, use your power rank instead. So if you have Probability Control 12 you can choose a die roll and be ensured a minimum result of 12 on the die, treating any roll of less than a 12 as a 12. A 20 on the die roll acquired through Probability Control is not considered a "natural 20."

At rank 1 Probability Control only ensures that a natural 1 on an attack roll is not an automatic miss, if the total attack roll would still hit the target's Defense. Higher ranks increasingly ensure reliably good outcomes (or at least a degree of immunity to poor ones) while the highest ranks ensure the character can regularly accomplish amazing things. Probability Control's maximum rank is the campaign's power level or 20 (whichever is less).

At the Gamemaster's discretion, you can split your Probability Control among multiple die rolls in the same round, having a lesser effect. So, for example, you could split Probability Control 12 into two minimum die rolls of 6, or any other combination adding up to 12. In this case, the GM may wish to allow Probability Control ranks greater than 20, but with no more than 20 ranks assigned to any particular die roll in a round.

Extras

- **Fortune (+1):** You can grant the benefits of your Probability Control to someone else by touch.
- **Jinx (+1):** You can affect someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gets a Will saving throw to avoid the effect. If it fails, on one of the subject's die rolls for the next round (chosen by you), a roll equal to or less than your Probability Control rank is treated as a 1.
- **Range (+1):** You can use Fortune and/or Jinx at normal range as a +1 extra. For a +2 extra, you can use either at perception range. You must have the Fortune or Jinx extra(s) to benefit from this extra.

Flaws

- **Limited (-1):** You can only use the Fortune or Jinx ability of Probability Control; the power doesn't benefit you. You must have the appropriate extra (Fortune or Jinx) to take this flaw.

VALKYRIE

"Never send a man to do a woman's job."

BACKGROUND

Athletically gifted from an early age, Karolina Åkesson was Sweden's top heptathlete and a world champion by the time she was a teenager. Finding it too easy to win in the female events, Karolina wanted to test herself against male athletes, but was barred from doing so. Disillusioned by the sexism of the decision, Karolina withdrew to the Swedish countryside and vowed never to compete again. Shortly thereafter, while jogging in the fields near her home, Karolina was confronted by the ghostly vision of a beautiful woman in armor who led Karolina to a cave. Inside she found a gleaming suit of armor and a mighty sword.

Donning the armor and grasping the sword, Karolina was reborn as Valkyrie and vowed to bring an end to male domination in society. Finding several female supers sympathetic to her cause, Valkyrie formed the Furies. The Furies spent their time robbing, kidnapping, and otherwise flaunting what they saw as the rules of an unjust male-dominated society and hoped by their actions to begin a female revolution. Of course, the revolution never came and the Furies were eventually betrayed by one of their own in La Pyra, who in exchange for a reduced sentence, agreed to turn in her fellow Furies to the government.

Valkyrie is a swaggering bully that prefers to get her way through physical intimidation. She is fully confident that her physical abilities make her one of the top dogs in Lockdown regardless of gender. While men, whom Valkyrie considers the enemy, get no respect from her at all, even

other women are not immune to her predations unless they can somehow impress in her the fact that size and strength aren't everything.

USING VALKYRIE

Valkyrie is an exercise fanatic and spends as much time as possible in Two Tier's gymnasium and weight center. When not busy maintaining her physique Valkyrie is usually at Berlin Betty's side, acting as Holman's enforcer, bodyguard, and leader of her entourage. Valkyrie has this position because Berlin Betty enjoys having such a fine example of the



Aryan ideal in her presence (Holman ignores Valkyrie's Swedish heritage; her true Aryan blood is obvious despite her sub-standard breeding).

Valkyrie is not a racist but a misandrist; she believes that all women regardless of color or ethnicity are superior to men. However, Berlin Betty, who actively encourages Valkyrie in her misandry, is slowly trying to get her Aryan charge to see that even among women there is a precedence of rank.

Valkyrie is aware of the fact that La Pyra is an inmate at Lockdown. While Valkyrie would love to get even with her former associate, she hasn't yet found an opportunity to do so.

TACTICS

Valkyrie carries the fight straight to her enemies, plunging into the midst of battle with her gleaming armor and swinging her sword. When facing female opponents Valkyrie will take every opportunity to enlighten her "sister" to her cause, hoping to turn her opponent to her side. But if this fails Valkyrie has no problem disposing of her "misguided" opponent (although she will usually try to knock a female opponent unconscious rather than kill her). Valkyrie attacks men without mercy. While Valkyrie believes that women are superior to men, Valkyrie is not stupid enough to underestimate male opposition nor, thanks to La Pyra's betrayal, does she trust women implicitly.

SPONSOR

Valkyrie's interest in, and respect of, her dependent is based on solely on whether the dependent shares Valkyrie's two big passions: physical exercise and a hatred of men. A love of, or at least a willingness to engage in, exercise is especially important as Valkyrie spends so much time in the gym that a

PROFILE: VALKYRIE

Power Level: 12

Classification: Type I

Concept: Former professional athlete turned female supremacist

Name: Karolina Åkesson

Other Aliases: Inmate #I-H-017

Base of Operations: Cellblock H, Lockdown

Affiliation: Furies

Nationality: Swedish

Age: 31

Height: 6'4"

Weight: 225 lbs.

Eyes: Blue

Hair: Blonde

dependent will rarely see her outside of it. However, even if Valkyrie actively dislikes her dependent, she will always come to her aid; as one of the toughest individuals in the facility (as long as everyone's powers are suppressed), Valkyrie has a reputation to uphold. Also, Valkyrie has every intention of reforming the Furies upon her release and will feel out her dependent to see if she might make a suitable recruit.

Valkyrie

Power Level: 12 (186 points)

Abilities: Str 18, Dex 16, Con 16, Int 14, Wis 14, Cha 30 (18)

Skills: Acrobatics 9 (+12), Climb 4 (+8), Concentration 4 (+6), Drive 2 (+5), Intimidate 12 (+22), Language (English), Notice 4 (+6), Profession (athlete) 8 (+10), Sense Motive 4 (+6), Swim 4 (+8)

Feats: Assessment, Attractive, Endurance, Improved Initiative 2, Instant Up, Move-by Action, Power Attack, Startle

Powers: **Device 6** (mystic sword, easy to lose; *Power Feats:* Restricted [women only]) **Mystic Sword:** **Strike 12** (*Extras:* Penetrating; *Power Feats:* Critical Strike, Fearless, Improved Critical 3 [17-20]), **Device 13** (brilliant armor, hard to lose; *Power Feats:* Restricted [women only]) **Brilliant Armor:** **Protection 12** (*Extras:* Impervious), **Dazzle 12** (all visual senses), **Enhanced Charisma 12, Immunity 4** (cold, critical hits, heat)

Combat: Attack +12, Grapple +16, Damage +12 (mystic sword), +4 (unarmed), Defense +8, Knockback -15, Initiative +11

Saving Throws: Toughness +15 (+3 without armor), Fortitude +9, Reflex +9, Will +8

Totals: Abilities 36 + Skills 13 + Feats 9 + Powers 70 + Combat 40 + Saves 18 = 186

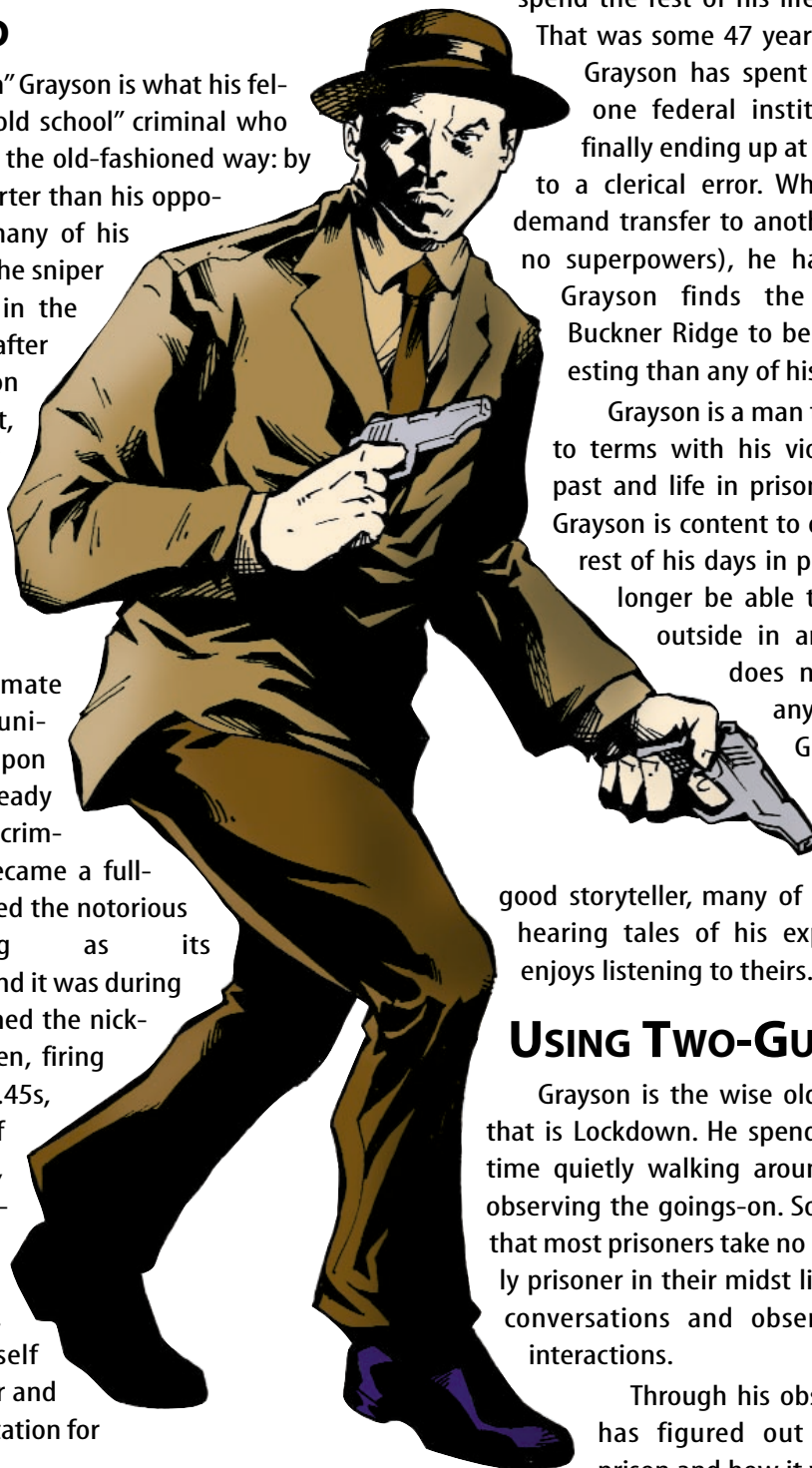
Two-Gun

"Eat lead!"

BACKGROUND

Bernard "Two-Gun" Grayson is what his fellow inmates call an "old school" criminal who earned his reputation the old-fashioned way: by being better and smarter than his opposition. Grayson got many of his skills as the result of the sniper training he received in the Marine Corps where, after serving with distinction in the Korean conflict, he was dishonorably discharged when a cigarette and alcohol smuggling operation he was a part of was uncovered.

Finding legitimate employment opportunities closed to him upon his discharge, and already having a taste for the criminal, Grayson soon became a full-time criminal. He joined the notorious Henderson Gang as its wheelman/enforcer and it was during this time that he earned the nickname "Two-Gun" when, firing his two nickel-plated .45s, he shot his way out of an FBI ambush. Later, after the other members of the Henderson Gang had been captured, Grayson hired himself out as a contract killer and quickly earned a reputation for getting things done.



Grayson was eventually caught and sentenced to spend the rest of his life in federal prison.

That was some 47 years ago. In that time Grayson has spent every moment in one federal institution or another, finally ending up at Buckner Ridge due to a clerical error. While Grayson could demand transfer to another facility (he has no superpowers), he has chosen not to; Grayson finds the environment at Buckner Ridge to be much more interesting than any of his previous stays.

Grayson is a man that has long come to terms with his violent and criminal past and life in prison. Now in his 70's, Grayson is content to quietly live out the rest of his days in prison; he would no longer be able to function on the outside in any case. While he does not associate with any particular group, Grayson is always glad to talk with other prisoners and, as he is a good storyteller, many of the inmates enjoy hearing tales of his exploits even as he enjoys listening to theirs.

USING TWO-GUN

Grayson is the wise old man of the tribe that is Lockdown. He spends most of his free time quietly walking around the prison and observing the goings-on. So unobtrusive is he that most prisoners take no notice of the elderly prisoner in their midst listening in on their conversations and observing their social interactions.

Through his observations Grayson has figured out more about the prison and how it works than anyone

not a member of the Cartel. This knowledge, plus over four decades of incarceration, has led Grayson to conclude that something is fundamentally wrong at Buckner Ridge. While he doesn't know exactly what, Grayson has been keeping a close eye on both X-8 and Siegemaker, taking careful note of Kim's contraband activities and Puenzo's attitude, which he finds too self-satisfied for a genius without a creative outlet.

TACTICS

Never a big man, Grayson has always shied away from physical confrontation, preferring to let his guns do the talking and, despite his age, he's still quite good at it; give him his pair of nickel-plated .45's (or any other guns for that matter) and watch Grayson work using his trademarked two-gun shooting style. In a fight, Grayson prefers to find cover to hide behind while he rains lead down on his opponents, moving from cover to cover as the situation requires.

SPONSOR

Grayson acts much like a kindly grandfather to his dependent, not only showing the dependent the ropes but also willingly sharing his insights on prison life and crime in general. Two-Gun never forces his advice down anybody's throat though, so if the dependent isn't interested in Grayson's hard-earned wisdom then Grayson leaves him alone to learn things the hard way.

Two-Gun

Power Level: 17 (257 points)

Abilities: Str 8, Dex 15, Con 14, Int 16, Wis 20, Cha 16

PROFILE: TWO-GUN

Power Level: 17

Classification: Type I

Concept: Long-time criminal just doing his time

Name: Bernard Grayson

Other Aliases: Old Man Grayson, Inmate #I-A-003

Base of Operations: Cellblock A, Lockdown

Affiliation: Henderson Gang

Nationality: American

Age: 74

Height: 5'9"

Weight: 130 lbs.

Eyes: Brown

Hair: White

Skills: Bluff 18 (+21), Climb 8 (+7), Concentration 18 (+23), Diplomacy 8 (+11), Disable Device 12 (+15), Drive 4 (+6), Gather Information 12 (+15), Intimidate 8 (+11), Knowledge (civics) 8 (+11), Knowledge (streetwise) 12 (+15), Notice 18 (+23), Search 12 (+15), Sense Motive 16 (+21), Stealth 18 (+20), Swim 8 (+7)

Feats: Accurate Attack, All-Out Attack, Ambidexterity, Assessment, Attack Specialization 5 (pistol), Connected, Contacts, Critical Strike, Defensive Attack, Defensive Roll 3, Distract (Bluff), Elusive Target, Equipment 9, Evasion 2, Improved Aim, Improved Critical

4 (pistol, 16-20), Improved Defense, Improved Initiative, Luck 8, Master Plan, Power Attack, Precise Shot, Quick Draw 3 (draw, load, ready), Seize Initiative, Skill Mastery 2 (Bluff, Disable Device, Drive, Intimidate, Notice, Search, Sense Motive, Stealth), Sneak Attack 4 (+5 damage), Taunt, Ultimate Aim, Ultimate Save (Toughness), Ultimate Skill 3 (Bluff, Notice, Stealth), Uncanny Dodge (mental), Well-Informed

Equipment: Two Custom .45s (**Blast 5**; *Extras:* Autofire [hair-trigger], Penetrating [armor-piercing bullets], *Power Feats:* Accurate), Undercover Shirt (**Protection 2**; *Power Feats:* Subtle)

Combat: Attack +24 (custom .45), +22 (pistol), +12, Grapple +11, Damage +5 (custom .45), +10 (custom .45 sneak attack), -1 (unarmed), Defense +20, Knockback -3, Initiative +6

Saving Throws: Toughness +7 (+4 flat-footed/+2 without armor), Fortitude +12, Reflex +12, Will +15

Totals: Abilities 29 + Skills 45 + Feats 65 + Combat 88 + Saves 30 = 257

GREAT BEAR

"The values of my tribe cannot be compromised."

BACKGROUND

Native American James Iron Eyes, AKA Great Bear, a shaman of his people, feels he is a man betrayed by his own people. When the elders of Iron Eyes' tribe wanted the tribe to join other Native American tribes that had revitalized their economies by building casinos, Iron Eyes campaigned against the tribal elders. Iron Eyes lost the vote by a landslide.

As construction for the casino began, Iron Eyes went into the wilderness of the reservation to ask the tribe's ancestral spirits for guidance. Four days Iron Eyes fasted, danced, chanted, and sweated. On the fifth day, almost delirious from his exertions, the power of the Great Bear fused with him. Taking this as a sign, Iron Eyes/Great Bear went to the casino construction site and laid waste to it, destroying millions of dollars of work and construction equipment. Having no other choice, the tribal elders called upon the federal government for help; Iron Eyes/Great Bear was subsequently captured and incarcerated at Lockdown. Although the tribe had jurisdiction over Iron Eyes, he was turned over to the federal government, because the tribe lacked adequate internment facilities.

What he feels to be a betrayal by his people of not only him but also their tribal heritage has made Iron Eyes a sullen, bitter man. Iron Eyes does not see himself as a criminal, rather a crusader for a misguided people. The idea that he might have been wrong to go against the elders' and tribe's decision never enters his mind; after all, the spirit of the Great Bear would not have chosen him as a vessel if his cause was not just.

USING GREAT BEAR

Iron Eyes does his best to remain out of the mainstream of prison life. To Iron Eyes, virtually all the other prisoners are deserving of their place in Lockdown and for all he cares, they can go out and kill each other as long as they leave him alone. This "better than



thou" attitude has not earned him many friends in gen-pop.

Iron Eyes tries to be a model prisoner and to pass his time in jail as quickly and quietly as possible. His few interactions with other prisoners are of the intellectual variety; Iron Eyes is an avid chess player and takes full advantage of Lockdown's library and adult education programs.

TACTICS

Iron Eyes tries to talk his way out of any situation, believing that a peaceful resolution is always the best one. Of course, if that doesn't work, Iron Eyes calls upon the spirit of the Great Bear and transforms.

As the Great Bear, Iron Eyes is a pure brawler, wading into the battle and using his great bulk to push his enemies around while slashing about with his claws. Although he fights ferociously, Great Bear is never out of control in a fight. Great Bear fights not to kill, but to subdue and will accept his opponents' honest surrender if offered. Of course Great Bear is not naïve and he won't let down his guard just because his opponent is offering to surrender.

SPONSOR

Iron Eyes treats his dependents as they treat him. If he gets respect, he gives respect and helps out to the best of his ability. If he is disrespected then he simply leaves his dependent to figure things out on his own. Iron Eyes also knows that a dependent's attitude may very well be a defense mechanism so if at a later time his dependent returns and honestly apologizes, Iron Eyes will gladly help the dependent learn the ropes.

Great Bear

Power Level: 14 (214 points)

Abilities: Str 38, Dex 15, Con 34, Int 14, Wis 16, Cha 16

Skills: Concentration 4 (+7), Climb 14 (+24, size included), Handle Animal 12 (+15), Intimidate 18 (+20, size included), Notice 12 (+15), Sense Motive 8 (+11), Survival 16 (+19), Swim 12 (+22)

Feats: All-Out Attack, Animal Empathy, Assessment, Diehard, Endurance, Fearsome Presence,

PROFILE: GREAT BEAR

Power Level: 14

Classification: Type III

Concept: Betrayed tribal shaman.

Name: James Iron Eyes

Other Aliases: Inmate #III-C-009

Base of Operations: Cellblock C, Lockdown

Affiliation: None

Nationality: Native American

Age: 32

Height: 6'2" (8'4" as Great Bear)

Weight: 207 lbs. (700 as Great Bear)

Eyes: Brown

Hair: Black

Improved Grab, Improved Grapple, Improved Overrun, Improved Pin, Power Attack, Startle, Stunning Attack

Powers: **Comprehend 2** (speak to and understand animals), **Growth 4** (*Power Feats:* Innate; *Flaws:* Permanent), **Immovable 14**, **Immunity 3** (cold, critical hits), **Protection 14** (*Extras:* Impervious), **Super Senses 7** (danger sense [olfactory], low-light vision, scent, tracking 3 [olfactory, move all-out, ultra-hearing])

Combat: Attack +13 (size included), Grapple +31 (size included), Damage +14 (unarmed), Defense +10 (size included), Knockback -28, Initiative +2

Saving Throws: Toughness +14, Fortitude +16, Reflex +9, Will +10

Drawbacks: Normal Identity (magic word) (free action, -3 points)

Totals: Abilities 61 + Skills 24 + Feats 13 + Powers 51 + Combat 50 + Saves 18 - Drawbacks 3 = 214

James Iron Eyes

Power Level: 5 (71 points)

Abilities: Str 16, Dex 14, Con 14, Int 14, Wis 16, Cha 16

Skills: Concentration 4 (+7), Diplomacy 4 (+7), Handle Animal 4 (+7), Knowledge (theology and philosophy) 4 (+6), Notice 6 (+9), Sense Motive 8 (+11), Stealth 6 (+8), Survival 8 (+11), Swim 4 (+7)

Feats: Assessment, Inspire, Leadership, Track

Combat: Attack +5, Grapple +6, Damage +3 (unarmed), Defense +5, Knockback -, Initiative +2

Saving Throws: Toughness +2, Fortitude +4, Reflex +3, Will +5

Totals: Abilities 30 + Skills 12 + Feats 4 + Combat 20 + Saves 5 = 71

MR. LUCKY

"I feel a lucky streak coming on."

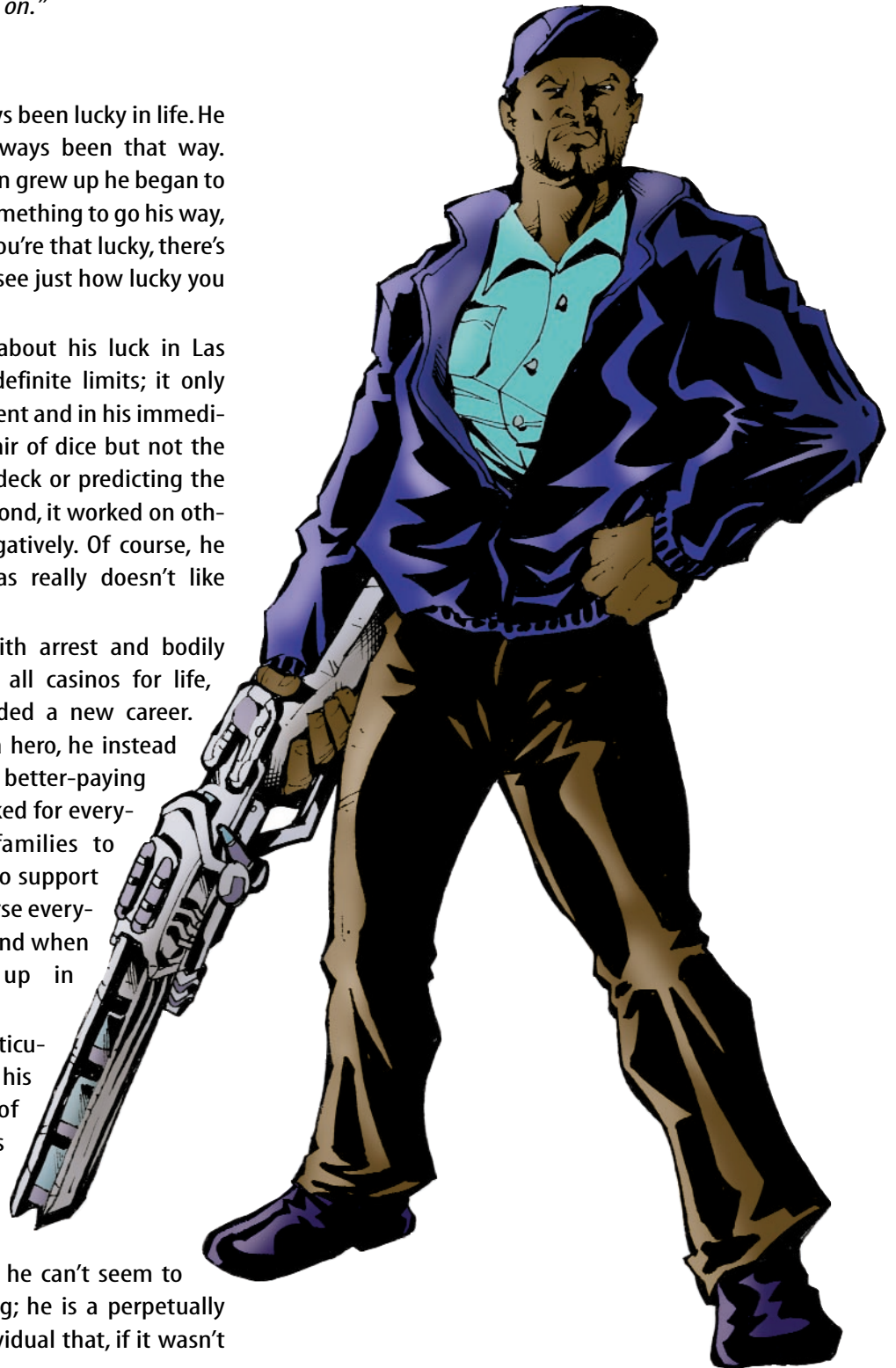
BACKGROUND

Kenneth Johnson has always been lucky in life. He doesn't know why, it's just always been that way. Whatever the reason, as Johnson grew up he began to realize that when he wanted something to go his way, it usually did. Naturally, when you're that lucky, there's only one place for you to go to see just how lucky you are: Las Vegas.

Johnson found out a lot about his luck in Las Vegas. For one, his luck had definite limits; it only worked in the immediate moment and in his immediate vicinity (i.e. the roll of a pair of dice but not the draw of cards from a shuffled deck or predicting the winner of a football game). Second, it worked on others to, both positively and negatively. Of course, he also discovered that Las Vegas really doesn't like "lucky" individuals.

After being threatened with arrest and bodily harm and being barred from all casinos for life, Johnson realized that he needed a new career. While he could have become a hero, he instead chose to hire his services out to better-paying criminal organizations. He worked for everyone from organized crime families to supervillains, using his ability to support his employers' activities. Of course everyone's luck eventually runs out and when Johnson's did, he ended up in Lockdown.

Johnson has been hit particularly hard by the suppression of his powers. After a lifetime of manipulating fortune in his favor he is completely unable to cope with the fact that he can no longer do so. It's a weakness on his part, but one he can't seem to overcome even with counseling; he is a perpetually depressed and depressing individual that, if it wasn't



for the fact that he is completely nonviolent and non-aggressive, would have been transferred to the PHU a long time ago.

USING MR. LUCKY

Johnson spends all of his time wrapped in his depression, rarely venturing forth from his cell to do anything other than eat or go to his mandatory counseling sessions with Dr. Lucy Mitchell. He doesn't interact much with the staff or other prisoners and they in turn ignore him, not wanting to be around someone that depressing.

Given Johnson's extensive work with other criminal organizations the Cartel had an initial interest in him, but the fact that he is handling his incarceration so poorly has made them rethink that; they can't use an individual that will crack under pressure the first time things don't go his way.

TACTICS

Johnson relies totally on his ability to manipulate luck in combat. He chiefly boosts the luck of himself and his allies, but in crucial situations, especially those involving Johnson directly, will jinx his opponents. Johnson isn't much of a tactician. He does the minimum planning he feels is necessary prior to any combat, counting on his ability to manipulate luck to make up for any unforeseen (unplanned) circumstances. Without his luck, as he currently is, Johnson is virtually useless, completely afraid to act without his "edge".

SPONSOR

Johnson makes a lousy sponsor. He wraps his "poor me" attitude around himself like a cloak and expects his dependent to constantly reassure him that things will be alright while at the same time telling the dependent that he doesn't know what he's talking

PROFILE: MR. LUCKY

Power Level: 16

Classification: Type V

Concept: Completely despondent criminal.

Name: Kenneth Johnson

Other Aliases: Inmate #V-E-002

Base of Operations: Cellblock E, Lockdown

Affiliation: Numerous criminal non-Cartel criminal organizations

Nationality: American

Age: 42

Height: 5'11"

Weight: 164 lbs.

Eyes: Brown

Hair: Black

about. Johnson's dependent will be lucky to get any answer out of Johnson about anything, and what answers that Johnson does give will always somehow lead back to him talking about how depressed he is.

Mr. Lucky

Power Level: 16 (247 points)

Abilities: Str 10, Dex 12, Con 12, Int 12, Wis 14, Cha 14

Skills: Acrobatics 2 (+3), Computers 2 (+3), Craft (chemical) 2 (+3), Craft (electronic) 2 (+3), Craft (mechanical) 2 (+3), Disable Device 2 (+3), Medicine 2 (+4), Drive 2 (+3), Pilot 2 (+3), Sleight of Hand 2 (+3)

Feats: Beginner's Luck, Defensive Roll 8, Diehard, Elusive Target, Evasion 2, Improved Initiative 2, Jack-of-All-Trades, Luck 8, Seize Initiative, Ultimate Aim, Ultimate Save 4 (Toughness, Fortitude, Reflex, Will), Uncanny Dodge (probability sense)

Powers: **Device 6** (experimental rail gun, easy to lose) *Experimental Rail Gun:* **Blast 10** (ballistic; *Extras:* Penetrating), **Probability Control 16** (*Extras:* Fortune, Jinx, Range)

Combat: Attack +10, Grapple +10, Damage +10 (rail gun), +0 (unarmed), Defense +10, Knockback -4, Initiative +9

Saving Throws: Toughness +9 (+1 flat-footed), Fortitude +10, Reflex +10, Will +11

Totals: Abilities 14 + Skills 5 + Feats 31 + Powers 130 + Combat 40 + Saves 27 = 247

ASTRAL MAHARISHI

"Anger is not the way to spiritual fulfillment."

BACKGROUND

Growing up on a commune in California a young Thomas McIntyre destined to become a seeker of the ultimate spiritual truth. After a couple of decades wandering the world McIntyre found his way to Sedona, Arizona. There, at the epicenter of the New Age movement, McIntyre spent his time meditating, often for days on end, until he finally succeeded in separating his spirit from his body.

Soon McIntyre was perfecting his astral traveling skills by moving about Sedona in astral form and observing people at their daily lives. Of course, Sedona being the haven psychics and spiritualists that it is, meant that many of the residents perceived McIntyre's astral form skulking about and it wasn't long before McIntyre had sheriff's deputies at his door with a search warrant. McIntyre would probably never have seen the inside of a jail cell if, upon entering the entranced McIntyre's apartment, the deputies had not discovered McIntyre's substantial stash of "spiritual enhancers".

McIntyre is a compact bundle of energy, excitedly moving about and prattling in a soft voice in his usual stream-of-consciousness style about New Age subjects of all kinds. While neither his constant jabbering nor the subject endears him to most anyone at Lockdown, McIntyre doesn't take the inevitable rejections personally; if anything, it just makes him more determined to show them the true ways to inner peace and spiritual enlightenment.

USING ASTRAL MAHARISHI

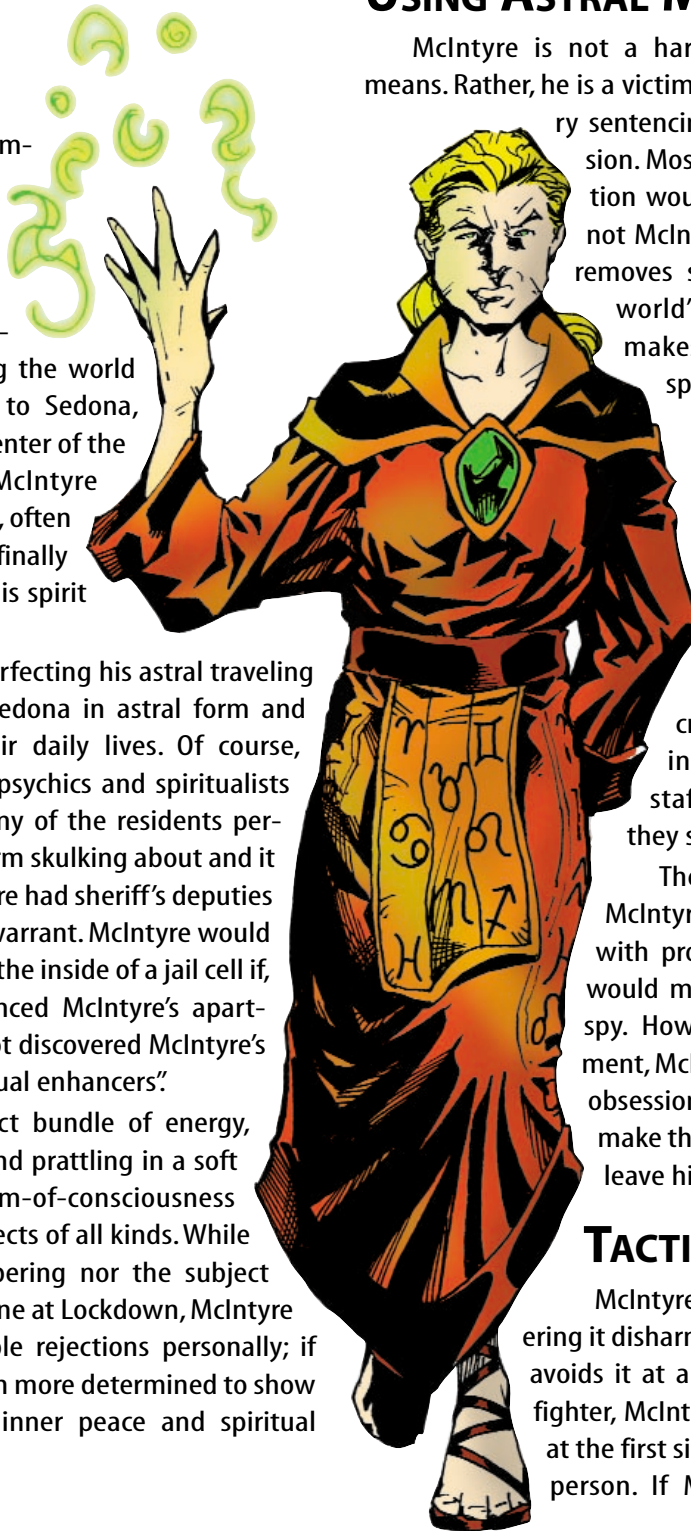
McIntyre is not a hardened criminal by any means. Rather, he is a victim of the Federal mandatory sentencing laws for drug possession. Most anyone else in his position would probably be mad, but not McIntyre. He finds that prison removes so many of the outside world's distractions that it makes seeking the ultimate spiritual truth easier.

McIntyre spends most of his time alone. Not because he doesn't like people, he does, but because his constant jabbering about all things New Age drives everyone around him crazy. Most of his fellow inmates and Lockdown's staff avoid him whenever they see him coming.

The Cartel would love to use McIntyre in their organization, as with proper training his powers would make him a very effective spy. However, in Hatchel's judgment, McIntyre's flaky attitude and obsession with all things spiritual make that impossible and so they leave him alone.

TACTICS

McIntyre abhors violence, considering it disharmonic in the extreme, and avoids it at all costs. Absolutely not a fighter, McIntyre will flee or surrender at the first sign of violence against his person. If McIntyre cannot flee or



realizes that surrender is not an option, he will defend himself as best as he can, but will always have an eye open for an opportunity to escape. In a fight McIntyre will only separate his astral body from his physical body, leaving his physical body at the mercy of his opponent, if he is certain that he is going to be killed as some chance is better than no chance (see box).

Plot Device

Astral Maharishi believes that if his physical body is killed while he is in Astral Form that his spirit will live on. Whether this is true or not is up to the GM. Should his spirit indeed live on, the GM can transfer Astral Maharishi's points from Astral Form into Alternate Form – Ghost.

Sponsor

Unless his dependent is interested in New Age spirituality (i.e. harmonic crystals, yoga, meditation, etc.), McIntyre is arguably the most irritating sponsor at Lockdown as he does nothing to help his dependent learn about the prison but instead constantly prattles on about New Age subjects. Woe to the dependent that shows any actual interest (whether real or feigned) in McIntyre's banter for he shall never know peace.

McIntyre is an excellent reader of people's attitudes. Unfortunately, he filters everything through his spiritual prism. So, for example, rather than give an irritated dependent some space, McIntyre would suggest an hour of quiet chanting together. Being the optimistic guy that he is, McIntyre is not easily discouraged from "helping" his dependent and the dependent may have to resort to more drastic measures to let McIntyre know his comments are not welcome. The dependent may see the resulting stay in Ad. Seg. as a blessing.

Astral Maharishi

Power Level: 11 (136 points)

Abilities: Str 14, Dex 19, Con 14, Int 14, Wis 18 (42 in Astral Form), Cha 12

Skills: Acrobatics 4 (+9), Concentration 16 (+20), Notice 16 (+20), Profession 4 (spiritual guru) (+8), Sense Motive 16 (+20)

Feats: Trance, Ultimate Save (Will)

Powers: **Astral Form 11, Enhanced Wisdom 24** (*Flaws:* Limited – while in Astral Form only), **Super Senses 9** (darkvision, direction sense, distance sense, low-light vision, mental awareness [acute, extended, radius]; *Flaws:* Limited – while in Astral Form only), **Mind Shield 11**

Combat: Attack +0, Grapple +2, Damage +2 (unarmed), Defense +3, Knockback -1, Initiative +5

Saving Throws: Toughness +2, Fortitude +2, Reflex +5, Will +16

Totals: Abilities 31 + Skills 14 + Feats 2 + Powers 83 + Combat 6 + Saves 0 = 136

Profile: Astral Maharishi

Power Level: 11

Classification: Type V

Concept: Overeager New Age spiritualist out to enlighten the world.

Name: Thomas McIntyre

Other Aliases: Peeping Tom, Inmate #V-E-005

Base of Operations: Cellblock E, Lockdown

Affiliation: None

Nationality: American

Age: 44

Height: 5'8"

Weight: 120 lbs.

Eyes: Green

Hair: Blond

LA PYRA

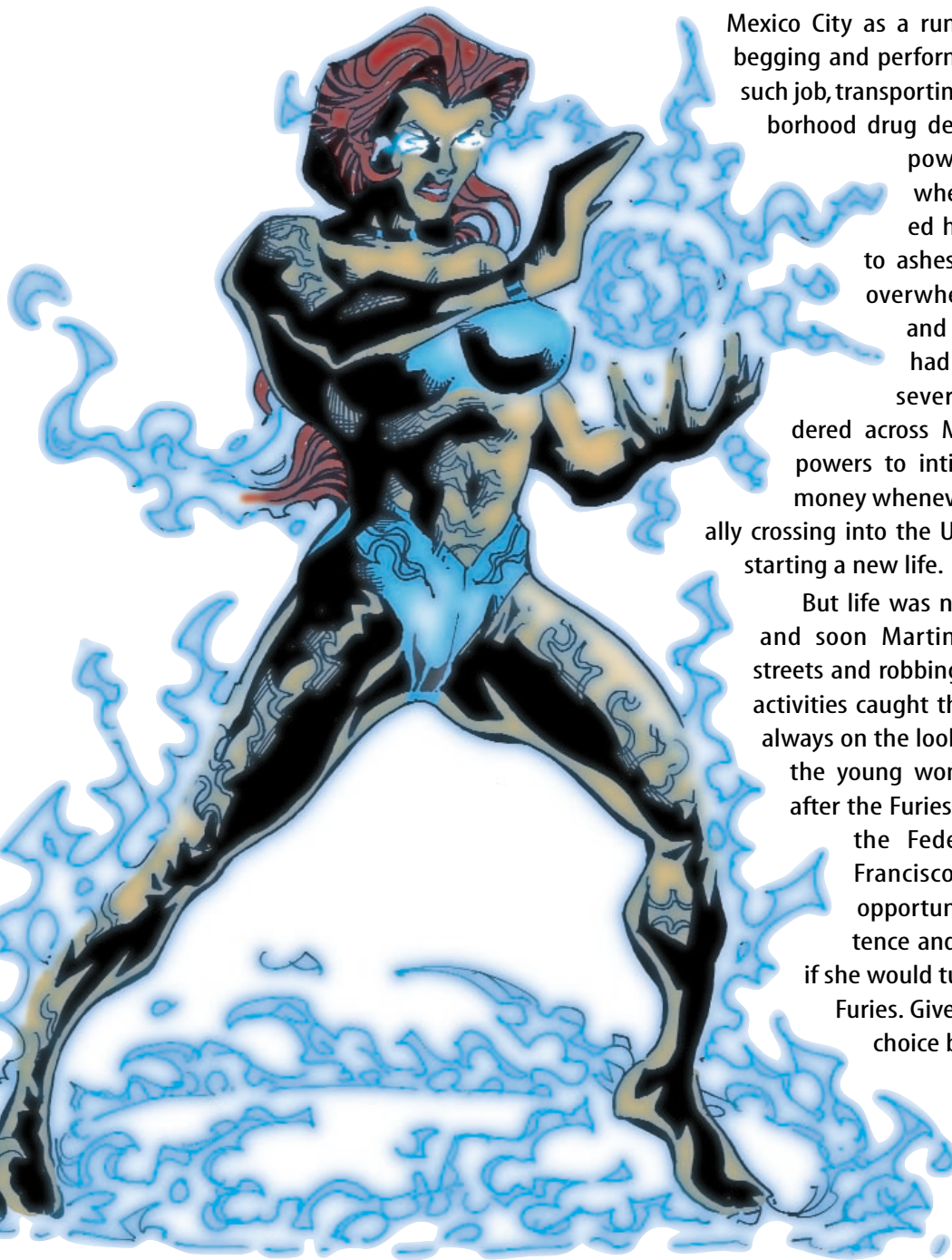
"Burn, baby, burn!"

BACKGROUND

Claudia Martinez grew up on the streets of Mexico City as a runaway, making her living by begging and performing odd jobs. It was on one such job, transporting some money for the neighborhood drug dealer, that her latent mutant powers revealed themselves when a quartet of toughs accosted her. After burning the toughs to ashes, Martinez fled Mexico City, overwhelmed by her new powers and panicked by the fact that she had just committed murder. For several months Martinez wandered across Mexico, using her newfound powers to intimidate people out of their money whenever she needed some, eventually crossing into the United States in the hopes of starting a new life.

But life was no better north of the border and soon Martinez was back roaming the streets and robbing people of their wallets. Her activities caught the attention of Valkyrie who, always on the lookout for new talent, recruited the young woman into the Furies. Caught after the Furies' failed attempt to break into the Federal Reserve Bank in San Francisco, Martinez was given the opportunity to earn a reduced sentence and avoid extradition to Mexico if she would turn witness against the other Furies. Given such a lifeline, she had no choice but to take it.

Although she did what was right for her, Martinez is still torn about her betrayal of the Furies as she considered a number of them friends. This, com-



bined with the fact that the Furies have vowed revenge on her, has made Martinez a generally morose person who would like nothing better than to get out of prison and begin a normal life. While she has been trying to get herself educated by borrowing copiously from the library, there are many days when the pressure just gets to her and she gives up all hope of ever being anything other than a criminal.

USING LA PYRA

Martinez knows that Valkyrie is also in Lockdown and, if given the chance, the big Swede will take revenge on Martinez for her betrayal. With her powers shackled, Martinez is no match for Valkyrie and the fact that Valkyrie associates with Berlin Betty only makes the situation more dangerous. As a result, Martinez keeps a low profile at all times and does not leave the Protective Custody Ward unless absolutely necessary. If she must leave the ward, she always requests that a CO accompany her.

TACTICS

La Pyra is a fierce fighter that immolates herself the moment trouble starts and flies around the battlefield to devastate her enemies with fiery blasts, usually evading any return fire with ease. Enemies that do manage to close to melee range with her find that despite her petite size, she is an eager brawler. Her quickness not only makes her hard to hit but also lets her place her punches, which are quite effective thanks to her fiery form, on target with surprising accuracy.

PROFILE: LA PYRA

Power Level: 13

Classification: Type II

Concept: Supervillain turned snitch keeping a low profile

Name: Claudia Martinez

Other Aliases: Inmate #III-F-011

Base of Operations: Cellblock F, Lockdown

Affiliation: Furies

Nationality: Mexican

Age: 20

Height: 5'2"

Weight: 92 lbs.

Eyes: Fiery red

Hair: Black with red streaks

SPONSOR

Given that she has some dedicated enemies, Martinez does not want to sponsor anyone. If she is forced to sponsor someone, Martinez will spend hours feeling out her charge while showing her dependent the basics to see if she might have some connections to the Furies or Berlin Betty. While cautious, Martinez is not paranoid and if she can satisfy her suspicions about her dependent she will slowly open up. While at that point Martinez will be more than happy to take the time to answer any questions and provide advice, the one thing that she will never talk about is her

own past and how she ended up in Lockdown.

La Pyra

Power Level: 13 (196 points)

Abilities: Str 12, Dex 30 (18), Con 14, Int 14, Wis 12, Cha 16

Skills: Acrobatics 12 (+22), Bluff 8 (+11), Gather Information 4 (+7), Intimidate 8 (+11), Knowledge (streetwise) 4 (+6), Notice 6 (+7), Sense Motive 6 (+7)

Feats: Acrobatic Bluff, All-Out Attack, Distract (Bluff), Fearsome Presence 5, Move-by Action, Power Attack, Precise Shot, Taunt

Powers: **Alternate Form 13** (fire; **Blast 13**, **Fire Control 8**, **Flight 5** [250 MPH], **Force Field 13**), **Enhanced Dexterity 12**, **Immunity 5** (fire) 5, **Super Senses 1** (infravision) 1

Combat: Attack +13, Grapple +14, Damage +13 (fire blast), +1 (unarmed), Defense +11, Knockback -7, Initiative +10

Saving Throws: Toughness +15 (+2 without force field), Fortitude +8, Reflex +13, Will +7

Totals: Abilities 26 + Skills 12 + Feats 12 + Powers 83 + Combat 48 + Saves 15 = 196

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